

Ahwatukee Little League

2017 Local Regulations and Playing Rules

This document provides local Regulations, Playing Rules, Clarifications and Guidelines that have been agreed upon by the Ahwatukee Little League (A.L.L.) Board. National Little League Official Regulations and Playing Rules will be in effect, except as noted by these local rules. Additional items have been included for clarification. Below are league objectives and an overview of each division's objectives to help commissioners, managers, coaches, parents and umpires understand how the A.L.L. play is to be conducted. We would like to stress that A.L.L. is a community baseball program. We strive for all players to enjoy and learn from their baseball experience with Little League.

Objective

The objectives of A.L.L. are: to provide an outlet of healthful activity and training under good leadership in an atmosphere of community participation and to help the young people of Ahwatukee become good and decent citizens by establishing the values of character, courage and loyalty through teamwork, sportsmanship and fair play. Another objective of the league will also try to develop all players for the next level of baseball.

Tryouts and the Draft Process

All 7, 8, 9, 10, 11, and 12 year-old players must try out according to the schedule provided by the league. For a 6 year old to be considered for the Farm Division, they must try out with the 7 year olds.

- I. Majors Division
 - 12-year-old players that do not try out may be subject to assignment at the league commissioner and player agent's discretion under Little League rules.
 - 11 year-old players that want to be considered for the Major Division must try out according to the schedule provided by the league. 11 year-old players that do not try out will be placed in the Minor AAA Division

- I. Minors AAA Division
 - For a 9 or 10 year-old to play in the Minor AAA division, they must tryout. Please note, 9 or 10 year olds that try-out are not guaranteed placement on Minor AAA teams. Player skill and the draft will determine if they play in this division or in the Minors AA division.
 - The number of rule V 12s, remaining 11s, will determine how many roster spots will be 9s and 10s in order to fill team rosters. All others 9s and 10s will remain eligible for the Minors AA draft.
 - NO consideration will be given for 8 year-old siblings of a 9, 10 or 11 to play Minors AAA.
 - 10 year-old players that do not try out will be drafted into the Minors AA Division. 9s that do not try out will be assigned to the Minors AA draft.

- II. Minors AA Division
 - For an 8 year-old to play in the Minor AA division, they must tryout. Please note, 8 year olds that try-out are not guaranteed placement on Minor AA teams. A large percent will remain in the Farm division.
 - It is preferred that a player has two years of experience in farm for this consideration, but this will be addressed on a player by player basis.
 - The number of remaining 10s on the board will then decide how many 9s and 8s will be needed to fill teams.
 - NO consideration will be given for 7s siblings of an 8, 9, or 10 to play in AA.
 - 8 and 9 year-old players that do not try out will be placed in the Farm Division.

III. Farm Division

- It is preferred that a player has two years of experience in Coach Pitch for draft consideration, but this will be addressed on a player by player basis.
- Consideration will be given for a 7 sibling of an 8, or 9 playing farm with skill and safety in mind.
- For the 2017 season, any 6 that played in the Farm Division during the 2014 season will be grandfathered in to farm or play in the CP division.

IV. Coach Pitch Division

- This division is intended for 6 and 7 year olds. An 8 year old may be considered under Rule V if they are a beginner.
- No consideration will be given for a 4 or 5 sibling of a 6, 7, or 8.

Section 3.00: Game Schedule, Field Conditions, Game Preliminaries, Pre-game warm ups, Line-up cards, Time limits, Scorekeeping, Post Game Tasks

Game Schedule:

Once the schedule is made then all game times are final. Games cannot be rescheduled due to a team not fielding 9 players for a game, even if a coach knows in advance that he will be short on players or coaches. Only games cancelled due to weather or Ahwatukee Little League scheduling issues will be considered by the board to be played at a later date. All consideration must be approved by the Baseball Operations Committee.

Field Conditions:

The Division Commissioner will notify A.L.L. if a field is not available for use because of field conditions. If the Commissioner has approved the field for use but the weather or field conditions are poor, the team managers must both agree the field is acceptable. Once the game is turned over the Chief Umpire, only the Chief Umpire may end a game for weather, darkness or time.

Game Preliminaries:

The home team shall take the third base dugout/bench and the visiting team shall take first base dugout/bench.

Both teams are responsible for field set-up.

For Major Divisions, the visiting team must provide the official pitch counter and an announcer. The home team must provide an official scorekeeper. Master scorebook and pitch log will be provided.

For Minor AAA and AA Divisions, both teams must provide pitching logs to the official scorekeeper.

For Minor AAA and AA Divisions, both teams must provide line-up cards to the official scorekeeper and the chief umpire.

Section 4.00 Starting and Ending the Game

Exception to rule 4.01 Coach Pitch and t-ball managers need only exchange lineup card with the opposing manager.

NOTE (1): The manager/coach who attends the plate meeting at the start of the game will be the designated manager for that game. **Only the designated manager, at the plate meeting, can request to approach the umpire with any concerns about a ruling (not a judgment call) on the field during the game.**

Time Limits:

Time limits are based on the different parks and not specific to any division. Teams of all divisions will follow the time limits at the respective field they are having their game.

Ahwatukee Park:

Weeknight games will have a drop dead time limit at the official time of sunset. The sunset time game limit will be published weekly, determined on the prior Sunday by the Umpire in Chief and run through the following calendar week. If an inning cannot be completed before the sunset time then the game will revert to the last completed inning to determine final score.

Weekend games will have a time limit as follows. No new inning after 1:45 of play. All play stops at 2:00 hours and the score reverts to the last completed inning if necessary.

Mountain Vista Park:

Weeknight and Weekend games will have a time limit as follows: No new inning after 1:45 of play. All play stops at 2:00 hours and the score reverts to the last completed inning if necessary.

Scorekeeping:

For Minor Divisions

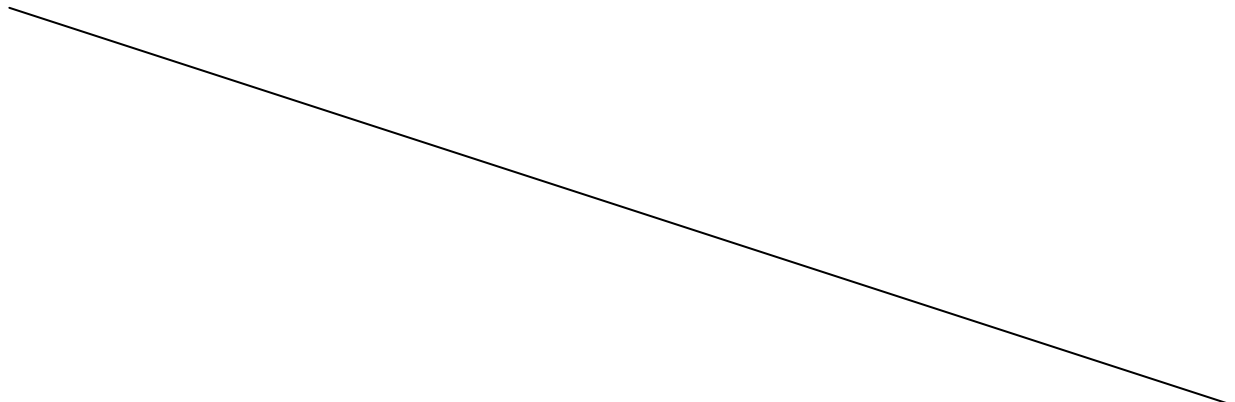
- 1) Except for Coach Pitch, Minor AAA, AA and farm the home team shall be responsible for keeping the official scorebook.
- 2) The official scorebook may be kept outside of the home team dugout by the home team scorekeeper.
- 3) The official scorekeeper is to record the names of the umpires and team managers of both teams.
- 4) For Minor AAA and AA Divisions, all official scorebooks are to include the record of all pitchers and the number of innings pitched.
- 5) For Minor AAA and AA Divisions, score keepers must also maintain the pitching log and return the pitching log to each team's manager at the completion of the game.

For Major Divisions, the visiting team must provide the official pitch counter and an announcer. The home team must provide an official scorekeeper. Master scorebook and pitch log will be provided. These are to be used for player evaluations for all-stars. All three of these individuals will sit behind home plate for easy access to the game UIC. A scorebook/pitch log shall also be kept in or near the dugout. Any differences shall be resolved before the next pitch is thrown.

Post Game Tasks:

Both team managers and the chief umpire shall sign the official game book and pitching logs.

For the last game of the day at all locations, both teams are responsible for field take down. All equipment should be properly stored. Ahwatukee Park should be raked, watered and covered after games and practices.



Major Division 2017 Local Regulations and Playing Rules

The Major Division is a player's introduction to the complete game of Little League baseball. Major division players receive live pitching, stealing, and situational baseball from the start. The season is divided into preseason and regular season games, with preseason games being played during the first third of the season, and the regular season games played in the remainder. The transition from preseason to regular season will be announced by the league commissioner, and will likely occur on a Monday.

Players that are League Age 11 and 12 are eligible for participation in the Major Division. All 12 year olds shall play in the Majors' Division. Note: for 12 year olds to play minors or below, please see V(a). All players must try out for this division.

Section IV – The Players (i)

The Major Division will play a preseason and a regular season before a league playoff. Preseason is defined as the first 1/4th of the season. In the case of an inconsistency among teams, the team that has not reached its minimum number of preseason games shall prevail. The number of preseason games shall be the same for each team.

For the preseason the Majors Division utilizes a continuous batting order, and equal play defensive rules. Preseason uses all player skill levels for equal defensive and offensive play. Open substitution is allowed, and team experimentation is encouraged for this part of the season. No player shall sit on the bench more than one consecutive inning (three inning minimum). Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. During preseason a win/loss record will not be kept.

For the regular season, the Majors Division utilizes a continuous batting order, and each player must play a minimum of 6 outs on defense. Open substitution is allowed. All other green book rules will be followed supplemented by the local rules below. During the regular season, win/loss records and standings are kept to establish tournament rankings

Section VI Pitchers (c)

If a team has more than one game a week, a minimum of 35 pitches must be thrown by a player other than a 12 year old. The 35 pitch count can be accumulated by any combination the manager deems appropriate to meet the requirement.

Section 4.05

No one except the players, managers and coaches shall occupy the dugout. Each team can have only 5 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. The scorebook and pitch count may be kept outside the dugout by a designated team parent. Fans may cheer on their teams; however; coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

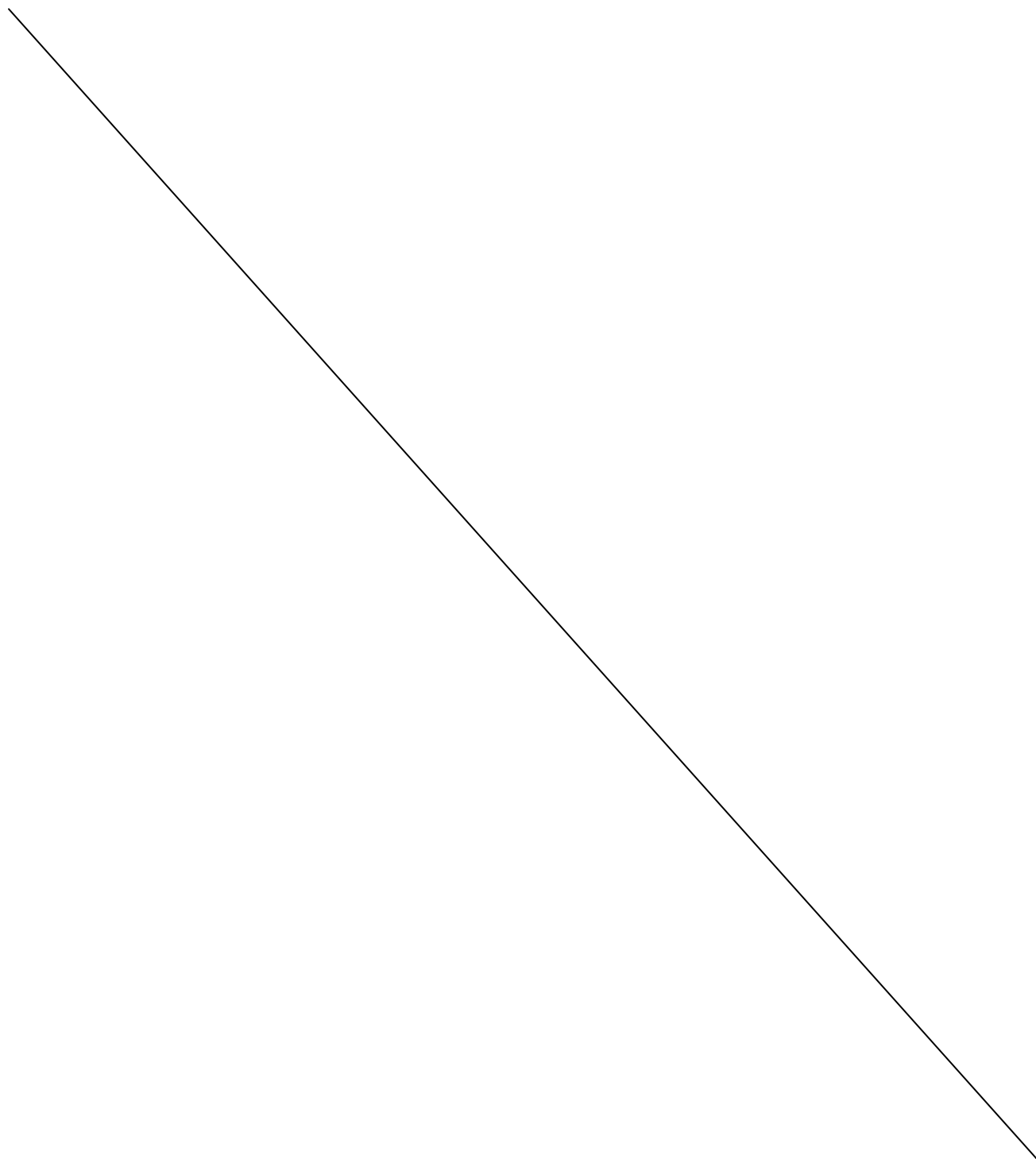
Exception to Section 4.16

Note (1) Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place.

7.14 The Runner

If only nine players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out.

End of 2017 Local Regulations and Playing Rules for Major Division



Minor AAA Division 2017 Local Regulations and Playing Rules

The Minor AAA Division is a player's introduction to a more complete game of Little League baseball mirroring the Majors division rules with few exceptions. Minor AAA division players receive live pitching, stealing, and situational baseball from the start. The season is divided into preseason and regular season games, with preseason games being played during the first third of the season, and the regular season games played in the remainder. The transition from preseason to regular season will be announced by the league commissioner.

Players that are League Age 9,10 and 11 are eligible for participation in the AAA Minor Division. Note: for 12 year olds to play Minors AAA please see V(a). All players must try out for this division.

Section IV – The Players (i)

The Minor AAA Division will play a preseason and a regular season before a league playoff. Preseason is defined as the first 1/4th of the season. In the case of an inconsistency among teams, the team that has not reached its minimum number of preseason games shall prevail. The number of preseason games shall be the same for each team.

For the preseason the Minor AAA Division utilizes a continuous batting order, and equal play defensive rules. Preseason uses all player skill levels for equal defensive and offensive play. Open substitution is allowed, and team experimentation is encouraged for this part of the season. No player shall sit on the bench more than one consecutive inning (three innings minimum). Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. During preseason a win/loss record will not be kept.

For the regular season, the Minor AAA Division utilizes a continuous batting order, and no player shall sit on the bench more than one (1) consecutive inning (three innings minimum). A player must play at least two (2) innings at a "key position". "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base, pitcher and catcher. Open substitution is allowed. All other green book rules will be followed supplemented by the local rules below. During the regular season, win/loss records and standings are kept to establish tournament rankings

Section VI Pitchers (c)

If a team has more than one game a week, a minimum of 35 pitches must be thrown by a player other than an 11 year old. The 35 pitch count can be accumulated by any combination the manager deems appropriate to meet the requirement.

Section 4.05

No one except the players, managers and coaches shall occupy the dugout. Each team can have only 5 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. The scorebook and pitch count may be kept outside the dugout by a designated team parent. Fans may cheer on their teams; however, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

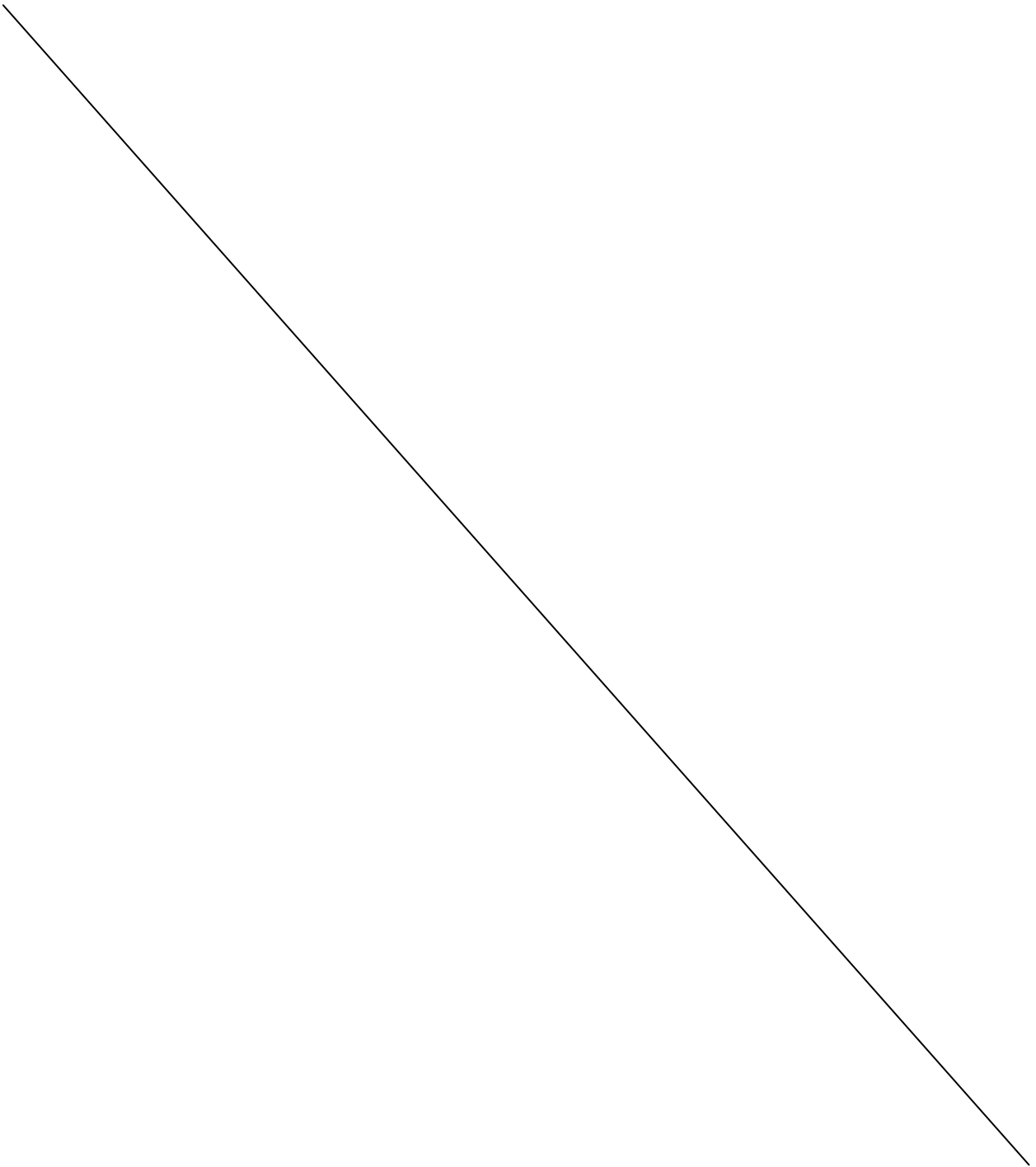
Exception to Section 4.16

Note (1) Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place.

7.14 The Runner

If only nine players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out.

End of 2017 Local Regulations and Playing Rules for Minor AAA Division



Minor Division AA 2017 Local Regulations and Playing Rules

The Minor AA Division is a player's introduction to a more complete game of baseball and emphasizes the teaching of fundamentals. However, it is still early in their physical development. This division strengthens their understanding of teamwork, organization, and friendships with other players. Minor AA division players will receive live pitching. The physical skill of the players will begin to match the required fundamentals of catching, throwing, batting and game situations to move to the next level.

Players League Age 8, 9, and 10 are eligible for participation in the Minor AA Division. Players League Age 8 and 9 that do not tryout are subject to assignment in Farm division.

Section IV – The Players (i) Minimum Defensive Play and 4.04

The AA Division will play a preseason and a regular season before a league playoff..

For the season, the Minor AA Division utilizes a continuous batting order and open substitution is allowed. Each player shall play a minimum of three (3) innings of defensive play. Managers are encouraged to make every effort to give the players more than three (3) innings of defensive play. No player shall sit on the bench more than one (1) consecutive innings. Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. Note (1) this does not apply to a pitcher coming back into pitch.

During the season, win/loss records and standings are kept for teaching and informational purposes. Ahwatukee Little League tournament for this division will be by random draw.

(i) Defensive Play and Key Positions

In Minor AA Division, players must play both infield and outfield during a game. The defense is able to place a total of 10 players in the field, six (6) infielders and four (4) outfielders. All four out fielders must be relatively evenly spaced throughout the outfield. No rover position will be allowed. A player must play at least two (2) innings at a "key position". "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base, pitcher and catcher.

Section 2.0 and 5.07– Inning

In the first half inning of play, once the away team scores five (5) runs, the first half of the inning shall end. In each subsequent half inning, the opposing team may score as many as five (5) runs above the opposition's score which at that time the half inning shall end.

Section 4.00 – Starting and Ending a Game Clarification to Section 4.01

The manager/coach who attends the plate meeting at the start of the game will be the designated manager for that game.

Section 4.05

No one except the players, managers and coaches shall occupy the dugout. Each team can have only 6 approved coaches on their roster (1 Manager, 3 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 3 coaches. The scorebook and may be kept outside the dugout by a designated team parent. A fourth adult may be used in this division. Fans may cheer on their teams; however, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Section 4.16

Note (1) Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place.

7.01 The Runner

With the opportunity to be put out, runners may advance AT RISK only one base on a passed ball or wild pitch that passes the catcher's feet. Runners can advance in this manner from 1B to 2B or 2B to 3B. The runner MAY NOT advance on a PB/WP from 3B to home. The runner may not advance to home plate unless the ball is batted by the batter or forced to advance due to the batter being awarded first base.

Approved Ruling (1) Runner on 1B or 2B. Wild pitch or passed ball passes the catcher's feet. Runner may advance to the next base at risk. If a throw is made (catcher or other defensive player) and the runner is out, the out stands. If the runner is declared safe, no out will be recorded. The runner may not advance more than one base.

Approved Ruling (2) Runner on 3B. Wild pitch or passed ball passes the catcher's feet. Runner may not advance. If a throw is made (catcher or other defensive player) and the runner is out by not being in contact with the base, the out stands. If the runner is declared safe, he retains the base and may not advance home.

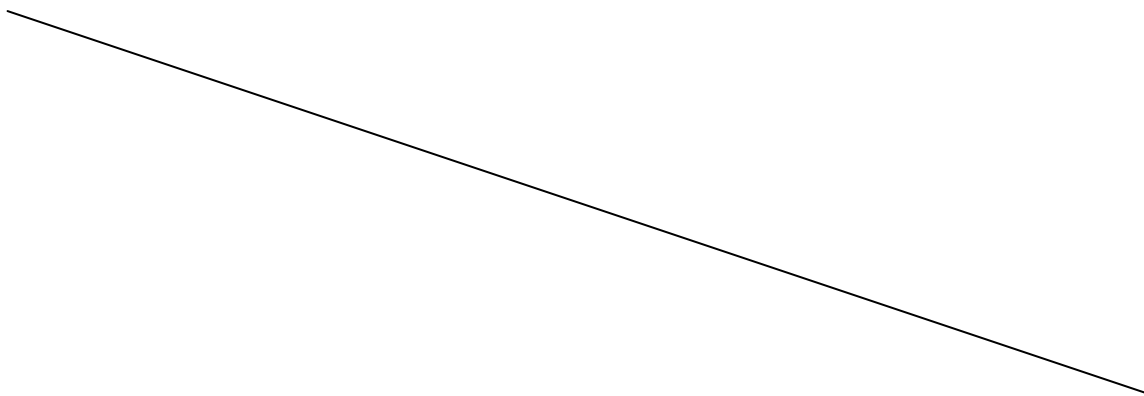
Approve Ruling (3) Runner on 1B and 3B. Wild pitch or passed ball passes the catcher's feet. Runner on 1B advances at risk. Runner on 3B may NOT advance home. If a play is made by the defense (to 3B or 2B) runners may be tagged out if not in contact with their respective base. Runners may advance no further.

Approved Ruling (4) No stealing except for wild pitch or passed ball as described above.

7.14 The Runner

If only ten players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out.

End of 2017 Local Regulations and Playing Rules for Minor AA Division



Farm Division 2017 Local Regulations and Playing Rules

The Farm Division is still very early in a player's development. This division is often a player's first introduction to teamwork, organization, and friendships with 11 other players. Managers and coaches will emphasize these areas as they will influence the player beyond baseball. Farm division will emphasize fundamentals: Catching, throwing and fielding the ball; Positional play; Base running fundamentals; Hitting (a machine is will be used to develop consistency and place an emphasis on defense; Good sportsmanship and teamwork.

Players League Age 7, 8, and 9 are eligible for participation in the Farm division. Note: for 10 year olds to play Farm please see V(a). Players League Age 7 that played in the Farm Division as a 6 year old are grandfathered in and may play either in Farm or CP. do not tryout are subject to assignment in the Coach Pitch division.

Playing Rules may also sometimes restrict the offense from running since the defensive skills are still in the development stages.

No league standings or win/loss records are kept during the regular season to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball. In Ahwatukee Farm division, a pitching machine is used for consistent pitching to batters, and more defensive activity in the field.

Section IV – The Players (i) Minimum Defensive Play

The Farm Division utilizes a continuous batting order, and equal play defensive rules and uses all player skill levels for equal defensive and offensive play. Open substitution is allowed, and team experimentation is encouraged. Minimum defensive play for each player shall be four (4) defensive innings per six (6) inning game, three (3) defensive innings per five (5) inning game, and 3 (three) defensive innings per four (4) inning game. No player shall sit on the bench more than one consecutive inning. Managers must have a written defensive line-up card available before each game. The lineup may be altered during the game, but may be inspected by the opposing manager at any time. If defensive play rules are not followed, the game will be forfeited.

(i) Defensive Play and Key Positions

The ALL Board has determined that the players must play both infield and outfield during a game. The defense is able to place a total of 10 players in the field, six infielders and four outfielders. All four outfielders must be relatively even spaced throughout the outfield. No Rover position will be allowed. A player must play at least two innings at a "key position", but no more than three (3) innings per game. "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base and pitcher. Managers must have a written defensive line-up card available before each game. The line-up may be altered during the game, but may be inspected by the opposing manager at any time.

(i) Defensive Field Coach

In order to further provide defensive instruction, the defense may place a defensive coach in the field. The coach must stay behind 2nd base and may not leave their assigned position during play. The coach may talk to individual players during dead ball periods, but are not to cause a delay of the game.

Offensive Field Coach

Only the base coaches at first and third base may coach the batter and runners. The offensive coach operating the pitching machine is prohibited from coaching the batter and base runners before, during and after a play.

Section 2.00

Bunting is not allowed

Section 2.0 and 5.07– Inning

In the first half inning of play, once the away team scores five (5) runs, the first half of the inning shall end. In each subsequent half inning, the opposing team may score as many as five (5) runs above the opposition's score which at that time the half inning shall end.

Note (1): If the team at bat has less than the opponent's score, they may score up to 5 runs above the opponent total per half inning or until three outs are recorded.

Note (2): If the team at bat has more than the opponent total score, they may score up to a maximum of 5 runs or until three outs are recorded.

Section 4.05

No one except the players, managers and coaches shall occupy the dugout. Each team can have only 6 approved coaches on their roster (1 Manager, 3 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 3 coaches. The scorebook and may be kept outside the dugout by a designated team parent. Because Ahwatukee Little League uses one adult to operate the pitching machine, a fourth adult may be used in this division. Fans may cheer on their teams; however, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Section 4.10 (e) Note (2)

No Mercy Rule will be used in the farm division

Section 4.16

If the game cannot be played due to the inability of either team to place nine players on the field before or during a game, the League encourages teams to trade players if possible to field nine players and continue the game as a practice game.

Section 5.10 (i) (dead ball)

When a batted ball hits the pitching machine, ball bucket or pitching coach, the batter runner SHALL advance to first. A thrown ball that hits the pitching machine, ball bucket or pitching coach is also a dead ball, and runners positioning should be treated as a dead ball situation. All runners are moved forward one base.

Section 6.05

A batter is out when seven (7) pitches have been provided to the batter. Note (1) The batter may continually foul off the seventh pitch. Note (2) There are no called strikes or walks, only swinging strikes or foul balls. Note (3) If the seventh pitch is unhittable and the batter does not swing as viewed by the coach pitcher, the batter will receive another pitch.

Section 6.02(e)

If the batter throws, the bat batter will receive warning on the first occurrence. If the same batter throws the bat a second time at bat, the umpire has the discretion to either issue a second warning or have the player removed from the line up. On a third occurrence, the batter shall be removed from the line-up. Note (1) the batter is NOT called out for a thrown bat and the batted ball is a live ball. Point of clarification: The batter should stop the momentum of the swing and then drop the bat. Managers should train players to drop bat in a drawn circle 20 feet up the first base line.

Section 6.05

Note (1) the infield fly rule is not enforced the Farm Division.

7.01 The Runner

The runner shall not advance to next base unless the ball is batted by the batter.

Section 7.16

Definition (1) half way marks: During field preparation, “hash marks” should be chalked on the baseline between first base and second base, second base and third base and third base and home. These should be large enough to aid in the judgment call regarding what is half way.

Definition (2) relative control: Relative control is a judgment call. Relative control is defined as ball in hand, either the glove or throwing hand. Relative control is not considered when an outfielder runs the ball in to the infield.

Definition (3) infield: Since we play on shared fields, the infield is defined as the dirt up to the grass at all fields used by Ahwatukee Little League.

Infield includes a ball in foul territory in the infield area. If a player is more than half way to a base, the runner may attempt to reach the next base. When a runner is less than half way to the next base when relative control by an infield player occurs, the runner will be returned to the previous base. If the defensive player possessing the ball throws the ball to another defensive player to make a play, the runners may attempt to advance on the throw. Note(1) It is the umpire’s judgment , or agreement between managers if umpire is not present, to return runner(s) to the previous base(s) if relative control is obtained by an infielder and the runner has not advanced more than half way to the next base.

A) Runners may advance when:

- a. Each runner can advance as many bases as possible when a fair ground ball is batted to the infield or outfield and an infielder does not have relative control of the ball in the infield area.
- b. Each runner can advance only one base, at will, on an overthrow when an overthrow happens at any base and an infielder cannot control the ball in the infield area before the runner(s) has reached half way mark to the next base. If any infielder has control of the ball before a runner(s) reaches the half way point then the runner(s) must return to the previous base without liability to be put out.
- c. A maximum advancement of two bases can be made in one play as a result of overthrows.

Approved Ruling (1): runner on 1B advances to 2B, ball is overthrown, runner can advance to 3rd (at risk), ball is overthrown at 3B, runner must stop at 3B .

Approved Ruling (2): Batter becomes a batter-runner, ball is overthrown at 1B, batter- runner can advance to 2B (at risk), ball is overthrown at 2B, batter-runner must stop at 2B..

NOTE (1): It is the umpire’s judgment if the runner is live or if the runner can return without liability to be put out. If in the umpire’s judgment a runner hesitates or stops while advancing to the next base then they will be considered live. Thus, the runner must try to safely return to the previous base while at risk to be tagged out. If a runner reaches the next base without stopping or hesitating then the umpire will return the runner to the previous base without liability to be tagged out. No other runners can advance during either situation.

- d. Each runner can advance only one base at will on a fly ball when a fly ball is caught by an outfielder and the runner(s) has tagged up. The runner(s) can advance at risk to the next base. The half way marks do not apply to a caught fly ball that is returned from an outfielder to an infielder.

B) Runners cannot advance when:

- a. After a play or an error has been made in the infield and any infielder has relative control of the ball before runner(s) has reached the half way mark to the next base.
- b. A fly ball is caught by an infielder. Runner's still at risk for not tagging up or stepping off the base after a caught fly ball.
- c. A batted ground ball to the outfield has been returned to any infielder and the infielder has relative control of the ball before the runner(s) have passed the half way mark to the next base. Runners must return to the previous base without liability to be put out.

NOTE (2): It is the umpire's judgment if the runner is live or if the runner can return without liability to be put out. If in the umpire's judgment a runner hesitates or stops while advancing to the next base then they will be considered live. Thus, the runner must try to safely return to the previous base while at risk to be tagged out. If a runner reaches the next base without stopping or hesitating then the umpire will return the runner to the previous base without liability to be tagged out. No other runners can advance during either situation

7.14 The Runner

If only ten players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out.

Coach Pitch Division 2017 Local Regulations and Playing Rules

The Coach Pitch Division is still very early in a player's development. This division is often a player's first introduction to teamwork, organization, and friendships with 11 other players. Managers and coaches will emphasize these areas as they will influence the player beyond baseball. Coach Pitch division will emphasize fundamentals: Catching, throwing and fielding the ball; Positional play; Base running fundamentals; Hitting (a coach will pitch and place an emphasis on defense; Good sportsmanship and teamwork.

Players League Age 6 and 7 are eligible for participation in the Coach Pitch division. Note: for 8 year olds to play Farm please see V(a). Players League Age 7 that do not tryout are subject to assignment in the Coach Pitch division.

Playing Rules may also sometimes restrict the offense from running since the defensive skills are still in the development stages.

No league standings or win/loss records are kept during the regular season to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball. In Ahwatukee Farm division, a pitching machine is used for consistent pitching to batters, and more defensive activity in the field.

Section IV – The Players (i) Minimum Defensive Play

The Coach Pitch Division utilizes a continuous batting order, and equal play defensive rules and uses all player skill levels for equal defensive and offensive play. Open substitution is allowed, and team experimentation is encouraged. Minimum defensive play for each player shall be four (4) defensive innings per six (6) inning game, three (3) defensive innings per five (5) inning game, and 3 (three) defensive innings per four (4) inning game. No player shall sit on the bench more than one consecutive inning. Managers must have a written defensive line-up card available before each game. The lineup may be altered during the game, but may be inspected by the opposing manager at any time. If defensive play rules are not followed, the game will be forfeited.

(i) Defensive Play and Key Positions

The ALL Board has determined that the players must play both infield and outfield during a game. The defense is able to place a total of 10 players in the field, six infielders and four outfielders. All four outfielders must be relatively even spaced throughout the outfield. No Rover position will be allowed. A player must play at least two innings at a "key position", but no more than three (3) innings per game. "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base and pitcher. Managers must have a written defensive line-up card available before each game. The line-up may be altered during the game, but may be inspected by the opposing manager at any time.

(i) Defensive Field Coach

In order to further provide defensive instruction, the defense may place a defensive coach in the field. The coach must stay behind 2nd base and may not leave their assigned position during play. The coach may talk to individual players during dead ball periods, but are not to cause a delay of the game.

Section 2.00

Bunting is not allowed

Section 2.0 and 5.07– Inning

In the first half inning of play, once the away team scores five (5) runs, the first half of the inning shall end. In each subsequent half inning, the opposing team may score as many as five (5) runs above the opposition's score which at that time the half inning shall end.

Section 4.05

No one except the players, managers and coaches shall occupy the dugout. Each team can have only 6 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. The scorebook and may be kept outside the dugout by a designated team parent. Fans may cheer on their teams. However, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Section 4.10 (e) Note (2)

No Mercy Rule will be used in the coach pitch division

Section 4.16

If the game cannot be played due to the inability of either team to place nine players on the field before or during a game, the League encourages teams to trade players if possible to field nine players and continue the game as a practice game.

Section 5.10 (i) (dead ball)

When a batted ball hits the adult pitcher, the batter runner SHALL advance to first. A thrown ball that hits the adult pitcher it is also a dead ball, and runners positioning should be treated as a dead ball situation. All runners are moved forward one base.

Section 6.05

A batter is out when either put out by the defense or a strikeout is recorded. Note (1) the batter may continually foul off the third strike. Note (2) There are no called strikes or walks, only swinging strikes or foul balls.

Section 6.02(e)

If the batter throws, the bat batter will receive warning on the first occurrence. If the same batter throws the bat a second time at bat, the umpire has the discretion to either issue a second warning or have the player removed from the line up. On a third occurrence, the batter shall be removed from the line-up. Note (1) the batter is NOT called out for a thrown bat and the batted ball is a live ball. Point of clarification: The batter should stop the momentum of the swing and then drop the bat. Managers should train players to drop bat in a drawn circle 20 feet up the first base line.

Section 6.05

Note (1) the infield fly rule is not enforced the Coach Pitch Division.

7.01 The Runner

The runner shall not advance to next base unless the ball is batted by the batter.

Section 7.16

Definition (1) half way marks: During field preparation, "hash marks" should be chalked on the baseline between first base and second base, second base and third base and third base and home. These should be large enough to aid in the judgment call regarding what is half way.

Definition (2) relative control: Relative control is a judgment call. Relative control is defined as ball in hand, either the glove or throwing hand. Relative control is not considered when an outfielder runs the ball in to the infield.

Definition (3) infield: Since we play on shared fields, the infield is defined as the dirt up to the grass at all fields used by Ahwatukee Little League.

Infield includes a ball in foul territory in the infield area. If a player is more than half way to a base, the runner may attempt to reach the next base. When a runner is less than half way to the next base when relative control by an infield player occurs, the runner will be returned to the previous base. If the defensive player possessing the ball throws the ball to another defensive player to make a play, the runners may attempt to advance on the throw. Note(1) It is the umpire's judgment, or agreement between managers if umpire is not present, to return runner(s) to the previous base(s) if relative control is obtained by an infielder and the runner has not advanced more than half way to the next base.

A) Runners may advance when:

- a. Each runner can advance as many bases as possible when a fair ground ball is batted to the infield or outfield and an infielder does not have relative control of the ball in the infield area.
- b. Each runner can advance only one base, at will, on an overthrow when an overthrow happens at any base and an infielder cannot control the ball in the infield area before the runner(s) has reached half way mark to the next base. If any infielder has control of the ball before a runner(s) reaches the half-way point then the runner(s) must return to the previous base without liability to be put out.
- c. A maximum advancement of two bases can be made in one play as a result of overthrows.

Approved Ruling (1): runner on 1B advances to 2B, ball is overthrown, runner can advance to 3rd (at risk), ball is overthrown at 3B, runner must stop at 3B .

Approved Ruling (2): Batter becomes a batter-runner, ball is overthrown at 1B, batter- runner can advance to 2B (at risk), ball is overthrown at 2B, batter-runner must stop at 2B..

NOTE (1): It is the umpire's judgment if the runner is live or if the runner can return without liability to be put out. If in the umpire's judgment a runner hesitates or stops while advancing to the next base then they will be considered live. Thus, the runner must try to safely return to the previous base while at risk to be tagged out. If a runner reaches the next base without stopping or hesitating then the umpire will return the runner to the previous base without liability to be tagged out. No other runners can advance during either situation.

- d. Each runner can advance only one base at will on a fly ball when a fly ball is caught by an outfielder and the runner(s) has tagged up. The runner(s) can advance at risk to the next base. The half way marks do not apply to a caught fly ball that is returned from an outfielder to an infielder.

B) Runners cannot advance when:

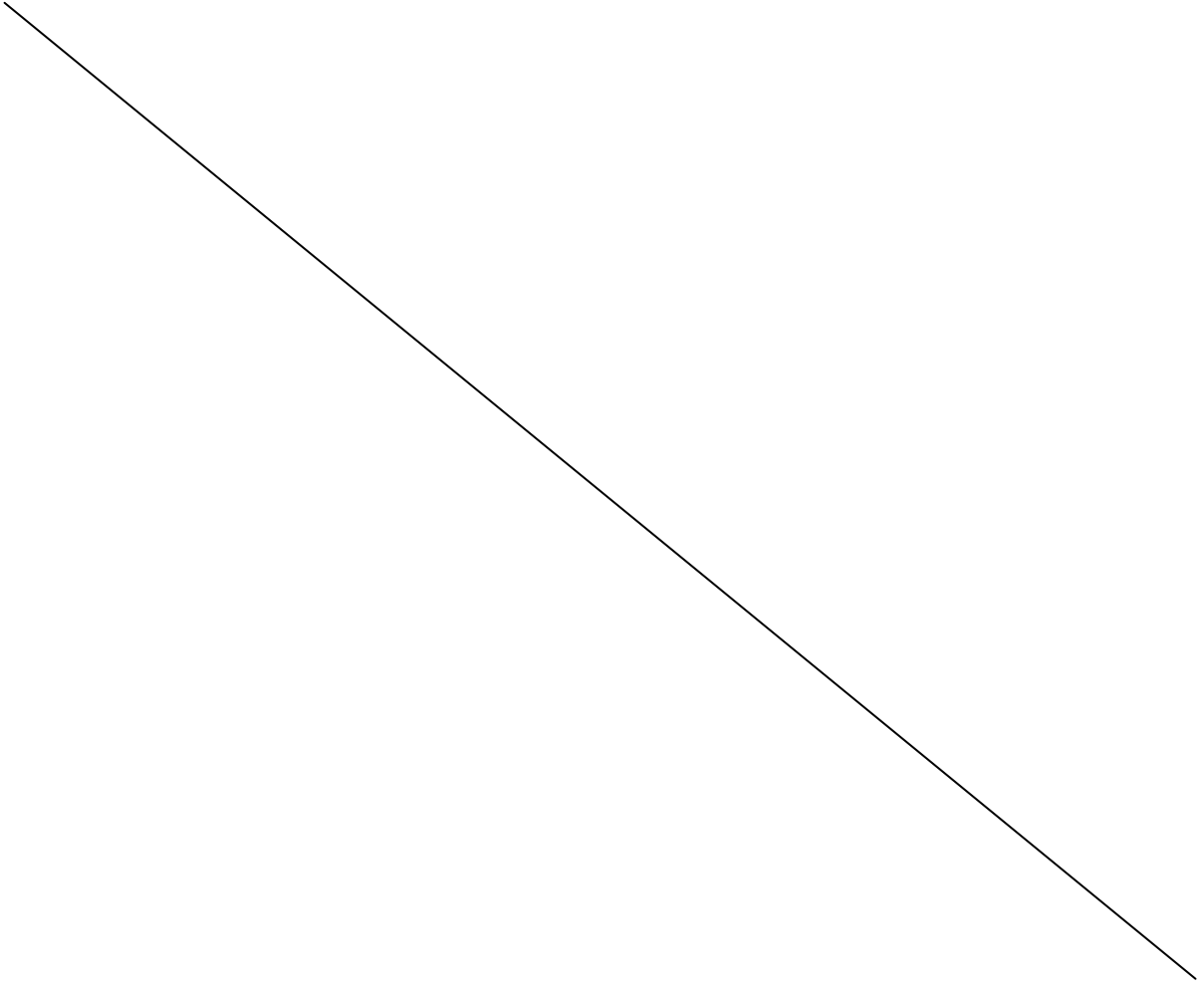
- a. After a play or an error has been made in the infield and any infielder has relative control of the ball before runner(s) has reached the half way mark to the next base.
- b. A fly ball is caught by an infielder. Runner's still at risk for not tagging up or stepping off the base after a caught fly ball.
- c. A batted ground ball to the outfield has been returned to any infielder and the infielder has relative control of the ball before the runner(s) have passed the half way mark to the next base. Runners must return to the previous base without liability to be put out.

NOTE (2): It is the umpire's judgment if the runner is live or if the runner can return without liability to be put out. If in the umpire's judgment a runner hesitates or stops while advancing to the next base then they will be

considered live. Thus, the runner must try to safely return to the previous base while at risk to be tagged out. If a runner reaches the next base without stopping or hesitating then the umpire will return the runner to the previous base without liability to be tagged out. No other runners can advance during either situation

7.14 The Runner

If only ten players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out.



T-Ball Division

2017 Local Regulations and Playing Rules

The Coach Pitch Division is often a player's first introduction to baseball. The division is dedicated to safety and fun first, with a focus on very basic baseball skills: throwing, catching and batting. Most players at this age lack the physical skills to play the complete game of baseball, so games are augmented to be fun, quick and instructional. Local Regulations and Playing rules require the use of all players, in various positions, in a 3 inning, time limited game.

No league standings or win/loss records are kept during the regular season to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball. In Ahwatukee T-Ball division, coaches will pitch a limited number of pitches to batters with a tee used for the last at bat.

Game Length

Three innings will be played for all games--three innings at bat and in the field. No new inning shall start after 50 minutes into the game and shall stop at 1 hour.

Number of Players

No minimum number of players are needed to play a game. Everyone plays all innings. However, there shall be a maximum of six (seven if you dress a catcher) infielders with the remaining players dispersed throughout the outfield.

Defensive Play

Defensive team puts all players in the field, with preferably 4-5 outfielders. It is encouraged that players be moved to different positions each inning. Preferably, a child who can catch the ball safely should be positioned at first base. If a child is thrown out at a base, the child moves off the base and returns to his/her team bench. This way both teams understand that their goal is to throw out the batter or runner. If a fielder overthrows first, second, or third base, the runner(s) must return to their respective base(s) prior to the overthrow.

Offensive Play

Everyone bats regardless of the number of outs per inning. The batting order should be rotated from game to game such that no player bats last more than 2 games and that everyone gets to bat leadoff at least once. No scores or standings are kept. The last batter is the clean-up batter. The defense should attempt to get an out as on any other play. Having the defense run to home for the out is not recommended due to safety concerns. Pitches may be thrown underhand or overhand ~ 20 feet from the batter or from the official pitcher mound. Each batter may be given the choice of the T or have the coach pitch. For Coach Pitch, the batter will be given a **maximum** of 4 pitches from the offensive coach. Balls or strikes will not be called. If the batter does not put the ball in play within 4 pitches he/she will use the T to put the ball in play. Be very careful to make sure players are not throwing the bat. This is an important safety habit to form at these young ages. A good technique is to place a hula hoop (or equivalent) near home on the first base side and teach the players to lay the bat in the hoop after hitting. If the ball is hit beyond an outfielder, the runner may advance until the ball is in the infield. Runners shall remain on base until the ball is hit.

Coaches

Defensive coaches may coach at any position. Offensive coaches should be at first and third bases. A coach should be at the catcher position so that he/she can place the ball on the tee and adjust the height of the tee for each player.