

Capitol Hill Little League

AA Baseball Division Rules



These division rules include a mixture of CHLL-specific House rules and Little League rules that have been selectively highlighted for the convenience of managers and coaches. Managers and coaches should be familiar with the rules included in this document as well as all relevant Little League rules for their division.

General Game Rules & Format

- The playing rules are governed by the most recent Little League Baseball Rulebook, including updates, as modified and interpreted by the CHLL House Rules included in this document.
- AA baseball is considered developmental play. Games do not count toward the standings. No official scores are kept.

Key Feature	Description
Run Limitations	5-run limit per inning
Batting Rules	
Number of Defensive Players	Teams play with a maximum of 10 fielders, including a catcher.
Final At Bats	If the 1 hour and 45 minute time limit is reached during an inning, the home team should still take its at bats in the bottom of the inning to advance the development of the players.

- Games are 6 innings long, with a time limit of 1 hours and 45 minutes.
 - An inning in progress at the 1 hour and 45 minutes mark may be completed, but no new full inning can begin after reaching the 1 hour and 45 minutes mark.
 - A game that reaches the 1 hour 45 minutes mark is considered a complete game, regardless of the number of innings played.
- The distance between the bases shall be 60 feet.

Pitching

- 46 feet is the distance from the middle of home plate to the pitching machine. The pitching machine should be set at 4, 4, 6 on the machine.
- Pitching machines will be used for all pitches and will be operated by a manager/coach/other adult volunteer of the team at bat.
- A pitching circle must be drawn in chalk around the pitching machine. Only the operator of the pitching machine is allowed in the pitching circle.

- The player at the pitcher position would be close to the circle as each pitch is made and stand parallel to or behind the pitching machine. This is done to ensure that the player playing the pitcher position is able to make defensive plays as if s/he was delivering the pitch and to make sure the player playing the pitcher position does not roam too far from the pitching circle. Only one player shall play the pitcher position at a time (e.g., a team cannot position a player on either side of the pitching circle).
- Players entering the circle around the pitching machine endanger themselves by being too close to the pitching machine. And, under no circumstance should a player ever operate the pitching machine.
 - If a player enters the pitching circle to receive a batted ball, the ball is immediately called dead, and the batter is awarded first base and any other runners advance one base.
 - At any other time, if a player enters the pitching circle, the player will receive his/her first and only warning about being in the circle. If the player enters the pitching circle again (when not attempting to receive a batted ball), s/he will be immediately benched for the remainder of the half inning. In addition, the player will not be permitted to play the pitcher position for the remainder of the game (regardless of what position the player was playing when the infraction occurred).
- Any ball hit into the pitching circle that comes in contact with any equipment or person (e.g., pitching machine, ball bucket, or coach) is immediately called dead, regardless of whether the ball subsequently exits the pitching circle. The batter is awarded first base and any other base runners are awarded one base. Any batted ball that is hit through the pitching circle without touching any equipment or people is a live ball.
- If coaches are pitching to players due to the lack of a functioning pitching machine and a coach pitched ball hits the batter, it is considered a dead ball and the pitch does not count against the player's count of coach pitched balls. For example, if the batter is hit by the third coached pitched ball, the pitch does not count, and the coach will pitch the third pitch again.

Batting

- In accordance with Little League Rule 1.08, there is no on-deck batter. A batter may only have a bat in their hands when approaching or in the batter's box for their at-bat.
- Teams will use a continuous batting order that contains the entire roster of players.
 - If a player arrives after the start of the game, the player should be added to the bottom on the batting order, regardless of where the team is in the batting order (e.g., if there are 11 batters in the batting order, the late player should be added as the twelfth batter).
- Little League Rule 2.0 defines a foul ball as a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.
 - A foul fly ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time the fielder touches the ball.
 - A batted ball that hits home plate is not a foul ball. For the purposes of a fair/foul determination, home plate is no different from the ground. All of home plate is in fair territory, so if a batted ball touches it, it has merely struck part of fair territory.

Base Running

- Any ball thrown to the pitcher or coach-pitcher (or attempted to be thrown to the pitcher or coach-pitcher) while they are in or near the circle of the pitching machine shall result in a dead ball. Should a runner be more than halfway to a base when the dead ball is called, the runner is allowed to take the base to which s/he was advancing (teams are encouraged to place chalk lines halfway between the bases to make this easier to determine).
- A thrown ball that strikes any of the equipment in the circle of the pitching machine shall result in a dead ball. The runner is allowed the next base if s/he had advanced more than halfway toward the base.
- On an overthrow during an attempted play at any base, all base runners shall be permitted to advance one base at their own risk. If they reach the next base safely, they may not advance further during the same play, even if another overthrown ball occurs.
- On an overthrow where the ball goes into the dugout, gets stuck in the fence, or leaves the field of play, all base runners shall be permitted to advance one base.
- There is no stealing or leading off any bases.
- Teams are encouraged to use a courtesy runner for their catcher. If the next inning's catcher is on base with 2 outs, the player who was last out should be used as substitute runner as described in Little League Rule 7.14(b). In addition, if the next inning's catcher is on base after the fourth run has scored in an inning, the player who was last out, or if no outs, who last scored, may be used as a substitute runner.
- When a fielder has the ball and is waiting to make the tag, the runner approaching that fielder has three options:
 1. Slide feet first, OR
 2. Attempt to get around the fielder; OR
 3. Retreat to the previous base.
 - o There is no "must-slide" rule. (See Little League Rule 7.08.)
 - o Sliding is only one of the three options for the runner that comes into play when the fielder has the ball and is waiting to make the tag.
 - o If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, the runner cannot be called out because of the collision.
 - o The player will be called out only if the umpire determines that the runner deliberately or maliciously attempted to contact the fielder. If such a determination is made, the umpire could eject the runner for unsportsmanlike conduct.
- There is no headfirst sliding unless a player is returning to a base. A player who inappropriately slides headfirst when advancing to a base shall be called out as explained in Little League Rule 7.08(a)(4). Feet first sliding is permitted at any base to which a runner is advancing or returning.
- As explained in Little League Rule 7.08(b), a runner is out if he/she (a) intentionally interferes with a thrown ball or (b) hinders a fielder attempting to make a play on a batted ball.
 - o A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.
- As explained in Little League Rule 7.08(f), any base runner touched by a live batted ball has committed interference and is out. The ball is dead. The batter is awarded first base and other runners advance only if forced. The runner is not out, however, if s/he is touched by a batted ball after it passes through or by an infielder, except the pitcher.

- No base coach can physically assist a runner in returning to or leaving first or third base. As explained in Little League Rule 7.09(h), this would be considered coaches' interference and result in the base runner being called out.

Defense

- A player may not sit out from the field for more than one inning in a row. In addition, no player may sit out a second inning until all players who were present at the start of the game have sat out at least one inning.
 - If a player arrives after the start of the game, the player must be inserted into the defensive lineup by the next full inning following his/her arrival and completion of warm-ups.
- When a team is on defense, the only coach on the field should be the coach running the pitching machine.
- In accordance with Little League Rule 7.11, the players, coaches, or any other member of an offensive team shall vacate any space, including both dugouts, needed by a fielder who is attempting to field a batted or thrown ball.
 - If a person fails to move out of the way, interference shall be called and the batter or runner on whom the play is being made shall be declared out.
- In accordance with Little League Rules 2.0 and 7.06, a defensive player without the ball may not fake a tag, block a base, shout out or otherwise try to trick a base runner to induce an unnecessary slide or cause him/her to return to the previous base. This is considered obstruction. The runner is safe, and a delayed dead ball shall be called.
- Catchers and defensive players will not block a base, home plate, or the base line without possession of the ball. This is considered obstruction and the runner will be called safe at that base and a dead ball will be called in accordance with Little League Rules 2.0 and 7.06(b).
- The infield fly rule is not in effect. (For more information about the infield fly rule, see Little League Rule 2.0.)

Sportsmanship Rules

All players, coaches, and parents will learn and follow principles of good sportsmanship, which include respecting umpires, teammates, coaches, the fields, and especially players and coaches on the opposing team.

- All players and coaches from opposing teams will shake hands after each game.
- Each team is responsible for cleaning up their bench areas after the game. The home team is responsible for field preparation prior to games and providing game balls for the game. The visiting team is responsible for field clean up, including raking the field and returning equipment to the shed and locking up. For interleague games hosted at CHLL "home" fields, the CHLL team playing in the game is responsible for field preparation, game balls, and field clean up.
- Players and coaches will encourage teammates.
- Players, coaches, and parents will recognize good play by the opposing team and, in all instances, refrain from shouting at, taunting, attempting to distract (e.g., the catcher may not speak to an opposing batter), or making disparaging comments (such as "no batter") directed at players on the opposing team.
- If spectators are sitting in bleachers positioned behind the backstop, they should take care not to distract the pitcher or other players. If there is no permanent seating provided behind the

backstop, spectators are not to sit behind the backstop because doing so distracts the players, especially the pitcher.

- At no time will any player, coach, or parent curse or use abusive language.
- Little League Regulation XIV(a) notes that the actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the local league Board of Directors
- Penalties are enforced solely by the umpires. For the purposes of AA, the coach operating the pitching machine serves as the umpire when his/her team is at bat. The umpire may defer to a base coach to make a call, if necessary, but if the umpire chooses not to defer to a base coach, the umpire's call may not be overridden.
- Players, coaches (except as noted below), and parents are not to question the umpire's calls.
- Players will not argue with an umpire. A coach who has a question about an umpire's call may ask for time and in a calm and respectful tone ask the umpire to explain the call. At no time is a coach to raise his or her voice and argue. If a coach believes that an umpire has improperly interpreted the rules, the coach should consult with the Division Commissioner to clarify the rule at issue after the game.
- According to Little League Rule 4.07, if a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities. CHLL rules further note that, if an ejected player's parents or guardians are not present at the time the player is ejected, the player must remain supervised in the dugout until being released to his/her parent or guardian (or other responsible adult).
- In accordance with Little League Regulation XIV(e), the possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, dugouts, or bleachers. Alcohol is prohibited at the game site. CHLL house rules extend this ban to all CHLL games, scrimmages, practices, and clinics.

General Safety Rules

- The home team is responsible for having the first aid kit in their dugout during the game.
- All injuries where a player is unable to return to a game or practice or must seek outside medical assistance must be reported by the team manager/coach to the Safety Officer, Division Commissioner, and the CHLL President within 48 hours of the incident. An incident form must also be completed and submitted to the Safety Officer.
- Little League Rule 3.17 notes that players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager, and not more than three coaches shall occupy the bench or dugout.
- Little League Rule 1.16 requires the use of a helmet by the batter, all base runners, and any players serving as base coaches. Use of a helmet by an adult base coach or any defensive

player is optional. If a player, during play, removes his/her helmet or causes his/her helmet to come off, he/she shall be warned not to intentionally remove his/her helmet and, if it continues, the player may be removed from the game for unsportsmanlike conduct, as this can cause an unsafe condition.

- In accordance with Little League Rule 1.17, all male catchers must wear a protective cup. CHLL further encourages all male players to wear a protective cup, regardless of the position they play.
- Little League Rule 1.11(j) prohibits players from wearing jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted. In addition, jewelry that alerts medical personnel to a specific medical condition is permitted.
- In accordance with Little League Rule 1.11(k), casts may not be worn during the game by anyone on the field. Persons wearing casts, including managers and coaches, must remain in the dugout during the game.
- As stated in Little League Rule 1.11(h), shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible. Players wearing shoes with metal spikes or cleats will not be permitted to play in a CHLL game.
- Batters shall not throw their bats. The first time a player throws a bat, the batter should be given a warning by the umpire. If the batter throws a bat after a warning, the umpire shall bench the player for the remainder of the game.