

### **Section 7.03: Double A Division**

1. Each game will consist of no more than six (6) innings OR 1 hour 45 minutes, whichever occurs first. If a new inning is started prior to the 1 hour 45 minutes mark the full inning must be completed, with the exception being if the home team were ahead, the bottom of that inning would not be played. There will be no extra innings in the event of a tie.
2. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If a game ends in a tie, the tie will stand.
3. Umpires will wait 15 minutes after a scheduled game time before calling a forfeit. At that point it is highly encouraged to have a scrimmage game to allow the players at the field to play a game.
4. The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask and protective helmet, shin guards, and a log model chest protector with throat guard. All male players must wear a protective hard cup. All female catchers must wear a soft cup.
5. **STARTING AND CONTINUING A GAME WITH [8] PLAYERS:** Rule 4.16 will be in effect. A game may begin and continue play with [8] players on a team.(exception on an ejection) Teams will not be charged an out for the 9th player and will skip over the 9th batting position(exception in TOC where an out will be recorded for the 9th batting position). If a team is unable to field eight (8) players at the scheduled game time, there will be a "forfeit" called if the game cannot begin fifteen (15) minutes after the scheduled start time.
6. The Double A Division **may only score 4 runs per inning**. The home team may bat in the bottom of the 6<sup>th</sup> inning, even if they do not have a chance to win, as long as there is time left in the game. The umpire will consult with both Managers to decide if they are in agreement to play the bottom of the 6<sup>th</sup>. *(Note: Four run rule is implemented due to pitch count restrictions. It helps with pitches per inning)*
7. **Stolen bases are allowed. Only one base per pitch is permitted.** If a catcher tries to throw out a runner and overthrows the runner may advance. However, if that ball is overthrown the ball is dead and the runner may not advance to another base.

8. **One base per overthrow**- Ex: Overthrows at first base: runner can take 2<sup>nd</sup> at their own risk, but no additional bases. Defense can attempt to throw the runner out if they recover the ball in time. If that ball is overthrown the ball is dead and runner may not advance to 3<sup>rd</sup>.
9. The Double A Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/ Rostered Manager and two (2) Board approved/Rostered coaches. One (1) Manager/Coach must always remain in the dugout area.
10. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed on the field. (buckets are not allowed on the field at any time)
11. **Double A will bat through the entire line up. Every player must have six (6) defensive outs. (2 innings on defense)**
12. **Each player must play a minimum of 1 inning in an infield position.** Failure to play a player in the infield 1 inning will result in that player playing an infield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game
13. **Each player must play a minimum of 1 inning in an outfield position.** Failure to play a player in the outfield 1 inning will result in that player playing an outfield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game
14. The Home team will provide a scorekeeper to keep score via
  - a. Game Changer on the ALL provided tablet.
  - b. If Game Changer is not available, the scorekeeper will keep score via scorebook.
  - c. Failure to provide a scorekeeper by the home, will forfeit home field.
15. All managers must report all changes to the scorekeeper.
16. If an umpire does not show up as scheduled, and 15 minutes has elapsed, the home team will provide a volunteer parent umpire agreed upon by both managers.
17. Batter must always keep one foot inside the batter's box during his/her at bat.

18. A ball that bounces over the fence is a ground rule double and batter will be placed on second base.
19. Intentional walks are allowed. The manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk.
  - a. Baserunners may not steal during an intentional walk, only forced baserunners will advance during the intentional walk.
20. Maximum Pitch Counts
  - a. Maximum pitch count for **7-8 year olds is 50 pitches**
  - b. Maximum pitch count for **9-10 year olds is 75 pitches**
  - c. Maximum pitch count for **11-12 year olds is 85 pitches**
    - i. Days of rest must be observed per Little League guidelines, which are listed below:
      - ii. **1–20 pitches No (0) calendar days rest must be observed**
      - iii. **21-35 pitches One (1) calendar day of rest must be observed**
      - iv. **36-50 pitches Two (2) calendar days of rest must be observed 51-65 pitches Three (3) calendar days of rest must be observed**
      - v. **66 or more Four (4) calendar days of rest must be observed**
21. A pitcher who delivers over 40 pitches in a game may play the position of catcher in that same game **ONLY** if he/she were thresholded during the at bat he/she reached 40 pitches. It is the Managers responsibility to inform/confirm with the scorekeeper that the pitcher was properly thresholded.
22. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
- 23. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.**
24. Team Manager must always remain on the field/in the dugout with the team. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.

25. Any cheering must be done in a sportsmanlike manner and cannot be directed in any way towards the opposing team. Cheers should only be done as encouragement for a team's own players.

26. Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat. This applies only to Little League (Majors), Minor League, and Tee Ball.