

Ahwatukee Little League

2012 Local Regulations and Playing Rules/Clarification & Additions

This document provides local Regulations, Playing Rules, Clarifications and guidelines that have been agreed upon by the Ahwatukee Little League (ALL) 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 ALL play is to be conducted. We would like to stress that ALL is community baseball program. We strive for all players to enjoy and learn from their baseball experience with little league.

Objective

The objectives of ALL 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.

Major Division

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 occur on a Monday.

Players that are League Age 10,11, 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.

Minor Division

The Minor 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 division players will receive live pitching for the first time as well as base stealing. 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.

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 occur on a Monday.

Players League Age 8, 9, 10, and 11 are eligible for participation in the Minor Division. Note: for 12 year olds to play minors or below, please see V(a). Players League Age 8 and 9 that do not tryout are subject to assignment in Farm division.

Farm Division

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 12 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 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.

Coach Pitch Division

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 Coach Pitch division, coaches will pitch a limited number of pitches to batters with a tee used for the last at bat.

Tryouts

All 9, 10, 11, and 12 year-old players must try out according to the schedule provided by the league.

- 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.
- 10 and 11 year-old players that want to be considered for the Major Division must try out according to the schedule provided by the league.
Example: Able and Baker are League Age 10 and the players and parents think they are ready to play majors. Able must try out with the majors according to the tryout schedule AND with the minors according to that tryout schedule. The player will be notified during the drafting process as to division and team assignment.
- 10 and 11 year-old players that do not try out will be placed in the Minor Division.
- 8 and 9 year-old players that do not try out will be placed in the Farm Division.
- 8 year-old players that want to be considered for the Minor Division must try out according to the schedule provided by the league. Please note, 8 year olds that try-out are not guaranteed placement on Minor teams. A larger percent will remain in the Farm division.
- 6 year-old players that want to be considered for the Farm division must try out according to the schedule provided by the league. Please note, 6 year olds that try-out are not guaranteed placement on Farm teams. A very small percentage of players will have the skills necessary to compete with some of the 9s in Farm and recent Ahwatukee teams have shown fewer than 2 players per season at this age have the skills and/or social development to move up.
- Players attempting to play up (i.e. a 9 playing minors or a 10 or 11 playing majors must try out for both divisions to allow the managers and player agents to make appropriate recommendations.

Section 3.00, Game Preliminaries Line-up cards, pregame warm-ups, field conditions and scorekeeping

Line-up: With the exception of coach pitch, each manager shall prepare a team lineup card for each game to include: Batting line up, starting pitcher (Major and Minor only), members of the team that may be arriving late and may play, and managers and coaches names. Line-up cards delivered to the chief umpire, immediately followed by team line ups, and the home team taking the field. Failure to finish a team warm up is not an excuse to delay the on-time start the game

Pre-Game Tasks:

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

Except for Coach Pitch, the home team shall provide the official scorekeeper

For Minor and Major Divisions, the home team shall provide 2 new game balls.

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

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

Pre-Game Warm ups:

30 minutes prior to the start time: Visitor team warm ups

20 minutes prior to the start time: Home team warm ups

10 minutes prior to the start time

Post Game Tasks:

Both teams are responsible for field take down and all fields should be raked and watered after all games and practices. Both team managers and the chief umpire shall sign the official game book and pitching logs.

Field Conditions: The Division Commissioner will notify ALL 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.

Scorekeeping:

- 1) Except for Coach Pitch, the home team shall be responsible for keeping the official scorebook.
- 2) The official scorebook shall 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 and Major Divisions, all official scorebooks are to include the record of all pitchers and the number of innings pitched.
- 5) For Minor and Major 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.

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.

Major Division

2012 Local Regulations and Playing Rules/Clarifications & Additions

Section IV – The Players (i)

For preseason only, the Major 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. 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 preseason a win/loss record will not be kept.

Preseason is defined as the first 1/3rd 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.

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.

During the regular season Win/loss records and standings are kept to establish tournament rankings.

Section X Night Games (d)

There will be a game time limit when a field does not have lights or if the field is required by another sporting event. The sunset time game limit will be published weekly, determined on the prior Sunday and run through the following calendar week. If another sporting event requires the field, the umpire shall communicate the game time limit at the umpire manager meeting before the game. Note (1) For night games with lights subject to a time limit, no inning shall begin after 2:15 into the game. Note (2) No pitch should be thrown after game limit time of 2:30.

Section 4.06

ALL considers chatter; (verbal or distracting banter during the pitchers wind-up) as unsportsmanlike behavior. Such behavior will be disciplined according to Section 4.06.

Exception to 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, this shall be grounds for forfeit and must be referred to the board of directors. 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.

Section 7.14

Pinch runner may be used for the catcher. The pinch runner shall be the player in the previous inning making the third out. If a pinch runner is used for a catcher, then the manager shall use the replaced runner as a catcher on defense immediately following.

Minor Division 2012 Local Regulations and Playing Rules/Clarifications & Additions

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

The Minor 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 for this part of the season. No player shall sit on the bench more than one consecutive inning. However, managers are encouraged to make every effort to give the players more than three (3) innings of defensive play. 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 preseason a win/loss record will not be kept.

Preseason is defined as the first 1/3rd 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.

During the regular season, win/loss records and standings are kept to establish tournament rankings

(i) Defensive Play and Key Positions

The Ahwatukee Board has determined that the children 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. A player must play at least one inning at a “key position”, but no more than three innings per game. “Key Positions” are defined as: 3rd base, shortstop, 2nd base, 1st base, pitcher and catcher. 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.

Section X Night Games (c)

There will be a game time limit when a field does not have lights or if the field is required by another sporting event. The sunset time game limit will be published weekly, determined on the prior Sunday and run through the following calendar week. If another sporting event requires the field, the umpire shall communicate the game time limit at the umpire manager meeting before the game. Note(1) For night games with lights subject to a time limit, no inning shall begin after 1:40 into the game. Note(2) No pitch should be throw after game limit time of 1:50. Note(3) 5PM weekday minor games with 7PM games to follow will start with the first pitch at 4:50 PM and end (last pitch) at 6:45 PM. The first game will clear out as quickly as possible and the 7PM game will throw their first pitch at 7:00 PM. No inning shall begin after 1:45 into the game and no pitch will be thrown after 2:00 hours into the game or 9PM whichever is later regardless of batter, score, inning or game situation.

Section 2.00 Illegal Pitch

An Illegal pitch (Balk) shall not be called. Play should continue.

Section 2.0 Strike Zone

Strikes, the “space over the plate” can be expanded beyond the size of the plate at the discretion of the umpire. This rule is in place to help young pitchers with a larger zone and encourage batters to swing instead of waiting for four balls to become a runner. For consistency among the umpires, umpires have been asked to include up to four inches (a fist) on either side of the plate, and two inches taller than the NLL strike zone. In general this means any pitch below the shoulders and to the knees and one fist width on either side of the plate will be called a strike. Please consult your home plate umpire prior to the game.

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 4.06

ALL considers chatter; (verbal or distracting banter during the pitchers wind-up) as unsportsmanlike behavior. Such behavior will be disciplined according to Section 4.06.

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, this shall be grounds for forfeit and must be referred to the board of directors. 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.

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.

7.01 The Runner

With the opportunity to be put out, runners may advance only one base on a passed ball, back pick or overthrow. It is not considered an overthrow when a catcher is attempting to throw a player out stealing/advancing to the next base. If the stealing runner is safe then the runner cannot advance on a passed ball.

Section 7.14

Pinch runner may be used for the catcher. The pinch runner shall be the player in the previous inning making the third out. If a pinch runner is used for a catcher, then the manager shall use the replaced runner as a catcher on defense immediately following.

Section 7.17

The batter runner may only advance to second base, with the opportunity to be put out, if a batted ball touches the ground before the Outfield Line and travels past the Outfield Line. The outfield line is chalked (cones) 150 feet from home plate and should be marked prior to the game. Runners are limited to advancing two (2) bases with the opportunity to be put out. Once the ball advances past the outfield line, the defensive outfielder must raise an arm to indicate. If the baseball travels past the outfield line without touching the ground first, the ball is treated as a normal batted ball and no special considerations considered. Note (1) this rule is not used at Ahwatukee Park, but should be used for all other fields. During these situations, the ball is always "live".

End of 2012 Local Regulations and Playing Rules/Clarifications for Minor Division

Farm Division
2012 Local Regulations and Playing Rules/Clarifications & Additions

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 Ahwatukee Board has determined that the children 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. 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 X (c)

There will be a game time limit when a field does not have lights or if the field is required by another sporting event. If another sporting event requires the field, the umpire shall communicate the game time limit at the umpire manager meeting before the game. Note(1) For night games with lights subject to a time limit, no inning shall begin after 1:45 into the game. Note(2) No pitch should be throw after game limit time of 2:00 Note(3) 5PM weekday farm games with 7PM games to follow should attempt to start with the first pitch at 4:50 PM and end (last pitch) at 6:45 PM. The first game will clear out as quickly as possible and the 7PM game will throw their first pitch at 7:00 PM. No inning shall begin after 1:45 into the game and no pitch will be thrown after 2:00 hours into the game or 9PM whichever is later regardless of batter, score, inning or game situation.

Section 2.00

Bunting is not allowed

Section 2.0

Inning A half inning is over when 5 runs are scored.

Section 4.06

ALL considers chatter; (verbal or distracting banter) as unsportsmanlike behavior. Such behavior will be disciplined according to Section 4.06.

Section 4.10 (e) Note (2)

No Mercy Rule will be used in ALL

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.

Option chosen for Rule 5.07

ALL has chosen to enforce the 5 run rule for the entire 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.

Section 6.05

A batter is out when seven (7) pitches have been provided to the batter, not including foul balls on the seventh pitch. 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 7.14

Pinch runner may be used for the catcher. The pinch runner shall be the player in the previous inning making the third out. If a pinch runner is used for a catcher, then the manager shall use the replaced runner as a catcher on defense immediately following.

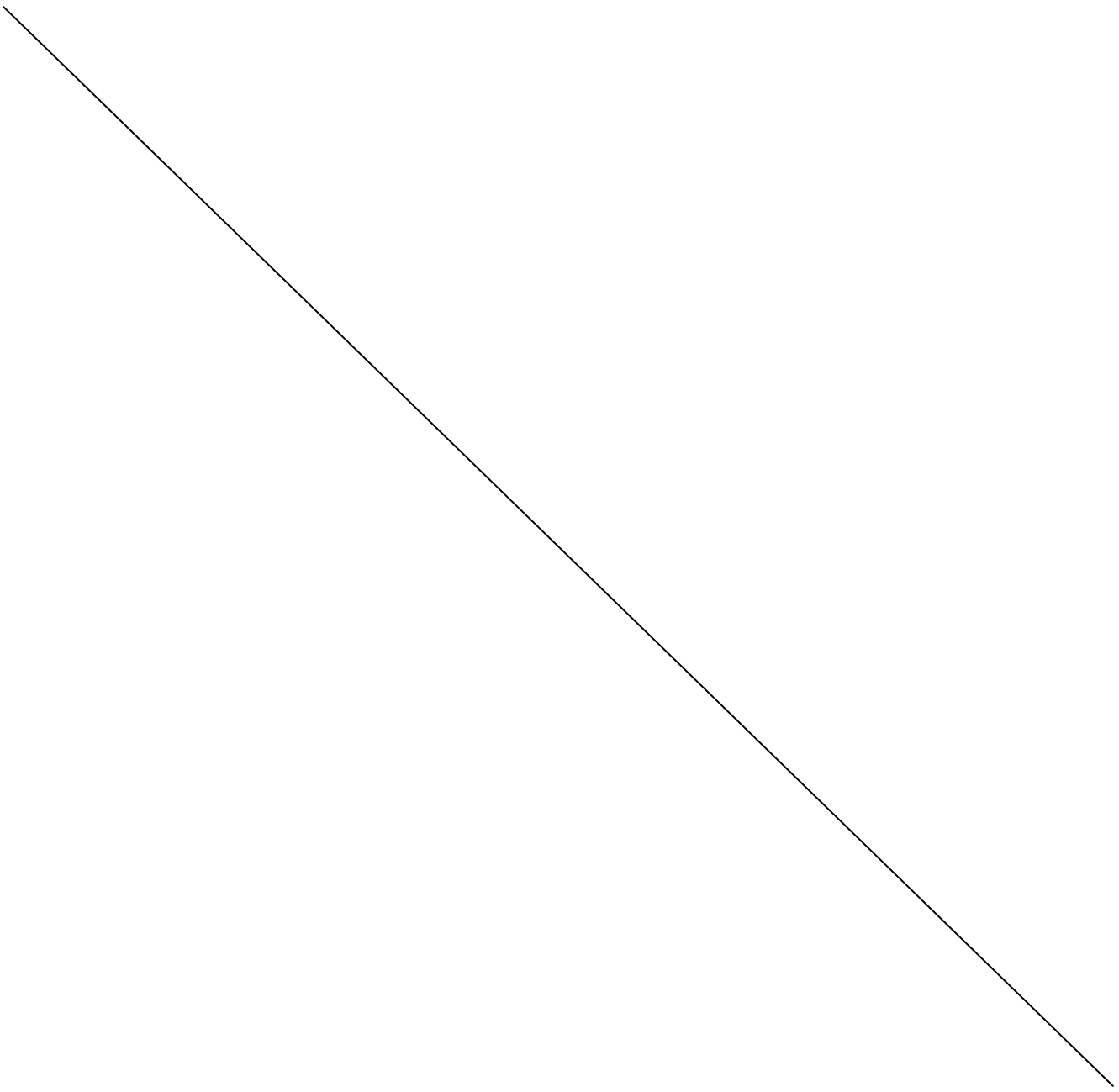
Section 7.16

All runners should proceed or return to the closest base and "hold" when an infield defensive player possesses the ball in the infield. 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 possession occurs, the runner should return 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 possession is obtained by an infielder and the runner has not advanced more than half way to the next base.

Section 7.17

The batter runner may only advance to second base, with the opportunity to be put out, if a batted ball touches the ground before the Outfield Line and travels past the Outfield Line. The outfield line is chalked (cones) 150 feet from home plate and should be marked prior to the game. Runners are limited to advancing two (2) bases with the opportunity to be put out. Once the ball advances past the outfield line, the defensive outfielder must raise on arm to indicate. If the baseball travels past the outfield line without touching the ground first, the ball is treated as a normal batted ball and no special considerations apply. Note: (1) this rule is not use at Ahwatukee Park, but should be used for all other fields. During these situations, the ball is always "live".



Coach Pitch Division

2012 Local Regulations and Playing Rules/Clarifications & Additions

Game Length

Three full 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 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. Coach Pitching and or the T may be used for all offensive at bats in accordance with Official Little League rules. 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 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 should 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.