

CHLL AA-Ball Rules - 2018

General Philosophy

This league serves as the transition between “A” (Instructional) Division and the “11U” (Minor) Division. It remains an instructional league. All coaches and parents should remember that the major objectives are to teach the children how to play the game of baseball, to develop their baseball skills, to install a sense of teamwork and team play, and to have fun. This division is predominately an 8-year old league.

Sportsmanship and respect for others are essential. Any coach, parent or player behaving in a hostile, threatening or menacing manner towards another coach, parent, player or umpire shall be brought to the attention of the CHLL Board which may respond with action including expulsion from the league.

1. All Little League Baseball rules apply, except where modified here.

A. Draft Rules

- Two (2) coaches per team for draft. Teams can have additional assistant coaches after the draft.

B. Keeping Score

- Scores will be kept for the all games in the regular season and the playoffs. The Home team is responsible for reporting the score of each game to the league director. The scores and standings will be posted on the league website, but will be used to seed teams for the playoffs. **ALL TEAMS MAKE PLAYOFFS.**

C. USABat Rule

- All players must use the approved Little League “USABat” (must have marking on bat).
- Any player using an illegal bat will result in an automatic out.
- The batter is called out once they step into the batters box with an illegal bat.
- There are no warnings.
- Runners return to appropriate bases.

D. Equipment / Field

- The regular season will be played with a safety baseball that is softer in texture, such as the MacGregor Level 5 ball.
- The strike zone is the shoulders to the knees in height, and two balls on either side of the plate in width.
- All catchers must wear cups.
- The pitching rubber and pitching machine will be 40 feet from home plate.

E. Thrown Bat CHLL House rule

- Rule applies to all leagues that record batted outs
- CHLL will advance a modified thrown bat rule:
 - If a thrown bat interferes with a defensive player the batter will be called out.
 - If a batter throws his bat after a ball is put in play, and the bat does not interfere with the defensive player, the player will be given a warning.
 - Warnings should be given to both player and coach
 - Second occurrence of a thrown bat with same batter will result in the batter being given an out on the play.

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F. Type and Length of Games

- All games will be a maximum of 6 Innings in length and 2 hours. No new inning shall begin after 1 hour and 45 minutes from the game's start time has elapsed. If the game reaches 2 hours, the game is stopped and reverts back the last fully completed inning. Regular season only.
- Coaches may agree to end the game at their discretion prior to the "1 hour and 45 minute" rule being enforced. There is no 10-run rule. The completion of 4 innings is considered a complete game. If a rainout occurs before a game is considered complete, it will resume where play was suspended, as scheduled by the "AA" Commissioner.
- Three outs or one time through the team's batting order are allowed per half inning. If the last batter bats in one half inning, the play is ended when one of the following occurs:
 - The third out is made.
 - The batter makes an out if they are the only player left on the bases, or
 - The ball is controlled by any defensive player at home plate or the pitcher's mound area.
 - A run will count if a runner is more than halfway between 3rd base and home plate.

G. Pitching Machine Rules

- Machine pitch a maximum of 5 pitches to each batter. If the player does not reach base after 5 pitches they are out, unless the player fouls 5th pitch. An at bat will not end on a foul ball unless caught as a fly out.
- Balls and strikes are called but players cannot walk. They can strike out by swinging or on a called 3rd strike.
- Batting team's coach or volunteer parent will operate the machine. No child should ever touch or operate the machine.

H. Continuous Batting

- Continuous batting is used for every game (including playoffs). This means that all players on the team are inserted into the batting order. If there are 12 players, then a batting order with 12 slots will exist. Each half inning ends after 3 outs or after one time through the team's batting order. If a team has less players than the other team, then the team with less players can match the number of players of the other team in the batting order (i.e. 10 players on one team 12 players on the other team, the team with 10 players can bat an additional 2 players in an inning if there are not three outs to match the continuous batting rule).

I. Misc. Rules

- All coaches must be approved by the CHLL Board and must complete background checks.
- Coaches on the field
 - Defensive team: Coaches should refrain from being on the field during play. A coach should remain by the backstop to assist catchers retrieving passed balls.
 - Offensive team: Three adult coaches are allowed on the field when their team is batting; one at the pitching machine, one in the 1st base coach's box, one in the 3rd base coach's box.
- Each team must have the same amount of players on the field. If BOTH teams have 10 players at a given game, they can agree to play 4 outfielders. There can never be an instance where one team plays 9 and the other plays 10. There can never be more than 10 on the field. If a team has less than 9 players, the opposing team is not required to play less than 9 players if the other team is short handed.
- Bunting is not allowed.
- Base stealing is not allowed.

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- Lead-offs are not allowed.
- Play is dead when the ball is controlled at Home Plate or the Pitcher's Mound. This is fairly subjective, rolling into the pitcher within about 3 feet circumference was considered a dead ball. **Gentlemen's rules should apply.**
- With 2 outs and your catcher on base, you MUST get a courtesy runner (the last batted out). This is to allow the catcher to get on the gear and be fully prepared for the next half inning.
- Out of Play Overthrow Rule – On overthrows to 1st, 3rd, and Home when the ball is over the fence or outside the fence line, the umpire will stop the play and place runners on the appropriate bases. If a base runner had not stopped when the overthrow occurred and that runner was more than halfway to the next base before play was stopped, then that runner may be awarded the base. It is an umpire judgment call.
- In play Overthrow Rule - Runners may advance one base on any overthrows at their own risk, which remain in the field of play. The defensive players can still attempt to make a play on the runner if possible. If a second overthrow occurs on the play, the runner may not advance further. This rule is designed to encourage players to hustle to retrieve overthrows and attempt putouts, **while limiting the "Track Meet" atmosphere.** No runner may advance from third to home on an overthrow if the batted ball did not leave the infield. **Coaches – talk among yourself before the game on how you want to handle this.**
- Overthrows from an outfielder to a relay player are not considered "overthrows" and runners may advance at their own risk.
- Each player not playing a defensive position in an inning must play a defensive position in the next inning. Also, each player must play at least 3 innings in the field. Please allow your players to experience playing ALL POSITIONS. It is recommended that players be rotated from the infield to the outfield during each game.
- If a ball hits the machine, you play it. No dead ball unless it rolls out of play.
- Seven or more players must be present to play a game.
- Substitute players
 - A team may use players from the other team or players from the A League (Instructional) to field an entire team. May only substitute up to a 9 person roster.
 - A player playing up must play in the outfield and bat last in the order. A player playing "Up" can only play for a team twice.

J. Playoffs

- Seeding – based on win percentage. Teams must play at least 90% of scheduled games. Any game not made up will result in a tie.
- Home Team – will be the lower seed. For example, the Tigers are the "2" seed and the Cubs are the "4" seed, the Tigers "2" will be home team
 - If there is a second game between the two teams in the playoffs, then the winner from the previous game will be home seed.

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K. Umpires

- While efforts will be taken to have two umpires at games, regular season games may only use one umpire. The umpire will call the game from a position behind the pitcher.
- During post-season playoffs there will be two umpires, one behind home plate and one in the field.
- Under no circumstances are parents or players allowed to question an umpire call or discuss any calls with the umpire. The head coach and/or the assistant coach are the only two people allowed to speak to the umpire during the game.

L. Lightning Safety

- On fields with a lightning indicator, games must be immediately suspended when an indicator warning is heard and fields must be cleared until the indicator gives an all-clear warning.
- Discretion should be used at all times regardless of indicator warnings. It is the responsibility of the two managers to officially suspend games when lightning is spotted in the area.

THESE RULES ARE MEANT AS GUIDELINES FOR THE LEAGUE. IN THE END, COMMON SENSE AND SPORTSMANSHIP SHOULD PREVAIL ON ALL ISSUES.

At any point during the season, the CHLL Board reserves the right to alter, add or eliminate certain rules, if its determined that it will better serve the league.