

# 2016 EBA AA Rules Clarifications

## General:

- Never argue with an opposing manager or coach, an umpire or a parent.
- One (1) player from each team shall meet at the pitcher's mound before the start of the game to recite the Little League pledge. (optional)
- Bases are 60' apart. The front of the rubber to the back of the plate is 40'.
- All games will be six (6 innings) max. The game will be official after four (4) innings. Regular season games can end in a tie. Win-loss records do not matter for playoff seeding. Playoff games cannot end in a tie. Extra innings may be required to determine a winner during the playoffs.
- If a game is stopped short of an official game due to weather or darkness, the managers shall decide if they wish to continue the game at a later date. Since standings are not kept, the game does not have to be continued at a later date if the managers decide not to continue. If less than 1 inning has been played, then the game shall be replayed from the start at a later date. If at least 1 full inning has been played, and if the game is continued at a later date, then the game shall continue from the exact point where it left off. **All pitch counts and pitching changes shall stand when the game resumes from the point where it left off.** For example, if a pitcher left the game before it was called for darkness or weather, that pitcher shall not re-enter the game as a pitcher when the game is resumed at a later date.
- 10 players in field defensively at all times, unless team only has 9 players available.
- Each player is required to play a minimum of 2 innings in the field during the game.
- Unlimited substitutions in field, except for pitchers. Once the pitcher is taken out of the game, he cannot re-enter to pitch again. He may play other positions.
- Continuous batting order (everyone in lineup hits).
- If a player is injured or leaves during the game and cannot bat, it is **NOT** an out when that player's spot comes up in the lineup.
- 3 outs or 6 runs per inning, whichever comes first.  
**Exception: Additional runs may score if, for example, the batter hits a triple with the bases loaded and the 6<sup>th</sup> run is on third base. The runners who were on first & second base (runs 7&8) will also count.**
- No infield fly rule.
- Rainouts – Home team makes the call. Please call opposing team and umpire (if any) no later than 5:00 PM to cancel games Monday – Friday. Please call 1 hr. before game time on weekends.

## Coaching:

- One coach must stay on the bench at all times. If a team only has 2 coaches, a player must be the first base coach while a coach serves as the third base coach. No coaches are allowed on the field for the defensive team.
- Coaches may catch the pitcher in warm ups. Any player warming up the pitcher while waiting for the actual catcher must wear a mask.

## **Batting:**

- All batters and baserunners must wear helmets at all times.
- No handling of bats outside of the diamond, no on deck hitter allowed.
- Bunting is permitted.
- The catcher does not have to catch the third strike for a strikeout.

## **Base-running:**

- Ball is dead when a player has called for time and time has been granted by the umpire or when the pitcher has the ball on the rubber and the catcher is ready to catch a legal pitch.
- Player is out if a batted ball hits a baserunner while in fair territory (not if standing on a base).
- There are **NO LEADS OR STEALS**.
- Runners may **NOT** advance to second, third or home by stealing, on a wild pitch, a passed ball, a ball that gets away from the catcher or any other similar scenario on a pitched ball or on throws from the catcher back to the pitcher. **Runners may only advance when forced by a walk, a hit batter, or a play started by a batted ball.**
- On a play started by a batted ball, where the ball goes out of play on an overthrow from the outfield or infield, runners may advance to 2<sup>nd</sup>, 3<sup>rd</sup> or home on the overthrow. A maximum of 1 base can be taken, no matter where the throw comes from.
- Players are encouraged to slide at home plate. Runner must attempt to go around the catcher.

## **Pitching:**

- Maximum 75 pitch count is in effect for 9 & 10 year olds (maximum 50 pitch count for 7 & 8 year olds). Follow age appropriate pitch counts and rest days per the Little League Rule Book (**Regulation VI on page 39 of the 2016 Little League Rule Book**). This will be strictly enforced.
- Each team must keep track of pitch counts for both teams and compare at least every other inning. We do not want to wear out pitchers' arms and risk injuries.
- **NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- **NOTE: Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch for the remainder of that day.**
- No balks.
- Catchers must wear full equipment, including protective cup.
- Double-headers are not likely, but in the event a double-header is played, a player **MAY NOT** pitch in more than one game in a day.