

Southwest Forsyth Little League 2010 AA Local Baseball Rules

These rules represent special circumstances for this division. If there is a rule not addressed here, please refer to the minor league rules section of the Little League Rule Book. *Note: New Little League Rule for 2008 – Minor League Only – A five-run limit is to be imposed, which would complete the half inning.*

- The 5 Run Rule does not apply to the 6th inning of the game.
- The entire game is kid pitch. There are no walks in this division, if batter gets four balls from the kid pitcher, coach to throw three more pitches (hittable or otherwise). All pitches must be thrown from the pitching rubber.
- If a batter is hit by kid pitch, then first base awarded.
- Maximum of six innings of three outs each. If a team bats around in an inning, that half of the inning is completed. Since scores are kept, teams with fewer players will be allowed to bat the same number of players per inning as the opposing team if 3 outs are not recorded in an inning. Example: If team A lists 10 players in their batting order and Team B lists 12 batters then batting around in an inning for Team A would be when 12 batters have batted in an inning.
- Must have 9 players to start game and can continue with at least 8.
- 10 position players play defense (6 infield/4 outfield).
- Continuous batting order ~ All players shall be listed in the batting order. The batting order will consist of all eligible players. Once established, the order cannot be changed except for injury or players arriving late or leaving early. Players arriving late shall be listed at the end of the batting order. If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.
- **NEW --- Overthrow to First Base ~ Batter/runner will not advance on an overthrow or misplayed throw to first base from any position on the field.**
- No player can sit out consecutive innings or sit out a second inning until all other players have sat out at least one inning. If players need to sit out 2 innings in a game then the players to sit out twice in a game must to be rotated among the entire team and not concentrate on any particular player(s).
- Pitcher must play relatively close to pitching area (cannot be a fifth infielder lined up with SS, 3rd, etc.)
- Each player must play 2 innings in the infield per game. This must be accomplished during the first 4 innings of game. If game proceeds to fifth and sixth innings every attempt should be made for players to play 3 innings in the infield. Players arriving after the start of the game may have their defensive play reduced by the number of innings missed.
- Stealing 3rd base ONLY is allowed, runner cannot advance on an overthrow by the catcher. No delayed steals permitted at any time.
- Once the ball is in possession of an infielder in the infield, in fair territory, runners must return to prior base if not half way to the base. If the runner is halfway to the next base, the runner is free to continue but is at risk.
- Bunting is allowed (both kid and coach pitch) – no fake bunting allowed at any time.
- Infield fly rule and 10-run rule are in effect for this division.
- There are no on deck circles in this division.
- Game scores and team standings are kept.
- 1 Manager and 2 official coaches are allowed on the field. 1 Parent is also allowed in the Dugout (Dugout Parent).
- Umpires at home and in the field (SWFLL Coaches and Managers).
- End of season tournament brackets decided by regular season standings.
- Strike Zone is an area that has the following approximate boundaries: From the shoulders to below the knees and the area of the plate, plus five inches (roughly 1 ½ ball widths) on the inside and outside of the plate. This normally would be the area delineated by and including the white chalk line, if consistently applied.