

AURORA BASEBALL LEAGUE LITTLE LEAGUE RULES

I. GENERAL

All decisions of the umpire(s) are final. This includes all judgment calls and all decisions on these rules, Little League rules and all other matters pertaining to the playing of the game. There will be no protests made or allowed for any reason.

Failure to notify the other team or officials of lineup changes will not result in any penalty. Managers should, of course, notify the other team of any changes.

In the event of an official non-playoff game which ends in a tie, each team will be credited with ½ win and ½ loss. Winning percentage will determine the overall league champion. A game played but not declared an official game will be replayed from the start.

Games will start at 6:00pm. A forfeit will be declared at 6:15 if a team cannot field 8 eligible players at that time. If neither team is able to field 8 players, each team will be credited with a loss. No new inning will begin after 8:30pm or 2 hours after the start of the game whichever is earlier (this rule shall apply to both regular season and play-off games). No new inning shall begin if it cannot be completed with enough daylight for complete safe play. The umpires will determine if conditions allow a game to start, be suspended, continue or end.

Full uniforms should be worn by all players, but an otherwise eligible player will not be prevented from playing because they do not have a uniform or complete uniform.

All players and staff, when not playing in the field, batting, on deck, on base, coaching or warming up will remain on the bench. Only team members are allowed on the bench. All equipment will be kept out of the playing area, including foul territory. Only one player is allowed in the on deck circle at any time.

In the event of an injury occurring during a play, the umpire(s) can, if they chose, stop all play. Immediately, declare the ball dead, and award the batter and/or runners' bases as they deem necessary to negate the stoppage of play caused by the injury.

If a player is injured, they may be replaced by another player on the roster even if that replacement had been previously removed from the game (except a player ejected or disqualified) provided no other player on the bench has yet to play. An injured player may return to the game without penalty when recovered but only in their original position in the batting order. The player who replaced them will be credited with time played.

The home team will provide one new ball and their best used ball for the game. If a ball is lost, etc., the home team will provide another used ball. Each manager will be given a specific number of new baseballs, which will equal the number of home games listed on the official game schedule. It is the manager's responsibility to furnish a new "game ball" for each game they are listed as the home team.

Umpires will discuss the ground rules before the start of each game with the managers. The umpire will decide if field conditions allow the game to start or if a forfeit will be declared.

Each team will maintain a scorebook and make available to the other team a copy of their lineup for the Game. Any manager has the right to inspect the scorebook of the other team.

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Teams may start and finish a game with as few as 8 eligible players. Players arriving late can be inserted in the game without penalty and do not have to play the required minimum amount if the game has progressed to the point that it is impossible for them to meet this requirement.

All games appearing on the league schedule will be played at the field, time, and date shown except as provided herein. Games will not be rescheduled except for the following reasons:

1. Weather conditions make it impossible to play the game scheduled.
2. Weather conditions during the game make it necessary to stop the game before it has become an official game per league rules.
3. A school activity, requiring the attendance of members of the team makes it impossible for the team to field the minimum number (8) of players required to play on the scheduled date. (Note: only the players affected by the school activity can be counted. Players out because of injury, vacation, ejection, etc., cannot be counted even if their absence is what brings the team below the minimum required.) If a school activity is the reason for the rescheduling of a game, the affected manager must notify the other manager and the league director at least 7 days before that game and provide the director a list of the players affected. Failure to meet these conditions will result in the game not being rescheduled.

Games rescheduled should be made up by the Saturday following the Saturday of the week of the originally scheduled date for the game, including holiday weekends. The make-up game will be determined by field availability and will not conflict with any regularly scheduled game. No team will be required to play more than three games in a week under any circumstances (Sunday through Saturday).

The same conditions for canceling a make-up game exist as for the rescheduling of the original game (weather and school activity).

The team failing to show or field a team for a make-up game will lose that game. If both teams fail to show or make-up the game, per these rules, both teams will be credited with a loss.

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II. CONDUCT

There will be no bench jockeying or other forms of harassment of the other team or its members by other players or staff. Players may not talk to opposing players in an attempt to distract them, etc.

Throwing of bats, helmets, gloves and other equipment or objects is prohibited. After one warning a player will be called "out" and the player or staff member may be ejected from the game. If done while arguing a call or play, or if the object strikes another person, the umpire can eject the person without any prior warning.

The managers are responsible for the conduct of spectators on their side of the field as well as their team and its members and will make every attempt to discourage harassment of the players, umpires, staff and others by spectators on their side of the field.

Team members and staff must conduct themselves in a sportsmanlike manner at all times.

Team members will not, under any circumstances, be allowed to have or use alcoholic beverages before, during or after any game or practice while functioning in their capacity as a member of the team. The use of any tobacco product is prohibited within the playing area or on the bench. The league director can enforce reasonable conduct at all times.

Team managers have the right to bench a player for disciplinary reasons other than ability or player performance but must notify the other manager of the action. Once disqualified from playing in the game under this rule, the player cannot later play in that game for any reason or under any conditions. The team manager should notify the league director when disciplinary action has been taken.

Any player ejected from the game must leave the playing area and cannot sit on the bench. Any staff member ejected from the game will leave the playing area, may not sit on the bench and will be restricted to an area not less than 50 feet from the playing area in any direction. Any player or staff member ejected from a game will be suspended from participation in the team's next game; for a staff member this suspension requires the staff member be restricted to an area not less than 50 feet from the playing area in any direction. The ABL may at its discretion take additional disciplinary action against any player or staff member; such disciplinary action is not dependent on the player or staff member being ejected from a game.

No one is permitted behind the backstop once the game has started.

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III. PLAYING RULES

The current Little League rules will apply except as altered by these rules.

Distance between bases will be 60 feet. Pitching distance will be 36 feet. Games will be played and be official even if conditions do not permit the proper layout of the field, within reason, as determined by the umpire.

The batting order will consist of each eligible player who will bat in the order shown in the lineup. Players arriving late who are allowed to play will bat in the last place in the order. If one team has less eligible players than the other team it will not affect the other teams batting order. All team members will bat until there are three (3) outs or the team has scored the maximum number of runs allowed in an inning (10). If a play is in progress and more than 10 runs score in the inning because of the result of that play, those runs will count in that inning. (Note: In the 6th inning and in each inning thereafter, there is no limit on the number of runs that can be scored in any inning by a team). If in the umpire's judgment the current inning will be the last inning played (e.g., due to pending darkness, time), such declaration will be made prior to the top half of the inning and the 10 run/inning limit rule will not apply.

All games will be six (6) innings in length unless additional innings are needed to break a tie or conditions do not allow six innings to be played. An official game will be 4 innings in length, 3 ½ if the home team is ahead.

Overthrows at first or third base which go out of the field of play are dead balls and will not advance runners, but overthrows at home are in play and runners can advance. Overthrows at third base, where an attempted play has been made, even if the ball is in the field of play, will be a dead ball and play will cease. A ball thrown out of bounds intentionally to stop will remain alive and runners can advance.

Players will not, in the umpire's judgment, collide with another player in an attempt to dislodge the ball or prevent a play. This does not include a head or feet first slide which knocks the ball loose. If a collision is called, the runner is out, the ball is dead, and other runners must return to the last base they legally touched. If the umpire decides that unusual force and/or purposeful intent was involved in a collision, he may eject the offending player without warning. Any runner colliding with any fielder in the act of fielding a ball will be automatically out and other runners will not be allowed to advance.

Fake tags, at any base, even if the play is not being made at that base are prohibited. The ball will be declared dead (after all play is ended) and the umpire will award such bases as necessary to eliminate the obstruction.

No bunting is permitted.

The infield fly rule is not in effect.

Runners cannot lead off or leave the base until the ball is hit. Penalty for doing so is that the runner is out, the ball is dead, and no pitch called. Stealing is not permitted. Each team will be given a first time warning.

No designated batter is allowed. All players on the team bat and all players must play defensive positions as outlined above.

Little League rules will apply in determining if a batted ball is fair or foul. Any batted ball stopping, fielded or touched before it is outside an area within 10 feet of home plate will also be a foul ball.

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There will be no base on balls awarded or players hit by a pitched ball will not be awarded first base. Strikes will be called including fouls, swinging strikes and balls not swung at but which legally enter the strike zone. Each player will bat until they safely reach first base or have six strikes called on them.

At the time of a pitch the defensive catcher must be in his proper position and the player/pitcher must stand outside of the pitching circle to the right or left side of the machine on the designated line.

One defensive coach, who must be positioned behind the outfielders, is permitted on the field for the regular season. No defensive coaches will be permitted during the playoffs.

Offensive coaches are permitted at first and third base and one who will be designated the adult pitcher. If in the umpire's judgment, the adult pitcher did make an effort to avoid obstructing a defensive player, either in fielding or throwing, the umpire may call a dead ball and call the batter or a base runner out.

Any batted or thrown ball hitting the defensive coach is in play. Any thrown ball hitting an offensive coach is in play.

IV. PITCHING (this rule to be used only when a malfunction occurs with the pitching machine and actual coach pitch is required)

An adult pitcher will be used at all times. The adult pitcher will pitch overhand to every batter at all times.

A circle with a radius of 7 feet will surround the pitchers rubber with a straight line across the diameter of the circle through and parallel with the pitchers rubber.

Each pitch must be delivered from the pitchers rubber to be legal.

If an adult pitcher intentionally interferes with a batted ball, the batter is out and runners cannot advance. If they unintentionally interfere with a batted ball, the ball is dead, the batter is not out, runners do not advance and the pitch will not be counted. The umpire will decide if the interference was intentional or not.

A throw from the catcher to the pitcher after a pitch is a dead ball.

V. DEAD BALL

A batted ball is dead only when:

- a) the umpire calls the play stopped
- b) an infielder has control of the ball in the infield (and requests time out and receives it).

Time can only be granted if, at the umpire's discretion, he determines that there are no runners advancing. [Coaches should not advance runners if the infielder has control of the ball on the dirt. The infielder should raise his/her hands to indicate time out.]

The pitcher has the ball in the circle and a runner is off the base, the pitcher can still make a play on that runner if he has not called time or given up the ball to the adult pitcher. Consequently, any other runner on any base can advance also.

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There will be hash marks or halfway marks placed 30 feet from the base in the base paths. In the judgment of the umpire, any runner who has passed the hash mark when the ball has been called dead. Per this rule is entitled to the next base without liability to be put out.

Any runners that have not passed the hash marks when time was called must return to the previous base unless that base is legally occupied by another teammate. If the runner cannot return to the previous base because it is legally occupied then that runner can advance to the next base.

VI. PITCHING MACHINE

Pitching machine distance is to be between 36' to 40'.

Player's will be given 6 pitches to put the ball in play. If on the 6th pitch the ball is hit foul and a defensive player does not make an out, then the batter receives another pitch. If the ball is hit foul again then the player continues to receive pitches as long as they continue to hit foul balls and no defensive player makes an out, but if the batter swings and misses or does not swing at the next (strike) pitch then the batter is out.

There will be no balls called. Whether the batter swings the bat or does not swing the bat it is counted as a strike unless the umpire calls it a "no pitch". If after 6 pitches the ball is not put into play the batter is out.

ANY PITCH, WHICH HAS BEEN SWUNG AT WILL BE CALLED A STRIKE REGARDLESS OF PITCH LOCATION EVEN IF IT BOUNCES BEFORE HOME PLATE.

A ball, which bounces before home plate and the player manages to but it into play it will be treated as a fair ball.

Any ball that does not cross home plate delivered by a pitching machine will not be counted as a pitch unless it is swung at. This will be at the discretion of the umpire.

Umpire positions will be determined by Director of Umpires.

Any batted ball hitting the pitching machine causing ball to land and stay in the pitching circle is a dead ball. Play is taken over, equivalently a "No pitch" situation.

Any throw from any defensive player that lands and stays in or on the pitching machine circle is considered the same as a ball thrown out of play, a dead ball.

If a ball is in play and is thrown by a defensive player that hits the machine causing the ball to land and stay in pitching machine circle umpire will enforce dead ball rule.

Defensive player in the pitchers position will not play inside the pitching machine circle and must stand outside of the circle to the right or left side of the machine. The position will be marked by 2 circles on either side of machine 36' from home plate. These will be clear of the machines pitching area but will allow player to move freely to either side after the pitch is thrown. The defensive player in the pitchers position will be required to wear a batting helmet.

No player shall enter the circle where pitching machine is located.

Coach feeding pitching machine will hold one ball in high pitch position and move hand down to machine feed position and other and will have the ball to be pitched. This will allow coach to make pitch with out taking eyes off batter. Coach will stand behind machine while feeding ball into machine and then step to side of machine to protect defensive player from running into machine.

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The pitching machines will be set up by the league director, other ABL directors or by the home team coach. Home team coach will be required to return machine to designated spot after game is finished. This includes setting the speed. Once speed is set it will stay at that speed for entire inning.

Coaches will be the only person allowed to operate the machines. The umpire will be responsible for keeping all players out of the machine circle. No players at any time should run the pitching machine.

In the event that the pitching machine is not functioning properly, then game shall be played under coach pitch rules.

There will only be one ball in play during the game.

If a batted ball hits the pitching machine and rolls or flies out of the pitching machine circle and stays in fair territory then ball is a fair ball and should be played as such. If the ball rolls or flies into foul territory then it is counted as a foul and considered a pitch.

NOTE: THE OBJECT OF USING THE PITCHING MACHINE IS NOT TO THROW PERFECT PITCHES, BUT RATHER TO THROW A MORE CONSISTENT PITCH SO THAT BATTING AND FIELDING SKILLS OF THE LITTLE LEAGUE PLAYER CAN BE DEVELOPED AND IMPROVED UPON.

VII. PLAYER POSITIONS

In a 6 inning game, each player must play at least two innings in an infield position, this does not include the catcher position. Each player must play at least one inning at an infield position in the first 3 innings of the game.

In Little League all players must play at least two (2) positions (2-10), not including pitcher, DURING EACH GAME. Coaches who fail to follow this rule will be reminded once, receive a written notice on the second offence, and the board may impose game suspensions, or other sanctions for repeated violation of the rule.

All eligible players on the team will play at least three defensive innings which do not have to be consecutive innings, but the player inserted must play for three defensive outs all of which must be in the same inning. Every player must play at least two innings at an infield position and two innings in the outfield. The pitcher's position is considered an infield position and the catcher's position is not.

The defensive team will consist of 10 players (max), four of whom must be outfielders who play at approximately the same depth (no short fielder). If a team cannot field a full defensive team, they can play with less than 10 but at least 8 players.

A player may only play the catcher position two innings maximum per game.

There must be a catcher at all times.

VIII. EQUIPMENT

Players cannot wear steel spikes.

All players must wear protective head gear with a face mask while at bat, on base, on deck, or playing the defensive positions of pitcher or catcher.

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The catcher must wear all protective equipment while playing. Boys must wear a cup if they play the catchers position.

The maximum barrel size of a bat is 2 ¼ inches.

This is a developmental league; parity, fairness, and sportsmanship will go a long way in developing and piquing the players' further interest and skill set in the game of baseball. Please respect our league objectives of developing team players who enjoy participating in our national past time.

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