



Southeast Diamondbacks Little League

Double-A Division Rules

All general rules of baseball are followed (ref: Little League Rulebook app.) Specific rules that apply to SEDLL are listed below.

- 1) **FIELD PREPARATION** – Managers should solicit the assistance of parent volunteers to assist with both pre-game and post-game field preparation.
 - a) PRE –GAME: The Home team shall be responsible for preparing the field for play including setting up the bases, chalking the base lines and batter’s boxes and removing the tarps.
 - b) POST-GAME: The Visiting team is responsible for dragging the infield, repairing the pitcher’s mound and home plate and watering down the infield if required.) After the last game of the day, the Visiting team will return all bases and field equipment to the storage area and replace the tarps on the field. The last Visiting team manager at the facility is responsible for ensuring the storage room door is locked and secured and the key returned to the key locker.
 - i) ***In the interest of good sportsmanship, it is encouraged that both teams assist in pre and post-game field responsibilities.***
 - c) CLEAN UP: Each team will clean up their dugout and pick up all trash around the bleachers following their game and before distributing snacks to the players. Team Managers are responsible for ensuring that all the trash is cleaned up in and out of the dugouts before leaving the playing field. It is the Manager’s responsibility to ensure all spectators clean up their respective areas.
- 2) **OFFICIAL GAME SCOREKEEPERS AND GAME CHANGER RESPONSIBILITIES**
 - a) THE HOME TEAM will provide an official scorekeeper for the Game Changer app. (This cannot be the manager or coach of the team unless it’s an emergency and approved by the BOD on duty.)
 - b) THE VISITING TEAM will be responsible for keeping score on the scoreboard (where available.)
 - c) BOTH MANAGERS are required to put their lineups into Game Changer no less than 15 minutes prior to game start.
 - i) Noncompliance of either 2a-2b-2c will result in a game forfeiture.
 - d) Managers must also communicate with BOTH the official scorekeeper and opposing coach pertaining to ****player eligibility / pitching changes / catching changes**** during the game.
- 3) **MANAGER/COACH INFORMATION**
 - a) A maximum of **FOUR** coaches/managers may be in the dugout at any time. They must be registered with the SEDLL system. One coach must be in the dugout if players are in the dugout.
 - b) The manager must conduct the plate meeting.
 - i) Managers are expected to be ready for the plate meeting 5 minutes prior to game time.
 - c) The manager is the only person that may ask for time out and speak to the umpire.
 - d) Any manager or coach ejected from a game must exit to the parking lot immediately. This includes keeping a distance of more than 100 feet from the field that borders the parking lot. No

communication is allowed to players. The offending coach will be suspended for a minimum of the next physically played game. A time will be set for them to meet with the board.

4) GAME PROCEDURES

- a) **OFFICIAL GAME TIME:** The official start time of every game is the scheduled game time of that game. (If a 2-hour game starts 15 minutes late, the teams will have 15 minutes less to play.) The league President, Vice-President or Umpire In Chief will be the sole determinant of any exceptions to this rule.
- b) **THE OFFICIAL START** of the next half inning or inning begins immediately after the 3rd out is called from the prior half inning or inning.
- c) **ENDING THE GAME.** The end of the game occurs if:
 - i) 6 innings are completed. (Games can end in a tie during the regular season.)
 - ii) An inning is completed after the game time of 1:30. (See paragraph vi below.)
 - iii) “Drop dead” game time is reached at 2:00.
 - (1) Once a player steps into the batter’s box, neither the no new inning nor drop-dead rule can be enforced until the player completes his or her at bat.
 - iv) If the 2:00 drop dead rule ends the game, the score reverts to the last completed inning.
 - v) No new inning may begin after the 1:30 mark from the start of the game. When the 1:30 no new inning time is reached, play shall continue until...
 - (1) The away team has completed their turn at bat.
 - (2) The home team either has the lead or has completed their turn at bat.
 - (3) The drop-dead time limit is reached.
- d) **INNING RUN LIMITS**
 - i) Five run limit during innings 1 – 5.
 - ii) Unlimited runs in the 6th (or last) inning for both teams.
 - (1) Based on time limitations, the umpire may arbitrarily declare the last inning, however it must be declared prior to the start of a complete inning
 - iii) The Little League 10 and 15-run rule is in effect (Rule 4.10(e)). 15-run lead after 3 innings, 10-run after 4 innings. Teams cannot agree to continue playing.
- e) **MINIMUM PLAYERS:** If a team is unable to field eight players at the scheduled start time of a game, the umpire shall notify the Umpire in Chief of the situation. The Umpire in Chief shall contact the President or if unavailable the Vice President to determine if the game should be forfeited. If neither are available, the Umpire in Chief will make the decision.
- f) The Double-A division will use regulation Little League baseballs only.

5) THE DEFENSE

- a) The defense is allowed to field a maximum of 10 players on the field. (P, C, 4 IF, 4 OF.)
- b) No player on any team shall defensively sit in the dugout more than 1 consecutive inning.

6) THE BATTER

- a) Every batter must wear a helmet while batting and running the bases.
- b) All players bat consecutive order in the lineup until three outs are recorded or the maximum number of runs per inning is reached.
- c) There are no on deck batters, no practice swings inside or outside the dugout between innings.
- d) In all innings...
 - i) The batter will receive pitches from a player until either:
 - (1) The batter puts the ball in play.
 - (2) The batter strikes out.

(3) The batter receives a 4-ball count.

(a) When the 4-ball count is reached, an offensive coach will take over pitching until the ball is either put into play or the batter strikes out.

(i) Every pitch the coach pitches will be considered a strike unless the umpire rules that the pitch was unhittable.

ii) An at-bat cannot end on a foul ball.

iii) The batter cannot walk.

e) The ball is considered “dead” if the batter...

i) Doesn’t hit the ball.

ii) Is hit by the pitch while the player is pitching. (If the coach is pitching, the HBP rule does not apply.)

(1) A “dead” ball is not to be considered in play until the pitcher throws the next pitch.

f) There is no advancement to 1st base on a dropped 3rd strike, passed ball or wild pitch.

g) **BUNTING AND/OR SLASH BUNTING** (faking a bunt and taking a full swing) **IS NOT ALLOWED.**

h) A batter must always keep one foot in the batter’s box or ask umpire for timeout.

i) **Players must use an approved USA bat.** Managers need to check their player’s bats prior to each game. A manager from the other team may ask to check a player’s bat. If a player bats one pitch or more, with a non- approved bat, then they will be called out. The bat will be removed immediately from the dugout. Bat size cannot be less than 2 1/4” and maximum is 2 5/8”.

7) **BASERUNNING & STOLEN BASES**

a) Stealing is not allowed at any base during any inning.

b) All overthrows will result in one additional base. (The base the runner is running toward plus the next one.)

c) Runners CANNOT slide headfirst. Runners CAN dive headfirst back to a base that they occupy.

d) The Little League “Slide or avoid” rule is in effect.

8) **THE PITCHER**

a) **PITCH COUNT RULES** for Little League (league age is recognized):

i) Pitchers are utilized for all innings.

ii) All live pitches (including foul balls) count towards the total pitch count.

iii) Warm up pitches do not count towards the pitch count rule.

iv) 7–8-year-old pitchers – max in one day 50 is pitches.

(1) A player that pitches 50 pitches must rest for two full days before pitching again.

(a) If a pitcher pitches 50 pitches on Wednesday, the pitcher may pitch again on Saturday.

v) Pitchers who pitch 41 or more pitches can NOT assume the catcher position.

vi) Catchers who catch 4 or more innings can NOT assume the pitcher position.

vii) A player who plays catcher for 3 innings or less, then moves to pitcher and pitches 21+ pitches, cannot return to the catcher position.

viii) Exceptions for all above pitch count rules:

(1) If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: A pitcher completes a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35-pitch threshold during the at-bat and would be required to rest for 1 day.

ix) **WARM UPS:** Pitchers shall be limited to 8 pitches to warm up their first inning.

9) MISC. RULES:

- a) Teams may not warm up on the infield prior to game – including the pitcher’s mound.
- b) If a player must leave the game early, they are not an automatic out. They are taken out of the line-up and cannot return to the game. If a player arrives late, they must be added to the bottom of the line-up when they arrive.
- c) Walk-up music is not allowed.
- d) During all innings, a coach is allowed to be near the backstop area to retrieve “dead” balls. (Any ball crosses the plate not put in play is considered a “dead” ball.)
 - i) For safety reasons, the coach is required to wear a hard baseball helmet (to be provided by the league.)
- e) If a player needs to temporarily leave the game (eg: going to the bathroom) and returns to the game within a short period of time, the following rules apply...
 - i) Defense – A substitute player may be utilized in that person’s position. The player that left may resume their defensive position upon their return (assuming that minimum player requirements are met for the person that left and the substitute player.) NOTE: If the player who left was pitching, the player may return to a different defensive position but may not return as the pitcher for the duration of the game.
 - ii) Batting – If the player who needs to leave is scheduled to be at bat, that player batting position will be moved to the bottom of the lineup card. The next scheduled batter in the lineup will bat in place of that player. (The skipped over at bat will not be recorded as an out.)
 - iii) Base running – If a player is running the bases and needs to leave, a pinch runner may be utilized. The pinch runner shall be the batter that made the most recent out. The player who left the game may not replace the substitute base runner during that base running sequence. (The player must wait until their next at bat or defensive positioning, whichever comes first.)

Review the Little League rule book or use the Little League App for all remaining rules.

VERY IMPORTANT

SEDLL uses junior umpires for all age divisions. Little league is a training opportunity for them, and they will make mistakes. There is a ZERO-TOLERANCE policy regarding umpires. Any attempt by a parent, player, or manager/coach to intimidate an umpire will not be tolerated and may result in suspension. Please communicate this rule with your parents and reiterate it during the season. The Umpire’s judgement is final and is not subject to appeal. If you have an issue please see the Board Member on duty.