



# 2017 BB AA Local Rules

The Menomonee Falls Little League is dedicated to the development of all baseball & softball players within our organization. The following Local Rules are in place to ensure fairness of play and equal opportunity for all players regardless of skill levels. The rules contained herein are to be used in conjunction with the 2017 Little League Baseball & Softball national rules.

1	Ages	Division	Ages	League Age – See Calculator Below
		AA Baseball	League Ages 7 and 8	<a href="http://www.littleleague.org/leagueofficers/determine_league_age/league_age_calculator.htm">http://www.littleleague.org/leagueofficers/determine_league_age/league_age_calculator.htm</a>
2	Number of Players	Division	Defensive Team	Offensive Team
		AA Baseball	(10) Players	All Players Present for Game
3	Game Card	The home team is responsible to provide the game card.		
4	Batting Order	<p>Players shall bat in the order they are listed on the official game card. The game card must be turned in to the Game Umpire before the game begins. A continuous batting order will be used so that all players participate. <b>No player can start a game as the first batter a second time unless all the players started the game as the first batter.</b> The Line-Up Grid must be exchanged between Managers fifteen (15) minutes prior to the start of the game. Players arriving after the start of the game will be placed in the next open space on the game card and will bat in that position. No late arriving player may be placed in the lineup after (3) innings have been completed. The Game Umpire and Opposing Manager must be notified of the new arrival. Players that choose voluntary leave before the end of a game shall have their Manager notify the Game Umpire and Opposing Manager of the exact time that the player must leave, before the game starts. The Player's batting spot becomes blank, shall not be filled by a late arriving player, and shall be skipped over when the batting turn comes. Players with emergency leave from a game shall immediately leave, their batting spot becomes blank and is skipped over when a batting turn comes.</p>		
5	Courtesy Runners	<p>Courtesy Runners are allowed for reasons of injury, provided the injury occurred on a play in the game. The last player that has been called out for the offensive team will be the Courtesy Runner, even if the out occurred in the previous inning. If a courtesy runner is needed before an out has been registered in the game, the Opposing Manager will choose the courtesy runner. <b>No Courtesy Runner shall be allowed in a game for any player who enters the game with an injury.</b></p>		



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<b>6</b>	<b>Mandatory Courtesy Runners</b>	<p>A Courtesy Runner is Mandatory for an Offensive Player who is on base when (2) are out and is scheduled to be the Catcher for his/her team when the side is retired. For divisions where a (5) run rule applies to retire the side, the Mandatory Courtesy Runner is in effect when there is either (2) outs or (4) runs scored in the half inning. In both situations, (2) outs or (4) runs scored, the Manager of the Offensive Team shall request time be called, and the Game Umpire shall grant time to allow the substitution. The Courtesy Runner shall be selected in accordance with MFL Local Rule 7 - Courtesy Runners. PENALTY: The first violation of this rule in a game will result in a Delay of Game warning given to the offending team by the Game Umpire. All subsequent violations will result in the first batter of the inning for the opposing team starting with a 1 Ball and 0 Strike Pitch Count.</p> <p>Based on the judgment of the Game Umpire, if continued violations are deemed intentional to delay the game, the Game Umpire will advise the offending team that his/her team may forfeit the game. In this situation, the game shall continue to completion and the Game Umpire will advise the MFL Umpire-In-Chief who will, with the MFL Executive Board, rule on the forfeit. <b>Violation of the rule is not grounds for protest by the Opposing Team.</b></p>
<b>7</b>	<b>Defensive Play and Participation</b>	<p>Limits on Playing the Same Position: There is free substitution of defensive players; no player may play more than (1) inning at the same position in the same game. For purpose of this rule infield positions are First Base, Second Base, Third Base, Shortstop, or Pitcher. Before a player can play an infield position again all players must have played (n -1) innings where n = the number of innings played in the infield by a player. For Example, before a player can play two innings at an infield position, all other players must have played one (2-1). <b>Outfielders must be positioned a minimum of ten feet from the infield outer lip.</b></p> <p>No player shall sit out more innings in a game than any of the player's teammates until all players on the team have sat out the same number of innings.</p> <p><b>Example 1:</b> Before a player can sit out (2) innings, all players on the team must have sat out (1) inning.  <b>Example 2:</b> Before a player can sit out (3) innings, all players on the team must have sat out (2) innings.</p> <p><b>Predefined participation grids are available from <a href="http://www.fallslittleleague.org/">http://www.fallslittleleague.org/</a>.</b></p> <p>Managers and Coaches are expected to comply with the Mandatory Participation Rules as set forth by the MFL. Mandatory Participation Rules must be complied with prior to the start of the 5<sup>th</sup> Inning.</p>



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<b>8</b>	<b>Exemption from Participation Rules</b>	<p>If any safety concerns or other reasons are brought about by the participation rules as stated in Local Rule 7, only the player's parent(s) may request that their child be exempt from these rules. The request must be made to both the Manager and Division Player Agent by the player's parent(s) before any exemptions are made to the participation requirements as stated. The Division Player Agent will discuss the request with the parent(s) and Manager, then issue a decision based on that discussion.</p>		
<b>9</b>	<b>Duration of Game</b>	<b>Division</b>	Innings	Time Limit
		<b>AA Baseball</b>	(6) Innings	(1.50) Hours
		<b>Game Time Limit Applications:</b>		
		<p>The Game Umpire (Field Umpire) will keep the official time of the game start. <b>Actual start time, Not Scheduled start time determines official game start. The Game Umpire will verify time limit with both Managers at the ground rules discussion. At the actual start of the game, the Game Umpire will announce start time to both Managers and re-verify time limits at same announcement.</b></p>		
<p>An inning that begins with less than 15 minutes remaining in the time limit will be declared the last inning. At the top half of the last inning, the Game Umpire will announce to both Managers the time limit situation and declare the last inning. Note that the next half inning begins (be it top half or bottom half) immediately when the last out is recorded in the previous half inning. Should the Game Umpire fail to announce or declare a last inning and that inning begins with less than 15 minutes remaining in the time limit, the Game Umpire can at any time after the inning starts, declare the last inning. At the conclusion of the declared last inning the game shall be over, regardless if time remains in the time limit. Games tied when the declared last inning is over will be recognized as 1/2 win and 1/2 loss, not as a suspended game.</p> <p><b>If an inning is started before time has expired, the inning will be played. If the outcome is a tie, the game will end in a tie. No inning can be started after Time Limit (above). NO EXCEPTIONS.</b></p>				



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10	<b>Declared Last Inning (2017 Season Ending In-House Tournament Only)</b>	<p><b>Declared Last Inning:</b>            A last inning will be declared in these games. Regular season time limits, last inning declaration rule, Local Rule 12 and Inning Run Rule Local Rule 14, applies to all tournament games. The Home Plate Umpire will declare a last inning in the top half of an inning that begins with less than 15 minutes left in the time limit, regardless of the inning. There is no inning run rule for this last inning. If the sixth inning is the declared last inning, no inning run rule applies. The game will be over at the end of the declared last inning, unless tied and every inning thereafter will be declared the last inning until the game ends with a winner. Should the top half of an inning begin with more than 15 minutes remaining in the time limit, by rule the Home Plate Umpire will not declare a last inning and inning run rules apply. Should that same inning take the game past the time limit, the Home Plate Umpire will then declare a last inning and one more inning will be played and no inning run rule applies. The Game will be over at the end of the declared last inning, unless tied and every inning thereafter will be declared a last inning until the game end with a winner. Only Exception in which a Last Inning is Not Declared in Tournament Play: If the sixth inning begins with more than 15 minutes left in the time limit, by rule a last inning is not declared and no inning run rule applies and this will be the last inning of the game, unless tied and every inning thereafter shall be a declared last inning.</p>
11	<b>Side Retired</b>	(3) Outs or (5) Runs, whichever comes first, except in the 6th or declared last inning, when (3) outs are required to retire the side.
12	<b>Run Rule</b>	If after a game has become a regulation game, one team has a lead of 15 runs or more at the completion of an inning, the Manager of the team with the least runs must concede victory to the opponent.



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13	Pitching	<p><b>Shall be Coach's Pitch. No Courtesy Strike Allowed:</b></p> <p>The ball shall be pitched by one of the Coaches of Record for each team. <b>The "Pitcher" Coach must wear the MFL issued Coach's Shirt to pitch in a game.</b> Each Batter will receive (7) Pitches Maximum during one time at bat. All Pitched Balls during a time at bat count against the (7) Pitch Maximum Allowed, including a ball that hits a batter. All pitches must be pitched overhand or from the league approved pitching machine for AA Baseball.</p> <p>A Batter is out when:</p> <ol style="list-style-type: none"> <li>1.) (7) Pitches are thrown and the Batter fails to hit a fair ball, unless the batter hits a foul ball on the 7th pitch.</li> <li>2.) (3) Three swinging strikes are on the Batter.</li> </ol> <p>A Batter is not out when:</p> <ol style="list-style-type: none"> <li>1.) A Foul Ball is hit by the Batter on 7th pitch in the same at bat; successive foul balls after a foul ball on the 7th pitch do not put the batter out. In this case, the Batter completes his turn at bat until he is put out at the plate or hits a fair ball. The Official Pitch Count on the batter, including strikes and number of pitches thrown, shall be kept by the Home Plate Umpire. The Pitcher Coach will not Umpire or Coach, either Offensively or Defensively, during the game. <b>EXCEPTION:</b> A Pitcher Coach is allowed to <i>Coach the Batter</i>, <u>however</u> not to the extent where a delay of game penalty may be called.</li> </ol> <p>A batted ball that hits the Pitcher Coach or Pitching Machine becomes dead immediately, the batter is awarded first base, and all runners advance one base from their position at the time of the pitch. A thrown ball that hits the Pitcher Coach or Pitching Machine becomes dead immediately, and all runners advance to the base being attempted to obtain from the runner's position at the time of the throw. AA Coach can wear a glove, but cannot interfere with the play. The ball must always be thrown to the player pitcher who will give the ball to the coach. <b>Note:</b> If two runners share the same base path at the runner's position at the time of a throw that hits the Pitcher Coach, the lead runner shall be awarded the base being attempted to obtain, the second runner in this case will be returned to the base last legally obtained. <b>Pitcher's must throw from the 46' pitching rubber.</b></p> <p><b>Note:</b> The defensive player on the field as the "pitcher" must occupy a position directly behind, or next to, the coach that is pitching with a minimum of one foot on the pitching mound surface. He or she may not be on the infield grass or to the side of the pitching coach.</p> <p><b>To help ready players for future divisions a player pitcher may throw a maximum of five warm-up pitches.</b></p>
14	Forfeits	<p>Each team must have (10) players present for normal play of game. If a team has only (9) players, the game will be played without penalty. The game will be forfeited by a team having only (8) players able to take the field at any point in the game.</p>
15	Stealing	<p>Stealing is not allowed.</p>



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16	<b>Tagging Up</b>	Tagging up is only allowed on Fly Balls hit to the <b>Outfield</b> grass.
17	<b>Base Running</b>	<p>If a runner leaves the base before the pitched ball (including a pitched ball from the pitching machine or pitcher coach) reaches the plate, the batter makes contact, or the batter swings and misses, the pitch shall be declared "no pitch". The team will receive a warning from the Game Umpire and all subsequent runners on that team who leave early will be called out. The ball will be declared dead on such a call and the pitch replayed.</p> <p>If a "well hit" ball advances past the outfielder (Outfield is defined as 10' past the outer lip), the runner(s) at their own risk may attempt extra bases. When the ball is released from the outfielder's hand, the runner(s) at their own risk may advance to the base they were already making progress towards at the time of the throw.</p> <p>Tagging up is only allowed on Fly Balls hit to the Outfield grass (Outfield is defined as 10' past the outer lip)</p>
18	<b>Bunting</b>	Bunting is not allowed.
19	<b>Infield Fly Rule</b>	There is no Infield Fly Rule.
20	<b>Overthrows</b>	Overthrows, whether out of play, in play, fair or foul, shall be ruled a dead ball and no base runner may advance. This is to encourage defensive play.
21	<b>Coaches</b>	<p>Two adult base coaches are allowed. Defensive players may be coached only from the bench area.</p> <p><b>All Coaches of Record for any Team in any Division of the MFL must wear the MFL issued Coach's Shirt to be on the field. Designated bench parent is not required to wear a MFL coach's shirt.</b></p>
22	<b>Throwing the Bat</b>	If a player throws the bat, the Game Umpire shall warn the player after the play is completed. Once a player has been warned, that individual shall be called out should their bat be thrown again. The out will be called after the play is completed. With less than two outs prior to the bat being thrown, runners who advanced during the play maintain possession of that base. If the batter makes the 3rd out by throwing the bat, the side is retired and no runners may advance, therefore no runs can score in this situation.
23	<b>Player Talk and Chatter</b>	Talk and chatter will be allowed by defensive and offensive players; <b>however</b> , no opposing players' names shall be used. Managers, Coaches, Players, and Fans should always refrain from "rattling" opposing players. Yelling in unison will not be permitted, if in the judgment of the Game Umpire it is done to rattle opposing players. The catcher may not talk to the batter or yell, "swing batter" or make negative or derogatory remarks. Offensive players cannot intentionally attempt to distract the pitcher.



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24	<b>Chin Straps</b>	<b>Helmets shall require a chinstrap.</b>
28	<b>On-Deck Batters</b>	On-deck batters are NOT allowed. The next batter shall not enter the field until play has stopped. Once play has stopped he/she may enter the field as the next batter.
29	<b>Batting Helmets</b>	<p>Little League approved batting helmets must be worn at all times by all offensive players at all divisions while on the field of play during a regulation game, regardless if play is live, time is out, or between innings. The playing field is defined by the fair and foul ball territories bounded by the enclosed fence. This rule applies to the Batter, On-Deck Batter, Base Runner(s), Retired Base Runner(s), Courtesy Runner, Substitutions, Player Coach, Bat Boys/Girls, Ball Boys/Girls. Once on the field of play, the Batting Helmet shall not be removed for any reason. The only reason a Batting Helmet may be removed on the field during a regulation game will be to attend to an injured player.</p> <p>Penalties:            First and Second Offense in a Game: Team Warning. Subsequent Offenses: The offending player shall be ruled out. If the offending player is the on-deck batter, a retired runner, a courtesy runner, substitute or player coach, the current batter shall be ruled out. Multiple offenses occurring after the third offense will result in a report to the Umpire-In-Chief who in conjunction with the MFLLE Executive Board will rule if further action is necessary.</p> <p><b>Please Note: This rule is intended for the Safety of all Players at All Divisions.</b></p>
30	<b>Player Ejections</b>	<p><b>Rule 4.07</b>            "When a manager, coach, or player is ejected from the game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game." <b>The Menomonee Falls Little League will enforce this National Playing Rule.</b></p>