

Danvers National (2024)- AA RULES

Baseball Used – DLL 2 or Equivalent

Batting Order - The batting order is continuous and is the order for the game. Each team is to give the opposing team their order at the start of the game. Any player who shows up after the exchange must be added to the end of the order.

Bunting - No bunting allowed.

Coaches - No more than four (4) adults (Manager & three Coaches) will be allowed in the playing area during a Double A game. The Manager and Coaches are allowed to Coach both bases, if there are at least (3) 447 three adults present. The team on defense is allowed to have one coach or manager outside the dugout, all other adults to remain in dugout.

Pitch Counts - One Coach from each team must be delegated the task of keeping track of pitch counts. Each Coach assigned this duty must agree on the pitch count at the end of each half inning. Danvers National observes official Little League pitching limits at all age levels:

<https://www.littleleague.org/playing-rules/pitch-count/>

Players in AA are limited to a maximum of 50 pitches in a day. Players who pitch less than 20 pitches can pitch again with 0 days rest. Players who pitch 21-35 pitches need a full day of rest before pitching again. Players that pitch 36-50 pitches need 2 full days of rest before pitching again.

A pitcher, after 41 pitches, may not move to the catcher position for the rest of the day. A catcher may not enter the game as a pitcher after catching 3+ innings.

For further clarification, please consult the little league pitch count guidelines linked above.

Scorekeeping - One Coach from each team must be delegated the task of keeping the game book. Each Coach assigned this duty must agree on the score at the end of each inning and at the conclusion of the game.

Incoming throw rule - On a ball hit in the outfield, when the ball breaks the infield plane, runners must stop at the base they are on, or at the base they are presently attempting to reach at their own risk.

Infield Fly Rule - The infield fly rule is NOT in effect

Inning Ends - One (1) time through the batting order OR Three (3) outs OR Five (5) runs scored. Unlimited runs in last inning, but inning still ends after going through the full batting order. In games where teams have different number of players in the lineup, managers should agree before the game how many players constitutes a 'full' batting order to stop the inning. For instance, if one team has 10 players and one has 9 players, managers should decide whether to stop innings after 9 players hit, or 10 players hit, but it must be consistent for both teams.

Length of Game - No new inning may begin after 1hr 45 minutes from the first pitch of the game.

Overthrow rule - Runner may only advance one base on an infield hit. Runners will not advance on overthrows or bobbled balls.

Pitching Machine - Pitching machine will be used for the first 3 innings of each game. Pitching machine will be operated by an adult coach of either team. The coach operating the pitching machine will call balls and strikes. No players will walk when pitched to by the pitching machine. The defensive team must field the pitcher's position with a player either on the right or left of the coach operating the machine. Any batted ball that hits the coach operating the machine is a live ball (coach may not field the ball).

Players HBP – A single pitch that hits a player during an at-bat will be counted as a ball. However, a player hit by a pitch two (2) times in the same at bat will be awarded a walk and advance to first base.

Player Pitching – All players pitch from 40 feet. Each pitcher will be allowed three (3) hit batters per inning, or four (4) hit batters in game. The pitcher **MUST** be replaced if they breach either hit batter limit. With bases loaded and a fourth ball issued to the batter, batter **DOES NOT** advance to first base. The Coach of at bat team would come in to pitch from the pitching rubber 40' from home plate and the count will reset to 0 balls and 0 strikes. Coach would pitch and play would be live. Pitches called 'balls' do not accumulate – there is no walking vs a coach pitcher. The goal of this rule is to force balls into play once 3 players have been walked in an inning.

This is a *developmental league*. Our objective is to teach as many kids as possible to pitch. While it is understood that some players may not yet be capable of throwing pitches near the strike zone from 40 feet, we want as many kids as possible to get experience on the mound, and teams are discouraged from relying on the same 2-3 players to pitch every game.

Playing Time - For Regular Season and Playoffs, players must play in the field for 4 defensive innings. For the regular season each player must play a minimum of 2 innings in the infield, in the playoffs each player must play a minimum of 1 inning in the infield.

Outfielder Positioning – Outfielders must be a minimum of 10 feet behind the infield dirt.

Slaughter Rule - Ten (10) runs after four (4) innings. (3 1/2 if home team is ahead). If slaughter point is reached, Managers are strongly encouraged to continue game to allow everyone to play and get some at bats. Runs scored beyond this point will not become part of the official score and the overall time limit on length of games must be observed. Pitch counts remain in effect for continued games.

Sliding - A player who slides head-first into any base shall be called out. Diving back to the base on a lead does not qualify as a head-first slide. While there is no 'must slide' rule in LL, a runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

Steals and Base Advances – Runners must remain on-base until the ball reaches the batter. Teams are limited to three (3) steals per inning, and may steal home once per inning. The ball is ruled **DEAD** on an overthrow from a catcher attempting to throw out a baserunner stealing second or third base. Baserunners cannot attempt to advance to the next base on this type of overthrow. There are no delayed steals.

Tag Up Rule - Runners may attempt to tag up and advance to the next base (including home) on caught pop ups in the infield or outfield.