East Lyme Little League Baseball Level Specific Rules and Guidelines - T/A/AA April 17, 2021

General Rules (T-AA)

Equipment and Attire

- 1. All batters, base runners, and players serving as base coaches must wear a batting helmet.
- 2. Players must not wear watches, rings, pins, jewelry or other metallic items. Casts must not be worn during a game.
- 3. Pitchers must not wear necklaces or any other distracting items as discussed in the Little League handbook or at the discretion of the umpire.
- 4. Catchers must wear a protective cup. It is recommended that all male players must wear an athletic supporter and protective cup.

Batting and Base-running

- 1. The on-deck warm up position is not permitted.
- 2. Headfirst slides are not permitted.
- 3. Batters are not permitted to bunt.
- 4. Advancing on overthrows is not permitted.

Pregame and Postgame Etiquette

- 1. Home team takes the first base dugout, and provides 2 game balls and keeps these balls after the game.
- 2. Each manager shall ensure the dugouts and fields are clean after use and before leaving the field.
- 3. Both managers are responsible for ensuring all field preparation tools (rakes, etc.), and field-specific bases and helmets get pick up and placed back in the shed after each game.

In-Game Etiquette

- 1. Only 1 manager and 2 coaches are permitted in the dugouts during a game.
- 2. Equipment must be kept in the dugout during game play.

T-Ball Specific Game Rules

- 1. All players shall take the field each inning.
- 2. All players shall be in the batting lineup, however, managers should decide at the start of the game if all batters will hit in an inning or if the lineup will be divided in half and batters will hit in alternating innings. Batting all players each inning is preferred, however, to avoid long innings, coaches need to be organized so players have helmets on and are ready to hit.
- 3. Batters may only hit a single, with the exception of the last batter of the inning who may hit a homerun (all runners proceed to home on the hit). Coaches, make sure you rotate who is last batter so all players get a chance to hit a homerun during the season.
- 4. Fielders cannot record an out (even if they make one). However, fielders should be encouraged to field the balls and throw to first base every play.
- 5. Coaches should teach fielders to not fight over balls. Once it is clear who should be fielding the ball, coaches must ensure all other players back off and allow that player to field and throw to first base.
- 6. Baserunners may only advance 1 base per hit with exception of the last hit which is a homerun.

2A-Ball Specific Game Rules (Coach Pitch)

- 1. All players shall take the field each inning.
- 2. All players shall be in the batting lineup, however, managers may choose divide the lineup in half and batters will hit in alternating innings. Batting all players each inning is preferred, however, to avoid long innings coaches need to be organized so players have helmets on and are ready to hit.
- 3. Coaches shall pitch to their own team. Coaches are encouraged to pitch from a knee and minimize lobbing the ball to ensure a pitch trajectory consistent with that of a player's. Early in the season it is acceptable to pitch in front of the mound, but the end of year goal is for the coach to pitch from the mound.
- 4. There are no walks or strikeouts. If a batter struggles to make contact after 3-4 pitched balls, a tee should be brought in for the batter.
- 5. Batters may only hit a single, with the exception of the last batter of the inning who may hit a homerun (all runners proceed to home on the hit). Coaches, make sure you rotate who is last batter so all players get a chance to hit a homerun during the season.
- 6. Fielders cannot record an out (even if they make one). However, fielders should be encouraged to field the balls and throw to first base every play.
- 7. Coaches should teach fielders to not fight over balls. Once it is clear who should be fielding the ball, coaches must ensure all other players back off and allow that player to field and throw to first base.
- 8. Baserunners may only advance 1 base per hit with exception of the last hit which is a homerun.

AA-Ball Specific Game Rules (Player/Coach Pitch Hybrid)

- 1. All players shall take the field each inning.
- 2. All players shall be in the batting lineup, however, managers should divide the lineup in half and batters will hit in alternating innings.
- 3. Batters may not walk.
- 4. Batters may strikeout and an out is recorded.
- 5. Fielders can record outs. An inning is over when either 3 outs are made or that inning's lineup has batted, which ever occurs first.
- 6. Batters start with a 1 ball and 1 strike count. Players shall pitch to batters until the 4th ball is thrown, then a coach shall step in to pitch the remainder of at bat. Players may pitch in front of the mound if their arm is not strong enough to reach from the pitcher's plate, however, the end of year goal should be for pitchers to pitch from the mound. When coaches come in to pitch, they are encouraged to pitch from the mound and to minimize lobbing the ball to ensure a pitch trajectory consistent with that of a player's.
- 7. Balls hit to the infield are singles and baserunners should be directed to run accordingly (one base at a time). Coaches should use their judgement to make reasonable baserunning decisions that are not overly aggressive to keep force plays in tact. At this level the focus should be on teaching the fundamentals of making defensive outs and pitching. If a player hits a ball to the outfield they should be rewarded with a double and baserunners should run accordingly.