

East Fullerton LL and Brea LL



**District 56 CA
2025 Interleague
Minors (AAA to A)
Local Rules**

LOCAL RULES (Single-AAA, AA, A)

**(Unless otherwise stated within the following local rules pages,
all Little League Rules are to be followed)**

- Each league is responsible for following draft procedures as outlined in the Little League Green Book and following established division age categories, with all players moving up a division from the previous season based on Little League age per Green Book rules.
 - Commissioners shall be established and named by individual leagues. Any game protests or necessary disciplinary actions involving managers, coaches or players shall be reported to the respective league's division commissioner and will be handled by the respective league presidents as applicable.
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1. All adults having regular contact with players must submit a volunteer application, and a background will be conducted. This includes adults participating in practices and as team chaperons.
 2. The home team shall occupy the third base dugout.
 3. Managers and coaches must remain in the dugout or in the area adjacent to the entrance of the dugout and never closer to home plate than the entrance to the dugout. The only exceptions to this will be the base coaches between innings when time has been called, or when observing in the bullpen. Coaches may not coach from outside the playing area.
 4. Both team scorekeepers shall exchange complete lineup sheets before the game begins. The Home team scorebook is the official book for all record keeping. The pitch count records shall be maintained by the Home book. For all disputes, the Home book takes precedence. Scores and pitch counts shall be verified by both managers upon the completion of the game and reported within 24 hours by either team's official scorer or manager. Reporting shall be via email at scores@efll.org for posting on the **EFL** website. It is **IMPERATIVE** that pitch counts and scores are reported—our website tools allow families, coaches, and opponents to view each pitcher's eligibility for upcoming games.
 5. Tied, suspended, and rain-out games will be made up prior to the next regularly scheduled game between the same two opponents. Game times for other teams may be changed to accommodate these make-up games. The Division Commissioner (with assistance from the scheduler) is responsible for the rescheduling of games in their respective division and the coordination with the other divisions when other games are scheduled on the same field. The upper-most division shall always get scheduling priority when it comes to playing rescheduled games. If there is not a regularly scheduled game between the two teams, the tied, suspended or make-up game must be played within 10 days.
 6. **Rule 6.02(c) - Foot in Box (Local League Option):** Not enforced in Minor League Divisions
 7. **Rule 9.01 (d) Note - Stealing or Relaying of Signs (Local League Option):** This rule will be enforced during the entire season.
 8. **Rule 4.10(c)(2) Time Limit (Local League Option) -** No new inning after 1 hour and 45 minutes. Plate Umpire will declare the game start time.
 9. **FIVE RUN RULE**
 - a. The half-inning is over when the fifth run crosses home plate. The sixth inning is "open batting/unlimited runs" for both the visiting and home teams.

10. No player shall be on the bench for more than one consecutive inning. Free substitutions are allowed on defense except for pitchers.

11. Chapman Park Only - Per Little League Rule 9.03 (d), if no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as an Adult Game Coordinator, or the game cannot be played. The Adult Game Coordinator must not be a manager or coach of either team in the game and cannot be assigned as an Adult Game Coordinator for more than one game at a time.

The Leagues will require that the Home Team Score Keeper be assigned as the Adult Game Coordinator and assume the responsibilities outlined in Rule 9.03 (d) (1-5).

12. **Rules 1.01, 4.04, 4.16, 4.17, and 6.05 (Local League Option):** Games can begin with eight (8) players on each team. The ninth (9th) position will be skipped over without penalty.

13. **Rules 2.00, 3.04, and 7.14 (Local League Option):** – For the Regular Season, allows a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. *In a continuous batting order, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.*

AAA DIVISION LOCAL RULES

1. All pitching will be done by players. There is no coach pitch.
2. Stealing is allowed all season. Runners may advance on overthrows. Stealing home plate is allowed.
3. The infield fly rule applies.

AA DIVISION LOCAL RULES

1. League standings will be kept. Both the visiting and home scorekeepers must track and submit pitch counts after each game.
2. All pitching will be done by players. There is no coach pitch.
3. Stealing is allowed all season. Runners may advance on overthrows. Stealing home plate is not allowed in the first half of the season.
4. The Infield Fly rule does not apply.

A DIVISION LOCAL RULES

1. League standings will not be kept. However, both the visiting and home scorekeepers must track and submit game scores and pitch counts after each game.
2. **PLAYER POSITIONS**
 - a. No defensive player will play in one position for more than two consecutive innings (with the exception of pitchers and catchers for whom there are pitch count rules).
 - b. Each defensive player will play in an infield position for **at least three consecutive outs** and **within the first four innings**.
 - c. If a manager violates either of the player positioning rules, the opposing team manager will notify the Game Umpire by the end of the game and prior to the umpire leaving the field. The umpire will ensure the violations will be documented in the Official Score Book. The Division Commissioner will then be notified by the opposing team manager within 24 hours after the game. Violation of this rule will result in discipline from the Board of Directors of their respective league. Violation of this rule will not be grounds for a game protest as defined in Rule 4.19.
3. **PITCHING**
 - a. Players will pitch with balls and strikes called by the umpire.
 - b. If the batter gets three strikes, they are retired.
 - c. There are no walks. If the batter draws four balls, a coach from the batter's team is brought in to pitch and finish the strike count or until the ball is put into play.
 - d. The coach-pitcher will pitch a maximum of five pitches. If the batter does not strike out or put the ball in play after five coach pitches, the batter is out. *Exception: The batter cannot be retired on a foul ball.*
 - e. While a coach is pitching, the player-pitcher may stand no closer to home plate than the pitcher's plate and must have at least one foot on the dirt of the mound. While pitching, a coach-pitcher must have at least one foot on the pitcher's plate.
 - f. While a coach is pitching, the batter is not permitted to bunt.
4. **COACHING**
 - a. Coaches are not allowed on the field when the ball is live (except for a coach-pitcher). When the ball is dead, coaches are only allowed on the field when given permission by the umpire.
5. **STEALING**
 - a. **No stealing is allowed in the entire season.**
 - b. No runner shall steal a base on the return throw to the pitcher from the catcher. The umpire must use their best judgment to determine if a runner stealing a base is doing so based on the result of the pitch or based on the throw from the catcher to the pitcher.
6. A runner may advance **at most one additional base on an overthrow**. The defense may attempt to put out runners trying to advance that one additional base, but **on a second overthrow, the play is dead**, and

runners are entitled to the one additional base from the first overthrow only. *Example: There are runners on first and second. The batter hits a ground ball to the shortstop. The shortstop overthrows first base. The runner who started on second is forced to run to third, and the overthrow allows him to attempt to run home. If the first basemen collects the ball and attempts to throw the runner going home (or at any other base) and there is another overthrow, then the play is dead, the runner going home is awarded home, the runner who started on first is awarded third, and the batter is awarded second.*

7. For the purposes of the strike zone, the umpire should treat home plate as being extended by one ball width on both sides. Any pitch that crosses over any part of the extended home plate and which is at or below the armpits and at or above the bottom of the knees shall be a strike. *The purpose of the extended strike zone is to encourage the batter to swing, speed up the game, and give the pitchers a reasonable chance to throw strikes.*
8. The infield fly rule does not apply.