

2018 FALL BALL Double A LOCAL RULES

RANCHO PENASQUITOS LITTLE LEAGUE

Fall Ball Double A Managers & Coaches are Responsible for Reading and Understanding the RPLL Rules

All rules in the "Official Playing Rules" Sections of the **2018 Little League Rule Book** apply to the Fall Ball Double A Division with the following exceptions:

1. **All present members of the entire roster will be included in the batting order at all times.**
2. **All defensive players must play every other inning and at least one full inning at an infield position, no exceptions! No defensive player can sit out two consecutive defensive innings.**

If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being permanently removed from the game.

Infield positions include pitcher, catcher, first base, second base, third base and shortstop. There is no limit on the number of substitutions a manager may make in an inning and no restrictions on minimum playing time before a player may be substituted.

3. **A game will consist of six (6) innings or one hour and forty-five (1:45) minutes, whichever comes first.** There will be a minimum of four (4) innings for an official game (3 ½ innings if the home team is ahead). No new inning can start after one hour and forty-five (1:45) minutes from the official game start time. Games ended as a result of the time limit shall constitute a complete game. At least nine (9) players must be present on each team before a game may be legally started.

4. **In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie.** If the score remains tied, the game will end in a tie.

5. **Pitching will be regulated by Little League Regulation VI** which outlines the number of pitches allowed. All Managers and Coaches are responsible for understanding the Little League Pitching Regulations. The 2016 PITCHING REGULATIONS can be found on the RPLL website in the Handouts section. ***During Fall Ball pitchers may only pitch a maximum of two innings.**

6. **Runners may not advance on passed balls, wild pitches or throws back to the pitcher by the catcher or an infielder.** There will be no base stealing under any circumstances. Once the ball has been put in play (hit), when the defensive team makes a throw that goes out of play, the ball is considered dead and the runners advance one (1) base only per play. (RULING: At the moment a thrown ball is out of play, all runners advance one (1) base past the last base he/she has legally touched.) If ball remains in the field of play on an overthrow, the runner may advance at his own risk, but no more than one (1) base. For example, a ball is hit to the 3rd baseman and the throw to 1st base is wide and in play, the runners get one (1) base only at their own risk. No runners will be able to advance again during the existing play.

7. **Only three (3) adults are allowed in the dugout at any time once a game has started.** Two (2) adult Coaches, or one (1) adult and one (1) player may be used as the base coaches, at the Manager's discretion. If a player is used as a base coach, they must wear a batting helmet while in the Coaches box. The base Coaches of the offensive team are allowed on the field and must remain within the confines of the Coaches Box at all times during the inning while the game is in play. Managers and Coaches of the defensive team are not allowed on the field during the game unless an official time out has been granted by the Home Plate Umpire. At least one (1) adult must be present in the dugout at all times. Any adult in the dugout must have an RPLL approved Volunteer Application.

8. The offensive team will be allowed to score a maximum of five (5) runs per inning, or three (3) outs, whichever comes first. The five (5) run limit rule applies to the entire season and applies to every inning played. A “Mercy Rule” will be in force for the entire season. If a team is ahead by 11 or more runs after 4 innings (3 ½ innings if the home team still leads after the visiting team has batted in the top of the 4th inning), the game shall be called complete. If the home team completes the run rule during the bottom half of the inning, the game is considered complete without the last out recorded. Games can continue until time limit as long as both Managers agree to continue play and the umpire(s) consent to continue umpiring. The umpire(s) shall be relieved of any liability once the game has been officially declared complete and game continues for the good/sake of the RPLL players.

9. No Walks. After a pitcher throws ball four a coach from the offensive team will pitch three pitches to the batter. If the batter does not put the ball in play after three pitches the batter is out. If the third pitch is fouled off the batter will have one more pitch to put the ball in play. If a batter is hit by a pitch by the opposing kid pitcher the batter is awarded first base. Coaches that hit a player are not awarded first base.

RPLL Fall Ball Double A Game Day Rules

1. Field Prep. Proper preparation of the field requires repairing any damage to the field such as batter’s boxes and pitching mounds and putting out all necessary equipment.

A. The home teams is responsible for these duties, and persons doing field prep must arrive at the field in sufficient time in order to complete field prep before the teams need to take the infield for warm-ups.

B. The visiting team will be responsible for putting away all equipment upon completion of the game.

2. Home and Visitor’s Dugouts. Home Team shall occupy the 1st Base Dugout and the Visiting team shall occupy the 3rd base dugout.

3. Infield (and Outfield) Warm-ups. Time permitting, at 30 minutes before game time, the visiting team gets the entire infield for 10 minutes, and at 20 minutes before game time, the home team gets the entire infield for 10 minutes. Infield warm-up should end 10 minutes before game time. If there is inadequate time for each team to have 10 minutes infield/outfield time, the teams should equally divide the available time. However, if the visiting team is simply late getting on the field, they are not to roll over into the home team’s infield/outfield time.

4. The Little League Pledge. For every game, the visiting team will provide one player to recite the pledge of allegiance home team will provide one player to recite the Little League Pledge.

5. Keeping the Game Moving Along. All reasonable efforts must be made to move the game along quickly. Managers must be organized enough to get their team on and off the field promptly (teams should run on and off the field). Teams should either have their catcher ready to go as soon as the 3rd out occurs or have another player wearing a catcher’s mask and glove warm up the pitcher. Team conferences between innings are not permitted as they slow the game down. A short conference when the team comes in from defense generally will not slow the game down as long as the first batter is ready to hit.

IMPORTANT RULES & GUIDELINES TO REMEMBER:

1. THE 2018 LITTLE LEAGUE SAFETY & CONDUCT RULES APPLY AT ALL TIMES.
2. The RPLL LOCAL RULES FOR ALL DIVISIONS apply to the Fall Ball Double A Teams where relevant.
3. Head first slides are not permitted when a base runner is attempting to advance to the next base. This situation will result in the base runner being called out. A head first slide is only allowed when a base runner dives back to the last base "legally" crossed before the play has ended.
4. Each Manager is responsible for his/her duties for each game. If a manager is unable to meet his/her commitment, it is the manager's responsibility to arrange for a replacement prior to the game.
5. The Home Team is responsible for prepping the field for the game and returning all field prep equipment to the shed after it is prepped; prior to the start of the game.
6. The Visiting will take down and put away any equipment from the field, as well as water the infield.