

# ALAMO HEIGHTS LITTLE LEAGUE

## MINOR BOYS' (AGES 9-11) PROGRAM

### GROUND RULES

Revised November 2006

The Official Regulations and Playing Rules of Little League Baseball (the "Rulebook") that apply during the regular season shall apply for the AHLL regular season and for the AHLL Tournament except as provided herein.

**A. Preliminaries.** Each coach shall furnish the opposing coach, announcer and home plate umpire a batting order with the players' names, jersey numbers and starting positions. *The home team is responsible for an adult official score keeper in the announcers' booth and the visiting team is responsible for providing 1 person for the concession stand for the entire game. Failure to provide these positions will result in delaying the game. The umpires will not start the game until these requirements are met. The game's 1 ½ hour time limit will be reduced by the time it takes to fill these positions.* Each team will have five (5) minutes for infield practice with the visitors taking the infield first. Each team will be responsible for maintaining a scorebook. Failure to do such could result in an indefensible position in the event a protest arises during the season. The batting cages are reserved for the four teams that are scheduled to play for one hour prior to the start of the game.

**B. Late Players.** If a player arrives after the first pitch is thrown, the coach of that team shall call time out and notify the opposing coach that the player has arrived late and will place this player in the last batting position on the roster. The coach may require the late player to sacrifice a required defensive inning of play for each defensive inning he is unable to start due to being late.

**C. Regulation Games.** No new inning may start after 1 1/2 hours of play. ALL GAMES ARE CONSIDERED TO HAVE STARTED WHEN SET REGARDLESS OF THE ACTUAL TIME THE GAME STARTS. Teams must start the game promptly in order to have a full 1 1/2 hours of play. In the event the umpire is not on time, it will be the responsibility of the two coaches to secure a volunteer to call the game, provided there is proper representation in the concession stand and in the announcer's booth. A new inning starts the moment the third out is made against the home team. If an inning extends past the allotted time period, that inning will be allowed to continue until a winner is determined or ends in a tie. Games can end in a tie. If a game is called because of the expiration of time, the game shall constitute a regulation game if at least four (4) innings (3 1/2 if the home team is ahead) have been completed. If six (6) complete innings have been completed prior to the end of 1 1/2 hours of play, the game shall end as a regulation game.

**D. Run Rules.** A half inning will be complete when either 3 outs have occurred or (5) runs have scored, which ever comes first. If after four (4) innings, (3 ½ if the home team is ahead), one team has a lead of 11 runs or more, the coach of the losing team shall concede the game. The home team may complete the inning if they are behind by 11 runs subject to the approval of the opposing coach and normal time limitations.

**E. Pitching.** Coaches may warm up pitchers. A pitcher may not pitch more than 3 innings in a game.

**F. Weather.** The Board Members in charge of Field Maintenance or, if absent, the Board Members on duty, will determine whether or not the fields are playable due to weather. Once a game is begun, the umpire makes all judgments regarding halting play due to weather conditions. If a game is only temporarily halted, it is resumed from the point at which it is stopped. Additional time equal to the amount of time actually lost during such suspended time up to a maximum of fifteen (15) minutes shall be added to the official clock. If a game is halted due to weather in which four (4) innings (3 1/2 if the home team is ahead) have been completed, it is a regulation game, and a winner is determined. The rescheduling of any halted or suspended game shall be at the sole discretion of the Commissioner.

**G. Stealing, Bunting and Sliding.** Stealing, bunting, and sliding ARE allowed. Two team warnings for leaving the base early will be issued. The third infraction will result in the runner being called out. A runner is out if he slides head-first while advancing, but can return to a base with a head first slide. A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base (see Rule 7.08(j)). Collisions, sliding and interference issues will be determined by the Little League Baseball rulebook.

**H. Full Roster.** The Minor teams will carry at least 11 on their roster. If at anytime during the season a team loses a player for personal, injury, or residence purposes and that player cannot return prior to the season ending, the coach of that team will work with the Player Agent to secure a replacement player from the Machine Pitch League. Managers must make the Player Agent aware if any player misses more than two consecutive games for any reason. This policy will be in effect through the entire season.

**I. Moving Up to the Majors.** If a player tried out for the Major League but was drafted on to a Minor League team, the Player Agent can remove such player from a Minor team and move him up to the Major League. This action will be due to a Major team losing a player for personal reasons, season ending injury, or moving out of the league boundaries. If a Minor League player declines to move up to a Major League team when asked to do so by the Player Agent, that player will be reassigned to another team in the same division of the Minor Leagues, preferably to a team lowest in the standings, as determined by the Player Agent. The Minor team losing a player will receive another player from the Machine Pitch League chosen by the Player Agent. No player will be called up from the Minor League to the Major League in the last two weeks of the regular season or during the AHLL Tournament.

**J. Mandatory Play.** Every player must play in the field three (3) out of the first four (4) innings, and at no point of the game will any player sit out two (2) consecutive innings. No player shall sit out two(2) innings until all players have sat out at least one(1) inning. Each team must bat through their entire roster for the entire game in the same batting order as provided to the opposing coach, announcer and home plate umpire prior to the start of the game. Failure to abide by the mandatory play rule will result in forfeit of the game.

## **K. Coaching.**

- 1. Bases and Dugout.** Each team will have 3 adults/coaches in the dugout for each game. Adults/coaches will be the base coaches for the game. Each team will have an adult/coach at first base, at third base and in the dugout. The Head Coach/Manager will be responsible for his team's choice of coaches. Coaches must be granted a timeout before leaving the dugout.
- 2. Behind Home Plate.** No coaching will be allowed from behind the home plate area. Head coaches will be responsible for keeping his team's coaches and parents from coaching in this area.
- 3. Assistant Coaches.** Head coaches will be responsible for the behavior of their assistant coaches during the game. Failure to control the assistant coaches may result in suspension of the head coach at the discretion of the league.

**L. Removal/Ejection.** Umpires may remove/eject any coach or player from the game as well as any spectator from the stands. Should a coach or player be removed/ejected from a game, that coach or player must leave the AHLL premises. A coach or player removed/ejected from a game is automatically suspended for his next physically played game and is subject to additional suspension time for conduct which resulted in being removed/ejected from a game.

**M. After the Game.** Coaches from both teams must sign their respective pitch count score cards and turn them in to the concession stand after each game. Failure to do so may result in a forfeit. Both teams are responsible for cleaning their respective dugouts and spectator bleachers. After the game, both teams are responsible for dragging the field, raking around each base and homeplate, and raking the pitchers mound. However, if the game is the final game of the day played on the field, both teams are responsible for raking around each base and homeplate and raking the pitchers mound, but it is not necessary to drag the field.

**N. AHLL Tournament.** The above rules shall also apply during the AHLL Tournament. In the AHLL Tournament, until the World Series championship games, the home team for each game will be the team that was the highest seeded team when the tournament began. The World Series championship games will be played by the two teams that win their respective divisions in the AHLL Tournament. The World Series Champion will be the team that first wins two games against the other team. The home team in the first game will be the team that was the highest seeded team when the AHLL Tournament began. If the two teams playing in the World Series championship games had the same seeding when the AHLL Tournament began, then the home team in the first game of the World Series championship games will be determined by coin flip. In the second game of the World Series championship games, the home team will be the team that was the visitor in the first game. If a third game is required to determine the World Series Champion, then the home team will be determined by coin flip.

**O. Seedings.** Seedings for each of the AHLL Division Tournaments will be based upon the order of finish in the regular season. For example, the team with the best regular season record will be seeded

no. 1, which means the highest seeded team. The team with the worst regular season record will be seeded no. 8 (if there are 8 teams in the division), which means the lowest seeded team. Regular season records, for seeding purposes and for determination of the Regular Season Champion, shall be based upon each team's winning percentage with a tie counting as a .5 win.

**P. Tie Breakers.** For teams with identical regular season records, tie breakers for seeding purposes (and, if necessary, for determining the regular season champion) will be applied in the following order:

1. Result in head to head matchups;
2. Least runs allowed in head to head matchups;
3. Most runs scored in head to head matchups; and
4. Coin flip.