

# ALAMO HEIGHTS LITTLE LEAGUE

## JUNIOR BOYS' (AGES 13-14) PROGRAM

### GROUND RULES

Revised November January 2008

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 scorekeeper 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 2 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 Game.** If seven (7) complete innings have elapsed prior to the end of two (2) hours of play, the game shall end as a regulation game. If, however, the game is tied, the game shall be played out until a winner is determined; provided, however, no new extra inning shall start after two and one-half hours of play have elapsed. If the game still remains tied, the game shall be declared a tie. A new inning starts the moment the third out is made against the home team.

**D. Run Rule.** If after Five (5) innings, or four and one-half (4 1/2) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the losing team shall concede the game.

**E. 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.

**E. Mandatory Play.** Each player must play six (6) defensive outs during the game. 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.

#### **J. 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.

**K. 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.

**L. 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 home plate, 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 home plate and raking the pitchers mound, but it is not necessary to drag the field.

**M. AHLL Tournament.** The above rules shall also apply during the AHLL Tournament (World Series). In the AHLL Tournament (World Series), the home team for each game will be the team that was the highest seeded team when the tournament began. If the two teams that are playing for the championship are required to play two consecutive games to determine the champion, the home

team in the second game will be the team that was the visitor in the first game.

**N. Seedings.** Seedings for the AHLL Tournament 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 Junior League), 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.

**O. 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.