

# Minor League Division A ("Single-A")

## 1.00 - Objectives of the Game.

The goal in Minor League Division A is to put the ball in play and to give players experience playing at all defensive positions except pitcher. Winning is unimportant, THEREFORE,

- (a) Pitches are delivered by a coach, either by throwing or by placing the ball in a mechanical pitching machine.
- (b) The scorekeeper's primary purpose is to monitor the batting orders and to keep track of outs, runs, and official times at bat to achieve the participation goals of Albany Little League.
- (c) Albany Little League does not maintain standings or any other official record of wins and losses.
- (d) Batting orders shall include all players and shall continue from game to game. The lead off batter shall be the player whose name appears after the player who last completed a time at bat in the preceding game.
- (e) a fourth outfielder is required if ten players are available.
- (f) over the season, defensive substitution must achieve equal playing time among all players.
- (g) Each game, all players must play six defensive outs at pitcher, catcher, or an infield position.

**PENALTY: Failure to meet this requirement shall be remedied in accordance with Little League Regulation IV (1).**

## 3.00 - Game Preliminaries.

- (a) The home team shall set up the pitching machine, the bases, and mark the mid-way points between first and second base, between second and third base, and between third and home base.  
**NOTE:** These marks shall be used to determine which base is nearer to base runners when the ball goes dead.
- (b) The home team occupies the team bench on the first base side.
- (c) Managers exchange batting lineups and give copies to the official scorer.  
**NOTE:** All players present must be listed in the batting line-up. Players must be listed in the same order as the batted in the preceding game and the lead off batter must be the player whose name follows the player who last completed an official at bat in the previous game.
  - (1) Players who were not in the line-up in the previous game because of absence shall be added at the bottom of the batting order for the current game.
  - (2) Players who arrive after the official batting orders are exchanged shall be added at the bottom of the batting order.
- (d) When not batting or playing defense in the field, players must stay near the bench.
- (e) After the game, the home team removes the pitching machine and bases into storage.

- (f) Twenty minutes before game time, the home team takes infield practice; 10 minutes before game time, the visiting team takes infield practice and the home team goes to their bench. Games start on time.

#### **4.00 - Starting and Ending the Game.**

- (a) The team on defense may place as many as two coaches on the outfield grass.
- (b) The team at bat may have a coach at first base and at third base in addition to the coach on the pitching mound.
- (c) The coach who delivers pitches functions as umpire.
- (d) The defensive team shall position 10 players on the field:
  - (1) one catcher,
  - (2) one player positioned beside the coach pitcher,
  - (3) one player positioned at each of the remaining infield positions: first base, second base, shortstop and third base,
  - (4) four players in the outfield.

**NOTE:** Players shall be substituted to achieve equal playing time in the field and at least six defensive outs at positions other than outfield.

- (e) No inning may start more than 1 hour 45 minutes after the first pitch.

#### **5.00 - Putting the Ball in Play. Dead Ball and Live Ball.**

- (a) A team's half inning on offense ends as soon as
  - (1) The defense makes three outs, or
  - (2) The offense scores six runs or
  - (3) Nine players complete an official time at bat.
- (b) After the batter has reached first base, the ball becomes dead once in possession of the player pitcher and the player pitcher is inside the infield base lines. Runners go to the nearest base when the ball becomes dead.

**NOTE: The runner's position relative to the base and the mid-way marker shall determine which base is nearest.**
- (c) A batted ball which strikes the pitching machine is dead. The batter advances to first base without liability to be put out; runners advance if forced.
- (d) A thrown ball which strikes the pitching machine is dead. Runners go to the base they are nearer when the ball becomes dead. **EXCEPTION:** If the batter has not yet achieved first base when a thrown ball strikes the pitching machine, the batter-runner is entitled to first base. All other runners advance one base if forced.
- (e) When balls are thrown past a base, runners may advance at risk of being put out, but they may not advance more than one base per overthrow. If the defense elects to make additional throws, runners may again advance at the risk of being put out and are again limited to one base for each overthrow.
- (f) Stealing bases is not allowed.

**6.00- The Batter.**

- (a) The batter is entitled to receive five hittable pitches.
- (b) A batter who receives five hittable pitches but fails to put the ball in play is out.
- (c) There are no bases on balls.

**8.00 - The Pitcher**

**Player Pitchers**

- (a) Players are not allowed to pitch.
- (b) One player shall set up to one side of the coach pitcher. This player shall field all balls to the pitcher's position.
- (c) Coach/Umpire pitchers shall not field batted or thrown balls.

**9.00 – The Umpire**

The coach who pitches shall function as umpire.

**10.00 – The Scorekeeper**

**10.01** - For each game, the home team shall provide the official scorekeeper, who shall:

- (a) Keep track of both batting line-ups,
- (b) Record outs made on defense,
- (c) Tally runs scored on offense, and
- (d) Record official times at bat for both teams.

**10.02** - Teams are encouraged to document the innings and positions each player plays on defense in order to monitor progress toward achieving equal playing time over the course of the season and minimum playing time during each game.

# **Minor League Division AA ("Double-A")**

## **1.00 - Objectives of the Game.**

The goal in Division AA is to put the ball in play and to give players experience playing all defensive positions including pitcher. Winning is important, but secondary.

- (a) All players must play nine defensive outs.
- (b) All players must play six defensive outs at either an infield position, pitcher, or catcher.

**NOTE: Violations of this rule shall be enforced in accordance with Regulation IV (1).**

## **2.00 Definition of Terms.**

The **Legal Pitching Location** - Pitchers may deliver from anywhere along a straight line between the rubber and home plate bounded by the pitching rubber at 46 feet from home plate to a second mark at 40 feet from home plate.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall call "Infield Fly if Fair."

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

**NOTE: Umpires shall not call the infield fly during Division AA games.**

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter takes a natural batting stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

## **3.00 - Game Preliminaries.**

- (a) The home team occupies the first base dugout.
- (b) Thirty minutes before game time, the home team takes infield practice; 20 minutes before game time, the visiting team takes infield practice; 10 minutes before game time, both teams are in their dugouts. A game is six innings.
- (c) After the game, the home team removes bases to storage.

## **4.00 - Starting and Ending the Game.**

Playing time is limited for any game which precedes another scheduled game and for any game scheduled to start at 5:30 p.m. on days Sunday through Friday. If the rule applies, no inning may start later than 1 hour 45 minutes after the first pitch. A game is six innings.

## **5.00 - Putting the Ball in Play. Dead Ball and Live Ball.**

- (a) A team's half inning on offense ends as soon as:
  - (1) The defense makes three outs, or
  - (2) The offense scores five runs.
- (b) "Dead Ball Rules" for Division A do not apply in Division AA.

**COMMENT: Players must learn the defense can not "kill" a play by throwing the ball to the pitcher as they did in Division A.**

#### **6.00 - The Batter.**

- (a) The batting order includes all players.
- (b) The batting order continues from game to game. The lead off batter shall be the player whose name follows the last batter to complete an at bat the previous game. **EXCEPTION:** Players who missed the previous game or who left it early, plus any players who arrive late shall be added at the bottom of the order.
- (c) There are no bases on balls.
- (d) When the umpire calls Ball Four on a batter, the ball shall not become dead until:
  - (1) the pitcher is in possession of the ball
  - (2) the pitcher is in the Legal Pitching Location and ready to pitch, and
  - (3) the catcher is ready to receive the next pitch.At that time, the umpire shall call "Time" and motion the coach pitcher to take the Legal Pitching Location on the mound. When a coach becomes the pitcher, the strike count continues.

#### **7.00 - The Runner.**

- (a) "Dead Ball Rules" of Division A do not apply.  
**COMMENT: Players must learn the defense cannot "kill" a play by throwing the ball to the pitcher as they did in Division A.**
- (b) Little League Rule 7.13 is in effect, except for four modifications:
  - (1) When a pitcher is in the "Legal Pitching Location" and is in possession of the ball and the catcher is in the catcher's box and ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and is in control of the catcher.
  - (2) Catchers cannot intentionally delay the game by purposely allowing passed balls, dropping pitches, or "hovering" before retrieving wild pitches or passed balls.  
**PENALTY: The umpire may award runners one base.**
  - (3) Base runners may not leave their bases when the coach pitcher has the ball in his possession.
  - (4) Once the coach becomes the pitcher, the strike count continues.

#### **8.00 - The Pitcher.**

##### **Player Pitchers**

- (a) Player pitchers may deliver from anywhere in the "Legal Pitching Location."
- (b) Player pitchers are limited to delivering four pitches called "ball" to each batter. Thereafter, a coach will pitch.

##### **Coach Pitchers**

- (c) When the umpire calls Ball Four on a batter, the ball shall not become dead until:
  - (1) the player pitcher is in possession of the ball
  - (2) the player pitcher is in the Legal Pitching Location and ready to pitch, and
  - (3) the catcher is ready to receive the next pitch.

At that time, the umpire shall call “Time” and motion the coach pitcher to take the Legal Pitching Location on the mound. When a coach becomes the pitcher, the strike count continues. (The strike count continues and there are no bases on balls.)

- (d) While the coach pitcher delivers a pitch, the player pitcher shall set up to one side of the coach pitcher.
- (e) The catcher shall return balls not batted to the player pitcher, who shall hand them to the coach pitcher.
- (f) Coach pitchers may not field. As soon as the ball is put in play, the coach pitcher must leave the field quickly and without interfering with play.
- (g) If a batted ball touches the coach pitcher before it passes the player pitcher or any infielder, the ball is dead, the batter is out, and runners return to their bases. If a thrown ball touches the coach pitcher, regular playing rules for interference apply.
- (h) The coach pitcher may take a single warm up throw each time he enters the game. The batter will step out of the box.
- (i) If a batter is struck by a pitch delivered by the coach pitcher, the batter does not take first base, and the pitch does not count as a strike.

#### **IMPORTANT LITTLE LEAGUE REGULATIONS**

##### **Regulation IV - Players**

Reg IV (1): Mandatory play and minimum participation rules.

##### **Regulation VI - Pitchers**

Reg VI (d): Pitchers must observe rest requirements based upon the number of pitches thrown in the last pitching outing.

Reg VI (h): Violation of any section of Regulation VI can result in protest of the game in which it occurs.

# Minor League Division AAA ("Triple-A")

## 1.00 - Objectives of the Game.

Playing every position and equal time playing is the ideal for each player. Competing for team success is now foremost.

(a) - All players must play nine defensive outs in the field.

(b) - All players on the roster are in the batting order.

*Albany Little League ideals (but not requirements) for each player in this division:*

(1) Equal playing time among teammates over the season.

(2) Two defensive innings as an infielder each game.

(3) Bat in all positions in the order over the season.

(c) **The Regular Season.** The season is 18 games. Each team plays every other team three times and the final standings will be used to seed the tournament. If any scheduled games are not played, then tournament seedings will be determined based on the actual games played.

(d) **League Championship.** A double-elimination tournament will be held after the end of the regular season to determine the league champion and the representative to the District 4 Tournament of Champions.

## 2.00 Definition of Terms

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall call "Infield Fly if Fair."

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

Umpires shall not call the infield fly during games played on the first part of the season schedule.

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter takes a natural batting stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

## 3.00 - Game Preliminaries.

(a) The home team occupies the first base dugout.

**NOTE:** Little League Rule 3.17 shall be observed, except players may leave the dugout to use the rest room. No food is allowed in the dugout. The Snack Shack shall not serve players in uniform while their game is in progress.

(b) Thirty minutes before game time, the home team takes pre-game outfield/infield practice; 20 minutes before game time, the visiting team takes outfield/infield

practice. Ten minutes before game time, both teams are in their dugouts and managers meet to confer with the umpires.

**NOTE:** Both courtesy and safety dictate that all opposing players and coaches leave the field while the other team takes its pre-game outfield/infield practice.

- (c) Managers exchange lineup cards that include in the batting order all players present, and which annotate the names, ages, and all players eligible to pitch.
- (d) After the game, the home team removes bases to storage.

#### **5.00 - Putting the Ball in Play. Dead Ball and Live Ball.**

**5.07** - When three offensive players are legally put out, that team takes the field and the opposing team shall become the offensive team (side retired).

**Five Run Rule applies during the first four innings of games played in the first half of the season.** If the offensive team scores five runs before three players are legally put out, that team takes the field and the opposing team shall become the offensive team. The "Five Run Rule" does not apply for later innings in first part season games or for any games of second half of the season.

#### **6.00 - The Batter.**

6.01 –

- (a) Each player of the offensive team shall bat in the order that their name appears in the team's batting order. The batting order includes all players present and in uniform.
- (b) Substitutions are not permitted in the batting order except for injury. After removal from the batter's box or from a base for injury, a player may not re-enter the batting order.

#### **BOARD APPROVED RULINGS:**

If injury prevents a batter from continuing his time at bat, he shall be replaced by the following batter, who assumes his balls and strikes count.

If injury prevents a runner from continuing, a pinch runner may replace him. The manager on defense shall pick the runner.

The player may re-enter the batting order if the opposing manager consents.

**COMMENT #1:** This rule is intended to prevent using apparent injury as a method of changing the batting order. Moreover, a player so hurt that s/he can not continue batting or running the bases should be regarded as injured as a safety precaution.

**COMMENT #2:** Often young players are hurt but not injured and can safely resume play after resting. If the manager believes his player can resume play safely, he may return the player to the field to play defense, but the player may not resume his place in the batting order unless the opposing manager consents.

#### **10.00 - The Scorekeeper**

**10.01** - For each game, the home team shall provide the official scorekeeper, who shall:

- (a) Keep track of both batting orders, and
- (b) Tally runs scored on offense, and
- (c) Note the names, ages, and number of pitches pitched by each pitcher.

**10.02** - Teams are encouraged to document the innings and positions each player plays while on defense in order to monitor progress toward achieving equal playing time over the season and minimum playing time during each game.

## IMPORTANT LITTLE LEAGUE REGULATIONS

### **Regulation IV - Players**

Reg IV (i): Mandatory play and minimum participation rules.

### **Regulation VI - Pitchers**

Reg VI (d): Mandatory rest between pitching appearances based on number of pitches in a day.

Reg VI (e): Limits number of pitchers used per game to five.

Reg VI (i): Prohibits pitching 12 year old players in the Minor Leagues (includes AAA).

# Little League ("the Majors")

## 1.00 Objectives of the Game.

Teams rely on significant contributions from each player as they compete to win.

(a) All players on the roster are in the batting order. *Note:* Players who arrive late shall be added at the end of the order.

(b) Each game, all players must play nine defensive outs.

**PENALTY: Failure at this requirement shall be remedied in accordance with Little League Regulation IV (i).**

(c) **Regular Season.** The season is 20 games. Each team plays four games against every other team and final standings will be used to seed the Albany Little League Tournament. Seeding will be determined on the actual games played.

(d) **League Championship.** A double-elimination tournament will be held after the regular season to determine the league championship and the representative to the District 4 Tournament of Champions.

## 3.00- Game Preliminaries.

(a) - The home team occupies the first base dugout.

**NOTE:** Little League Rule 3.17 shall be observed, except players may leave the dugout to use the rest room. No food is allowed in the dugout. The Snack Shack shall not serve players in uniform while their game is in progress.

(b) - Thirty minutes before game time, the home team takes pre-game outfield/infield practice; 20 minutes before game time, the visiting team takes outfield/infield practice. Ten minutes before game time, both teams are in their dugouts and managers meet to confer with the umpires.

**NOTE:** Both courtesy and safety dictate that all opposing players and coaches leave the field while the other team takes its pre-game outfield/infield practice!

(c) - Managers exchange lineup cards that include all players in the batting order, and which annotate the names, ages, which players are eligible to pitch.

(d) - After the game, the home team removes bases to storage.

## 10.00 - The Scorekeeper

**10.01** - For each game, the home team shall provide the official scorekeeper, who shall:

(a) Keep track of both batting orders, and

(b) Tally runs scored on offense, and

(c) Note the names, ages, and number of pitches pitched by each pitcher.

**10.02** - Teams are encouraged to document the innings and positions each player plays while on defense in order to monitor progress toward achieving equal playing time over the season and minimum playing time during each game.

## IMPORTANT LITTLE LEAGUE REGULATIONS

### Regulation IV - Players

Reg IV (i): Mandatory play and minimum participation rules.

### **Regulation VI - Pitchers**

Reg VI (d): Mandatory rest between pitching appearances based on number of pitches in a day.

Reg VI (e): Limits number of pitchers used per game to five.

## **GROUND RULES**

**University Village South Field** -- A batted ball that hits the utility wires over left field is not dead. If legally caught, the batter is out. If the ball falls in fair territory, the batter becomes a runner and may advance at his own risk. If the ball goes out of the playing field in fair territory it is a home run; all runners advance to home base. If the ball falls in foul territory, or leaves the playing field in foul territory, it is dead.

**University Village North Field** -- A batted ball that hits the utility wires over right field is not dead. If legally caught, the batter is out. If the ball falls in fair territory, the batter becomes a runner and may advance at his own risk. If the ball goes out of the playing field in fair territory it is a home run; all runners advance to home base. If the ball falls in foul territory, or leaves the playing field in foul territory, it is dead.

### **Memorial Park --**

- (1) A fly ball which touches a tree branch overhanging the outfield fence in fair territory is a home run; all runners advance to home base. The rule is adopted because umpires cannot be expected to judge whether or not a ball has gone over the fence before deflected by a tree branch.
- (2) The field of play is bounded along right field by an imaginary line which extends from the end of the fence near first base to the right field fence and runs parallel to Carmel Avenue. A ball which passes to the East of this line is dead.

### **Ocean View Park --**

The field of play is bounded by imaginary lines, which parallel the foul lines and extend away from home plate from the ends of the fences behind 1st and 3rd bases. Balls which cross these imaginary lines are out of play.