



RULES OF PLAY: AA DIVISION RIDGEFIELD LITTLE LEAGUE - 2024

GAME RULES

- Games should begin within 5 minutes of the scheduled game time. GET THE GAMES STARTED ON TIME OR YOU WILL ONLY GET 4-5 INNINGS IN.
- BEFORE play begins, managers must exchange:
 - Batting orders
 - Players' numbers
- Game length is six innings. You should not start a new inning if you are 1 hour and 50 minutes into the game.
- Time permitting, the sixth inning must be completed even if the home team is ahead (the home team gets their final at-bat even if they are in the lead...unless both teams agree to end the game).
- Kids to start pitching each inning (MORE DETAILS IN THE "KID PITCH" SECTION).
- Three outs or five runs – whichever comes first – ends the half-inning.
- The HOME TEAM maintains the official scorebook and pitch counts for any game. Running score should be compared by both teams at the end of each inning.
- There is one umpire provided by Ridgefield Little League. HOME TEAM pays the umpire before each game. \$35 cash and fill out/sign the Umpire Form for reimbursement at the end of the season.

BATTING

- NO BATS IN PLAYERS' HANDS, ANYWHERE, EXCEPT WHEN THEY ARE AT THE PLATE. EVEN THE ON-DECK PLAYER SHOULD NOT HAVE A BAT IN THEIR HAND.
- ALL players must be included in the batting order.

DURING KID PITCH

- There will be called balls and strikes. 3 strikes is a strikeout if there is no contact on the 3rd strike or if the catcher catches a foul tip on the 3rd strike. THERE ARE CALLED 3RD STRIKES WITH KID PITCH.
- There is NO WALKING. If a batter is hit by a pitch then he or she will take first base or they can choose to remain in and face a coach.
- If the kid pitcher throws 4 balls, the batter stays at home and the coach comes in to pitch. Those pitches count towards the pitcher's pitch count. Strikes go back to zero and called on the batter by the coach who is pitching.

DURING COACH PITCH

- Coaches pitch to their own team. Try to pitch from directly in front of the mound.
- There are called strikes until strike 3. The third strike must be swinging during coach pitch.

FIELDING

- Outfielders must be positioned on the grass, at least 4 feet in back of the dirt infield.
- Maximum of TEN players on the field.
- Maximum of six players, including the pitcher and catcher, in the infield.
- Maximum of four players in the outfield.
- During coach pitch, a kid will be in the pitcher's position as a fielder adjacent to the mound. Coaches can't make defensive plays. A ball that inadvertently hits a coach is a live ball. If a line drive is inadvertently caught by a coach, the coach should drop the ball and it is to be played as a live ball.



- Each player shall play a minimum of 2 innings of infield per game, rotating positions each game and/or within the game.
- If a player cannot adequately protect themselves playing catcher or first base, that player should not play those positions until ready and willing to do so.
- Each player must play at least 5 innings in the field in every game.
- There is no infield fly rule.

BASE RUNNING

- There is NO bunting and NO leading.
- Stealing is allowed from 2nd to 3rd base only and only if the catcher makes clean catch of the ball. A runner may steal if a kid or a coach is pitching.
- Each team will receive one warning per violation of leading, stealing, etc. – after that, players will be called out.
- Runners may only advance one base unless the ball is hit into the outfield.
- When a ball is hit into the outfield, runners may advance until the ball returns to the infield. Once the ball crosses the plane that divides the grass outfield and the dirt infield, fielded or not fielded, all base runners not clearly halfway to the next base will be sent back.
- If a base runner is halfway or more to the forward base the ball is live until the runner is either safe or out at the forward base. No extra bases can be taken after this point in the play.
- As with all plays the umpire will make the halfway call, however, base coaches will provide visual assistance. Coaches will raise their hand to signify when ball crosses the infield-outfield plane.

OVERTHROWS

- Runners can advance one base on an overthrow to first base.
- For example, if runners are at 1st and 2nd and there is an overthrow to first base, the runner heading to 3rd can attempt to run home, the runner heading to 2nd can attempt to take 3rd, and the batter can attempt to take 2nd.
- No advancing on overthrows to bases other than throws to 1st base.

PITCHING

- 46' mound to home plate (no closer).
- Batters hit by a pitched ball will be awarded first base at the batter's option. Batter may choose to stay in and face coach pitching.
- If the pitching team walks or hits 3 batters or has a combination of 3 walks and HBPs, coaches pitch remainder of the inning.
- Pitchers who hit 3 batters cannot pitch the remainder of the game.
- Pitchers who walk three batters in an inning are still eligible to pitch the following inning, but must adhere to the pitch count rules below.

PITCH COUNT & REST

- Green book rules apply for both regular and postseason.
- Pitchers must adhere to the following rest requirements:
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Max pitch count in any one game is 50.



PLAYOFFS

- No seeding by virtue of regular season record. It is a random draw.
- Elimination format (TBD if it will be single or double elimination).

GENERAL

- Move the games along. Have a coach near the backstop to assist with wild pitches. Teach infielders to back up the pitcher on throws from the catcher.
- Coaches should be ready to coach pitch when needed. Have a bucket near the catcher during coach pitch and another coach helping with wild pitches.
- Help kids on both teams. This is an instructional league and we are collectively trying to make the kids from Ridgefield better baseball players.
- Help the coaches. If a coach is shorthanded or is struggling with coach pitch during a game and help is requested, it is okay for a coach to pitch to the opposing team.
- A maximum of 2 coaches are allowed to be in the outfield when their team is in the field.
- Protective cups are **STRONGLY** encouraged. Kids not wearing a protective cup cannot catch.
- Helmets with face guards are required.
- Sliding allowed – **NO HEAD-FIRST SLIDES.**
- **THERE IS TO BE NO ONE STANDING BEHIND THE BACKSTOP – THIS INCLUDES PLAYERS, KIDS, SPECTATORS, PARENTS, COACHES, ETC.**

COACHING

- Coaches will act in a collegial manner and as representatives of RLL. Disagreements between coaches should be discussed after the game in a calm manner.
- Coaches are expected to abide by the rules listed above and the spirit in which they are written. If it becomes apparent that amendments are needed to these procedures, the AA Director will implement changes at his discretion.
- Managers, coaches, and players will abide by all calls and decisions made by the umpire. **ABSOLUTELY NO ARGUING.** A manager and/or coach who argues safe/out, fair/foul, and/or balls and strikes risks ejection and suspension.
- Managers or coaches who participate in an incident between an umpire, another manager/coach, a player(s), and/or parent will be suspended for one game. After the second incident, the manager or coach will be dismissed from the team (an incident is anything deemed inappropriate by the Ridgefield Little League Board).
- If an incident occurs during the game that involves inappropriate behavior, the umpire, opposing manager and coaches, same team manager and coaches, and/or parents should report that situation to the director of umpires, the player agent, and the AA Director as soon as possible.