

2015 Chehalis Little League AA Special Ground Rules

- 1) These special ground rules incorporate all Chehalis Little League ground rules which are not specifically in conflict with the rules set forth herein.
- 2) Games are scheduled for six (6) innings. No inning may begin after 10:00 p.m. On nights when two games are scheduled on the same field, no inning may start after 1 hour and 45 minutes of play.
- 3) Pitching Machine shall be used for the first four (4) innings. Coaches shall operate the pitching machine when their team is at bat and are responsible for calling balls and strikes.
- 4) Pitching machines should be placed on a relatively flat area of ground toward the front of the mound. Reasonable adjustments may be made to the placement of the machine so as to calibrate or “dial in” the machine.
- 5) Speed settings for the pitching machine shall be as agreed between managers prior to each game. Consideration should be given to the average skill level of the players while being mindful that the purpose of the use of pitching machines is to allow more batted balls in play so as to maximize both player involvement and work on baseball fundamentals.
- 6) During pitching machine portions of the game there shall be a maximum of five (5) pitches to a batter. If the batter does not put the ball in play within five (5) pitches it is considered an out.
- 7) Beginning with the 5th inning, players will pitch to the batters. If a pitcher throws four (4) balls the coach will step in and pitch to the batter. If a coach pitches, the number of strikes on the batter shall carry over. **Example:** If a batter has two strikes when the coach steps in to pitch, the count on the batter for the “Coach Pitcher” would be 0 balls, 2 strikes.
- 8) Player Pitchers shall pitch from the standard pitching rubber on the mound.
- 9) Player Pitchers may throw a maximum of 35 pitches per game with one day of rest between. The Player Pitcher may finish out an at-bat if the 35 pitch limit is reached in the middle of an at-bat.
- 10) Balls and strikes are to be called from behind the mound by the coach of the batting team during the Player Pitch portions of the game.

- 11) All innings except for the last inning are played until the defense records three (3) outs or until five (5) runs are scored. As soon as the 5th run crosses the plate the inning is deemed over, regardless of whether other runners would have scored on the play. The last inning shall be declared an open inning (no 5 run limit).
- 12) On school nights, or games facing time limits due to a subsequent game or curfew, the coaches should discuss the likelihood that an inning prior to the 6th inning will be the last inning that can be played that night. If the umpire agrees that an inning prior to the 6th will be the last inning played of the game, that inning shall be declared the open inning. If this inning ends earlier than the time limit, no further inning will be played. Coaches should be very certain before declaring an open inning, so as to not artificially shorten the game.
- 13) Teams shall play ten (10) fielders, including four (4) outfielders unless they do not have enough players to do so. All outfield position players must be positioned in the outfield grass and in fair territory. Extra infielders are not allowed.
- 14) Teams shall bat all eligible players. There are no rules for defensive substitutions, however, all players must play at least six (6) defensive outs in the field.
- 15) For balls batted out of the infield, the runners may continue to advance until the ball is returned to the infield. If a runner is between bases when the ball is returned to the infield, the runner may advance to the next base.
- 16) For balls batted to the infield, the batter may only advance to first base, unless there is an overthrow (see Overthrow rule below). All other base runners may advance only one base, unless there is an overthrow (See Overthrow rule below).
- 17) Runners may advance one base on an overthrow.
- 18) Runners may not advance on a passed ball or wild pitch and must remain in contact with the base until the ball is hit.
- 19) Runners may not steal.