

# ALAMO HEIGHTS LITTLE LEAGUE MINOR GIRLS' PROGRAM

## GROUND RULES

January 2011

The Official Regulations and Playing Rules of Little League Softball (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 adult supervision of 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 (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 she 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 (4) innings (3 1/2 if the home team is ahead) have been completed. If four (4) 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 five (5) runs have scored, whichever comes first. If after four (4) innings (or 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 not warm up pitchers. Refer to Rule Book for further pitching rules.

**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 (or 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. One (1) team warnings for leaving the base early will be issued. The second 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. Collisions, sliding and interference issues will be determined by the Rulebook.

**H. Infield Fly.** Refer to Rule Book.

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**I. 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, it will be up to the Player Agent's discretion to determine if a player should be added. If a new player is added the player will come from the available pool of players as determined by the board of directors. This policy will be in effect through the entire season. The Player Agent can remove a player from a Minor team and move him up to the Major program. 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. The Minor team losing a player will receive another player from the Machine Pitch program chosen by the Player Agent.

**J. Mandatory Play.** Each team can play 10 defensive positions each inning, with a minimum of three (3) outfielders. For this rule, outfielders are defined as players beginning each pitch/play between the foul lines in the outfield grass. 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. 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.** Both teams are responsible for cleaning their respective dugouts and spectator bleachers.

**N. AHLL Tournament.** The above rules shall also apply during the AHLL Tournament (World Series) except as hereinafter provided. Games shall not end in a tie. In the AHLL Tournament (World Series), the home team for the first round will be the team that is the highest seeded team at the beginning of the tournament. 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 winner of the first game.