

**EAST BRAINTREE LITTLE LEAGUE**  
**AA SUPPLEMENTAL RULES\***

**BATTING:**

A **Continuous Batting Order** shall be used, with all players on the game roster having the opportunity to bat. There is a **Six (6) run limit per inning**.

There is no on-deck position. The next batter may wear a batting helmet, but may not swing a bat. All helmets will be fitted with a face guard.

Each team is allowed to bat the entire game roster per inning or three (3) outs, whichever occurs first. If one team has more players on their game roster for a particular game, then the team with less players may bat an equal number of batters per inning (e.g. if Team 1 has 10 batters and Team 2 has 12 batters, then each team will be allowed to bat twelve batters per inning).

When the last batter of the inning comes to the plate, where a team is about to bat through the order, the coach of the team at bat will inform the team in the field that this batter will complete the order. The last batter of an inning shall be treated as if there are two outs in the inning.

Bunting is not allowed.

Slashing (i.e. squaring off to bunt, then recoiling to take a full swing) is not allowed.

Batters may not advance to first base on a third strike that is a dropped/passed ball/wild pitch.

Throwing the bat, whether intentional or unintentional, shall result in a warning for the first offense and an ejection from the game for the second offense.

**BASERUNNERS:**

Base runners must remain in contact with the base (i.e. no leading) once the pitcher has the ball and is on the pitching rubber or in the dirt area of the mound surrounding the pitching rubber. The runner(s) may not advance on a pitched ball until it has reached the batter.

Base runners must slide into any base, other than first base, when there is a play being made at the base. There is **no head first sliding**. A runner who slides head first shall be called out. The runner(s) may not collide with the fielder(s) in an attempt to dislodge the ball. Catchers may not block home plate so as to prevent the runner from touching the plate.

Stealing of second and third base only will be allowed. Players may advance one base only on wild pitches, passed balls, or a steal. Players may not advance on an overthrow from the catcher.

Runners may only score from third base upon a walk or batted ball. Runners are not allowed to steal home.

### **PLAYING TIME:**

Each player will play a **minimum of 9 defensive outs in a 6 inning game**. The only exception will be where a game is called because of weather, darkness, etc., or where the home team does not get up to bat in the sixth inning because the home team is leading.

**Free Substitution:** Any player, with the exception of the pitcher, may be substituted in the field at any time. A pitcher, once removed, may not re-enter the game as a pitcher, but may re-enter the game at another position.

### **NUMBER OF DEFENSIVE PLAYERS:**

Each team must field a **minimum of eight** players. The position of catcher must be filled. It is recommended that all players wear a protective cup. A protective cup is mandatory for all catchers.

Each team will be allowed to field a **fourth outfielder**, for a total of **10 players maximum**.

### **THE PITCHER**

The **pitching distance** shall be 46 feet.

A pitcher may pitch a **maximum of two (2) innings** per game and **six (6) innings per calendar week**. A pitcher must have at least two days rest between pitching appearances. Coaches shall provide a list of eligible pitchers when exchanging lineups. Violations of league pitching rules will be reviewed by the rules committee and may result in a game forfeiture if the committee determines the violation impacted the game.

A pitcher will be removed if he/she is charged with **two hit batters in one inning or three hit batters in a game**.

**Balks** will not be called.

**Intentional Walks** are not allowed.

\* These Rules shall supplement, and in some instances, modify the Little League Rules as defined in the Little League Baseball Official Regulations and Playing Rules (ōRules

Bookö). These Rules shall be used in conjunction with the Little League Rules. If any part of these Rules is, for any reason, held to be in excess of the authority of the League, such decision will not affect any other part of these Rules. All Managers, Coaches and Umpires should familiarize themselves with these Rules, as well as the Rules Book.