

Double-A Division

Local League Rules & Guidelines

Division Purpose

Double-A is a developmental division focused on instruction, learning, and fun.

General Rules

- All Spring regular season games count toward the season record for End-of-Season Tournament seeding.
- Boys must wear athletic cups.
- The infield fly rule does not apply.
- No food or seeds are allowed in dugouts or on the field before, during, or after games.
- Smoking and tobacco products are prohibited at all FPLL functions.
- Dogs are prohibited at FPLL functions.

Pre-Game

Both Teams

- Arrive at least 30 minutes before game time.
- Begin pre-game routines (stretching, warm-up run, throwing/catching).

Home Team

- Responsible for field preparation: mark lines, set bases, and provide three game balls.

Visiting Team

- Responsible for post-game field care: put away bases, drag/rake dirt, and water field dirt.
- If last game of the day, ensure all sheds, score booths, and fields are locked and trash is removed.

Defense

- Up to **two coaches/managers** may be on the field (excluding the coach behind catcher) for defensive positioning during the first half of the season.
- Only **one coach/manager** may be on the field during the second half of the season.
- A coach/manager must be stationed behind the catcher to speed up play but cannot interfere with live play.
- Teams field 10 players: six infielders (1B, 2B, 3B, SS, P, C) and 4 outfielders (LF, RF, RCF, LCF).
- Outfielders must start on or beyond the outfield grass line.

Defensive Outs

- Runners must return to the dugout when they are called out.

Play Stops When:

1. The ball is thrown into/past the 10-foot pitching area, regardless of being caught, if a defensive player is nearby.

2. A defensive player has control of the ball in or near the pitching area with intent to stop play.

Runner Advancement

- Runners more than halfway to the next base may proceed.
 - Runners not past the halfway point must return to their prior base.
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Offense

- Managers/coaches pitch from 36' and must avoid interfering with the defense in any way.
- The pitching coach should not coach baserunners during play (players must listen to 1B/3B coaches).
- **Batting rules:**
 - Batters receive five pitches to put the ball in play.
 - Strikes = foul balls or swing-and-misses only. Three strikes = out.
 - On the 5th pitch, a foul ball allows another pitch.
 - Multiple fouls can extend the at-bat.
 - No minimum distance required for a batted ball.
 - No on-deck circle. Players hold bats only when exiting the dugout to bat.
- **Game length:**
 - Maximum six innings or 1 hour 30 min.
 - No new inning after 1 hour 15 min unless both managers agree and there is no game following on the field.
- **Scoring & running:**
 - Max five runs per inning. A half-inning ends after three outs or five runs.
 - No bunting.
 - Runners must avoid collisions (slide or give way).
 - Runners intentionally causing a collision will be called out.
 - No stealing or leading off.
 - Overthrows: runners may advance one base only.

Example:

If a throw to 1B is overthrown, the runner may attempt 2B but no further, even if the next throw is also an overthrow.

- **Other rules:**
 - Continuous batting order is in effect.
 - Managers must submit lineup and rotation to their opponent pre-game.
 - Players must rotate between infield and outfield positions.
 - No player may play the same position more than twice per game (except for necessary substitutions i.e. injuries, safety concerns, emergencies).
 - By season's end, all players should have had equal opportunities in infield/outfield and across positions, except P, C, and 1B (safety exceptions allowed early in season).

- Managers must notify the President/Safety Officer of safety restrictions at season start. By mid-season, all players should be developed to safely play 1B and P.
- Managers will notify opposing managers of any approved safety restrictions.

Position Tracking:

Managers are encouraged to track player positions.

Umpires & Scorekeeping

- Umpires are used for tournament play or when available/requested in the regular season.
 - Scoreboards may be used.
 - Home team keeps official score during tournaments.
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Post-Game

- Teams line up on baselines, cross at home plate, and congratulate respectfully (handshakes or high-fives).
 - Teams must clean dugouts.
 - Families/spectators should clean around their bleachers.
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Mid-Season Player Pitch Rules (AA)

Eligibility

- Only players who are capable of throwing strikes and reaching home plate may pitch.
- Player pitching is only used against batters deemed ready.
- The batter's manager decides readiness and informs the other team/umpire before the at-bat.
- Batter's that are deemed not ready for Player pitch will be grouped together in the lineup to allow for efficient flow of play.

Pitching Rules

- Pitchers throw from 36'.
- Players will pitch four innings with a maximum of 50 pitches per game.
- Little League pitch count rules apply.
- No walks allowed:
 - Hit by pitch (Player): batter takes 1B.
 - Hit by pitch (Coach): no base awarded.
 - Ball 4: Coach takes over to finish at-bat with two additional pitches. Strike count remains.
 - Player pitches don't increase the Strike count unless the batter swings.
 - Fouls with two strikes extend the at-bat until resolved.

Transition Guidelines

- Coach must be ready outside of his team's dugout to take over for the Player pitching, if needed.
- Switch from Player to Coach pitch only after four balls.

- Goal: maintain flow, keep batters engaged, promote positive play.
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End-of-Season AA Tournament

Seeding

- Based on regular season win-loss points.
 - Win = 2 points
 - Tie = 1 point
 - Loss = 0 points
- Player Agent ensures schedule balance.
- If any game is canceled due to conflict or weather and not able to be rescheduled: seeding is decided by a Division Manager consensus; if no consensus, Board decides seeding (Board Members with children in division must abstain).

Tiebreakers (in this order)

1. Head-to-head record
2. Head-to-head runs allowed (fewest)
3. Cumulative runs allowed (fewest)
4. Cumulative runs scored (most)
5. Coin toss

Tournament Play

- Double elimination format (each team must lose twice).
- Games = Maximum 6 innings or 1 hour 30 min.
- Higher seed is Home Team.

Even Number of Teams

- Round 1: 1st vs last, 2nd vs 2nd-to-last, etc.
- Winners/losers move into respective brackets.

Odd Number of Teams

- 1st-place team gets a bye.
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Division-Specific Tournament Rules

Double-A

- Continuous batting order.
 - Lineups/rotations exchanged pre-game.
 - Position limits remain (no more than two consecutive innings at one position per game).
 - Batters get five hittable pitches. A foul on the 5th pitch extends the at-bat.
 - Five-run rule applies.
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Code of Conduct

Any manager, coach, player, or parent who, in the President's opinion, acts contrary to the spirit of Little League may be suspended from the remainder of the tournament.