

## AA DLL Rules

These rules are excerpts from the DLL 2021-2022 Local Rules that are reviewed with the coaches pre-season, and refer to things the scorekeeper should know. You may find the whole version of the DLL Local Rules on our website [HERE](#).

### 1. The home team scorekeeper is the official scorekeeper of record

1. The plate umpire will use the home scorekeeper's book for the official tally of pitch counts, score, etc.
2. Both teams score the game, but only the home scorebook is official.

### 2. Game Times:

1. All games are limited to 2 hours
  1. After 1 hour and 45 minutes, any new innings started will be limited to 3 runs maximum per team.
  2. No new inning may begin after 1 hour and 50 minutes.
2. All regular season games are limited to 6 innings
3. The visiting team Umpire will note the official start time to the scorekeeper, who will record that start time in the scorebook

### 3. Teams will bat through the entire roster consecutively, game after game during the regular season.

1. For example, if batter #6 is last up in a game, batter #7 will lead off the next game.
2. The manager is responsible for notifying the scorekeeper of absences and late arrivals.
3. The batting order may be changed at the beginning of each calendar month.

### 4. Game Rules:

1. Half innings end with either 5 runs, or 3 outs. Whichever comes first. This is known as the Mercy Rule. If a team scores 5 runs, that half-inning is ended, regardless of how many outs are recorded.
2. Bunting is not allowed
3. Stolen bases are permitted only with 2 outs and on "swinging strikes" only. The runner may only advance one base. Runners will not be allowed to advance on an overthrow and there is no stealing during a coach pitch
4. Stealing home is not allowed.
5. Players may only advance 1 run on an overthrow
6. A play ends when the ball is in the possession of a defensive player within the "pitching area" and/or the umpire has signaled "time".
7. A batted ball that goes over the fence on the fly is a home run, unless a defensive player catches it before it is grounded.
8. A batted ball that goes over the fence "on the hop", or rolls under the fence, or is deflected through the fence is counted as a ground rule double.

### 5. Pitching Rules:

1. No pitcher may throw more than 50 pitches in one game
2. A pitcher may throw no more than 2 innings - this limitation is lifted after May 1st in the Spring season, and during the entire Fall season
3. Pitching Days of rest:
  1. If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed
  2. If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed
  3. If a player pitches 1-20 pitches in a day, 0 calendar days of rest are required
  4. For decisions based on pitch count, the pitch count before the last at bat is the pitch count used for days of rest. For example, if a pitcher starts an at bat at 20 pitches, he can pitch the next day as long as he's pulled, or the inning ends, with that at bat. If he pitches 7 pitches and is pulled after that at bat, his recorded pitch count is 27, but his days of rest is 0 because he started the at bat with 20 pitches.
4. Once a pitcher is "removed" as a pitcher, they may not pitch again in the same game.
5. If a pitcher hits 3 batters in a game, they must be immediately removed after the 3rd hit batter. They may play another position or go to the dugout.

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### **6. No walks and coach pitch rules**

1. If a pitcher pitches a 4th ball, the batter's manager/coach will pitch to the batter
2. After 3 strikes (including previous count) or pitches, whichever comes first, the batter is called out if they have not put the ball in play. Foul balls do not count in this count.
3. The batter will not be awarded a base if hit by a coach pitch
4. Ball/Strike Count rules (when coach begins to pitch) - Umpire continues to call balls and strikes
  1. Count is 4-0; coach has 3 pitches, unless 3rd pitch is fouled off.
  2. Count is 4-1; coach has 3 pitches, batter has 2 remaining strikes, unless 3rd pitch is fouled off.
  3. Count is 4-2; coach has 3 pitches, batter has 1 remaining strike, unless 3rd pitch is fouled off.