Lexington Little League

AA League

2016

Season



Manual for Managers & Coaches

##### Lexington Little League

## President: Michael Schroeder

Vice President: Jay O’Shaughnessy

## AA League Presidents: Michael MacClary & Jay O’Shaughnessy

For Lexington Little League Contacts, please refer to the website: <http://www.lexingtonlittleleague.org/Contacts.asp?n=88321&org=lexingtonlittleleague.org>

**I. Events for 2016**

**A. AA Division Draft**

## We have had the AA League draft.

**B. Game Schedule**

The AA League schedules commence on **April 25, 2016**.

The schedule will be posted on the website on March 31st.

**C. Opening Day**

Lexington Little League's Opening Day always kicks off with a parade down Massachusetts Avenue, through the downtown area to the Center 4 ball field, where there are first balls to be thrown and speeches to be made.

The Opening Day parade is **April 30, 2016**. The kick-off is from the Muzzey Condominium Field at 9:00 AM; advise your players to get there at 8:30 AM and remind parents that Mass. Avenue closes about 8:45 AM. Make a sign with your team's name on it so your players (and their parents) can find you. You all know how crowded it gets on the field.

We must keep the parents and their cars out of the Muzzey Condominium parking lot. Please tell them to park on Mass. Ave. or across the street. We are not even allowed to enter their driveway to drop kids off at the adjoining field! Also, kids are not allowed on the Muzzey Condo property.

All players should wear uniforms. Gloves are OK, but discourage balls. ABSOLUTELY NO BATS. The parade is a lot of fun - don't miss it!

**D. Picture Days**

Lexington Little League has again retained the services of professional photographers to do team pictures. Team pictures will be taken, as well as individual shots of each kid, if parents so choose. Pictures will be taken on April 12 and 13 at St. Brigid's Church.

**E. Summer Baseball**

As you probably know, Lexington Little League sponsors teams in the Bay State Tournament of Champions and in the Middlesex Summer Baseball League. We are always looking for managers to pick up a team during the summer and it is a good way for coaches to move up to the managing level. Contact Jay O’Shaunnessy if you are interested.

**1. Bay State Tournament of Champions -** Lexington Little League fields highly competitive teams in the Bay State Tournament of Champions summer league. Tryouts are mandatory and selection criteria are based on skill and the needs of the particular team. The tryout for the 9 year old team is tentatively scheduled for June 3rd. This program is for the youngster with a strong commitment to baseball. There can be as many as three games and multiple practices each week with travel to cities and towns throughout eastern Massachusetts.

**2. Middlesex Summer Baseball League -** This is a travel baseball program that schedules games with nearby towns for players in the spring Minor and Major Leagues. The typical commitment involves two mid-week games (one home and away) and one weekend practice. The MSBL is competitive baseball and provides an alternative for kids who do not make the Bay State Tournament of Champions teams or who simply cannot make the time commitment required of that program. There are no cuts but players are expected to have a relatively high skill level. The season starts very soon after the end of the school year.

**II. Rules, Guidelines, and Rainouts**

### Goals of Lexington Little League

Your kids have been rated and drafted and now they are ready to play some ball – real baseball with live pitching, umpires, base coaches and full uniforms. We hope that each of you is also ready to teach these young people sportsmanship and the rules and skills of baseball.

Take the time to plan your practices so that they consist of more than two hours of hitting fly balls to kids in the outfield. There are many specific skills in baseball that should be the subject of a small talk and/or demonstration at the start of practice, followed by the players practicing that skill with your assistance: bunting, sliding, base running, tagging a sliding runner. Think about running several stations during the practice: infield work, outfield throwing, soft toss. Ask your parents to help out by running those stations, while you move around the field. Have kids who have never pitched “try out” from the mound after practice. Encourage all the kids to work out at home during the week. Pay attention to all the kids, not just the most talented. Scrimmage at the end of practice.

* Give continuing guidance to players who require it.
* Do not criticize poor play. Explain proper technique without dwelling on errors.
* Have your teams cheer its opponent at the end of each game and shake hands with the opposing players.
* Strongly discourage "trash talk" aimed at opponents or teammates.
* Encourage the concept of "team play".
* Pursue specific goals for each player. Understand that every player will achieve a different level of skill in striving for success.

We hope that you will strive to teach your players the skills they need to move up to the next level of baseball. At the same time, do not lose sight of the fact that Lexington Little League is a program run by volunteers for children – do not let your competitive instincts take over. Each manager and every coach is expected to conduct himself at all times as a representative of the Town of Lexington and Lexington Little League.

**B. Troublesome Rules**

You should first read the Official Little League Rule Book, and especially the handout outlining the Lexington Little League Exceptions. Don't depend on what somebody else told you or a just a quick thumbing through of the rules - read the complete text. Some of the rules which cause the most trouble are hi-lighted below:

1. No on-deck circle. There will be NO exceptions to this rule. Nobody except the batter at the plate may have a bat in his or her hands. Don't try to get around this one. If there is an accident involving a bat being swung by somebody other than the batter, the offending manager is going to have heaps of trouble. See below.

2. Bench area. No one is allowed around or on the bench except players, coaches and managers. This is a new Lexington Little League rule and is not an attempt to make your teams “look like a real baseball team”: it is a safety issue. Each of you has enough to think about without having to worry about a non-player getting in the way. No parents, no siblings, no friends. A good rule of thumb is to ask families to watch from along the foul line, beyond first or third base, rather than from behind the plate or behind the bench. This is a new rule and parents who are used to watching the game from behind the plate or bench may object.

3. No head-first slides whileadvancing to a base. Yes, one can *return* to a base head first, but cannot *advance* to a base head first. The player diving into a base should be called out by the umpire.

4. Must slide or avoid. Teach your runners that they must slide or otherwise avoid a fielder trying to tag them out. MUST slide OR avoid. At the same time, teach your fielders not to block the base path or the base. Takeout slides are not allowed.

5. Rest days for pitchers. The number of days rest for a pitcher is determined by the number of pitches the player throws during a game. *All pitching rules apply during the playoffs as well as the regular season! Violation of this rule results in forfeit.*

* If a player pitches 36 - 50 pitches in a day, two (2) calendar
days of rest must be observed.
* If a player pitches 21 - 35 pitches in a day, one (1) calendar
days of rest must be observed.
* If a player pitches 1-20 pitches in a day, no (0) calendar day of
rest is required.

This is the Little League International rule for rest days for pitchers. This rule eliminates the "calendar week" rule that Lexington Little League had used prior to the 2011 baseball season. There is still an innings limit per game up to and including Opening Day.

No pitcher is allowed to pitch more than 2 innings in a game. NOTE: The maximum number of pitches a player can throw in a game is 50 for AA. However, if the pitcher is in the middle of an at bat, he is allowed to finish pitching to that batter.

Pitching substitution rules remain the same. Once a pitcher is removed from pitching, that player may not pitch for the remainder of the game.

6. Special Pitching Rules for AA. The first three (3) innings of each game will be pitched by players. The next three (3) innings will be machine pitch. Each team must use at least three pitchers over the course of a season. Managers are strongly encouraged to pitch all players who can throw strikes from the pitcher’s mound to home plate. If a pitcher walks 3 consecutive batters in an inning, he/she must be removed from the game as the pitcher and replaced by another pitcher. If a pitcher hits 3 batters in a game, he/she must be removed from the game as the pitcher and replaced by another pitcher. *Violation of these rules results in forfeit.*

7. Restrictions on pitching and catching in the same game. Any player who has played the position of catcher in four (4) or more innings, is not eligible to pitch on that calendar day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day.

8. Must Play in the Infield Rule. Thereare “Must Play” rules concerning “sit-outs” and playing in the infield. There are many managers who track their opponent’s substitution scheme and will bring it to your attention if you have failed to play all of your players in the infield for the necessary number of innings – perhaps not what you want to hear in the bottom of the sixth inning in a tight game.

 So that everyone is on the same page: there are six (6) traditional infield positions (pitcher, catcher, first base, second base, third base, shortstop) and every player must play one or more of those positions in the first 6 innings of each game in accordance with the “Lexington Little League Exceptions to Official Little League Rules and Regulations for 2016”.

9. No player sits twice before all players have sat once. The only exception is for a starting pitcher. It does apply to subsequent pitchers. In fact, it does apply to the starting pitcher as soon as he isn't a pitcher anymore.

10. Protests. Should be announced when the situation prompting the protest occurs and, in all circumstances, before the conclusion of the game. A written protest must be filed with the president of your league within 24 hours of the conclusion of the game (e-mail will suffice). The protest will be decided by the Minor or Major League president(s) in conjunction with the Lexington Little League Board of Directors. An umpire’s judgment call may not be appealed.

11. Play stopped or time has been called. Play is stopped only when the umpire calls it.

12. There is no stealing in AA. If a player leaves the base, he/she may be put out by the defensive team. When the play ends and the umpire calls time out, the player will be instructed to return to the base he/she occupied prior to the play.

**C. Some Guidelines**

1. Official Scorekeeper. There is no official scorekeeper so the scorekeepers for both teams are expected to work together to prevent problems from arising. They should consult at the end of each inning to confirm the score, batting order, pitch counts, etc.

2. Rules Violations. If you or your scorekeeper become aware of a situation which would give rise to a protest, disqualification or forfeit, it is *your duty* to bring it to the attention of the opposing manager – not just the umpire - as soon as possible. For instance, if you are aware that a pitcher has only three innings left for the current week, and those innings have been used up during your game, you should warn the other manager of an impending problem as soon as that pitcher takes the mound for what would be his seventh inning. If the manager fails to heed your warning, then a protest should be lodged and appropriate action will be taken by the League.

At the same time, every manager is held responsible for his own actions and should not expect an opponent to save him from mistakes.

3. PitchCount. No player may throw more than 50 pitches per game, no matter what the inning count may be. The only exception is that the pitcher may finish pitching to the batter when the pitcher hits the 50 limit during that at bat. The pitcher will not finish the out the inning as he/she must be removed after that at bat. When reporting pitch counts in this situation, you may report 50.

4. Player Discipline. Lexington Little League managers are granted wide discretion regarding safety, discipline and sportsmanship on their teams. In the case of a particularly difficult child, ask the parents for advice and even insist that they attend practices and games to help with their child. You are not a babysitter. Call your league president for assistance if you are having an especially hard time.

5. Bats. Each game the manager will assign a parent/coach to watch the bats and prevent players from picking up or swinging bats during the game. Lexington Little League has adopted Little League Baseball’s restriction on bats requiring a 1.15 BPF or less rating for use

6. Umpire does not show up for the game. Don't cancel the game. Instead, choose a parent from each team: one to call balls and strikes from the mound and the other to call the bases. The home team manager will have the final say on which parent umpires where. There is a specific rule exception which reviews this in detail.

*If an umpire does not show up, please email lexyouthbbsb@gmail.com as soon as possible, with the teams involved, the umpire's name, the field and time of the scheduled game.*

 7*.* Umpires. There are many young umpires working our AA League games and their age and experience must be kept in mind at all times. Lexington Little League will not tolerate managers or coaches harassing or intimidating any umpires. In addition, managers are responsible for the actions of their players’ parents - it is your duty to speak to any parents that are out of line. Every year we lose young umpires and the number one reason given is the grief they take from managers, coaches and parents. Please remember that they are learning to ump a game, as you may be learning to manage. ***All reports of inappropriate behavior by managers, coaches or parents will be investigated by the Board of Directors and could be cause for the manager or coach being suspended or removed from his team.***

**D. Rainy Days, Rainouts & Make-up Games**

Sometimes it is just pouring and even if it stops raining the fields are too wet to play. If this happens, we can occasionally let managers know in advance that the fields are unplayable and the game can be called early in the afternoon. However, it is the rare situation that calls for a game to be postponed before 3:00 PM. Usually the managers will have to be in contact with each other over the course of the day and a decision is only reached much later in the day, or even at the field. The home team manager is responsible for the final call *before* the game starts. If at all possible, play the game. A little water on the field shouldn't keep the game from starting. Use the equipment (or bring your own) and try to get the field in shape…keep safety in mind, but don't make the call too early. We would rather pay an umpire and have a last minute rainout than call a game too soon and then have the sun come out! Re-scheduling these games is very difficult, as many of you know.

Once the game has started, the umpire – and only the umpire – has authority to call or postpone the game, whether for rain or darkness. Generally, he will do this with input from the managers, but the umpire’s first concern is the players’ safety, not necessarily how important the game is to the final standings. Please respect his decision.

To re-schedule a rain out, the home team manager should work with the away manager to determine 3 possible reschedule dates. Once agreement is reached, e-mail LexYouthBBSB.reschedule@gmail.com (cc the away manager) with the proposed make-up dates and times. He will review the field schedule, select the best option of your proposed dates, then assign a field, schedule an umpire and e-mail back a confirmation.

Occasionally two games are inadvertently scheduled for the same field at the same time. Usually, one of the two games is a rescheduled rainout and the other is a regularly scheduled game. The latter of these two games should take precedence and be played on the scheduled field. The bumped teams should try to relocate their game or reschedule through Michael Schroeder, if necessary.

## *All “regular season” games will be played by all teams before the playoffs begin. It is in your best interests to play the rain outs as soon as possible and not wait until the last week of the season. League presidents will decide whether the “exhibition games” have to be re-scheduled and played on a team-by-team basis.*

**D. Game Reports**

The winning manager is responsible for logging in the game statistics at our web site, www.lexingtonlittleleague.org

The losing manager must provide his team’s information to the winning manager before leaving the field. If as a winning manager you are unable to obtain the numbers before leaving the field, call in whatever you have and report that you were unable to get the stats from the losing team. *However, the winning manager is ultimately responsible for tracking down his opponent and getting that information logged in at the web site. Until the complete game reports are received the winning team will not be credited with the points for that game.*

**E. Publicity**

The winning manager is also responsible for turning in a write-up of the game to the publicity person for the league. Typically, the write-up is limited to 60 words and mentions three players from the winning team and two or three from the losing team.

It is helpful to combine comments about the winners and losers instead of always listing the losing team last. That way, at least one name from the losing team will be included in the story even if it is edited by the newspaper. Obviously, try to mention the name of every player on your team at least once over the course of the season. You may find it helpful to appoint one of the team parents to act as publicity person for you.

Please e-mail your game reports to Claire Sheth at clairebsheth@yahoo.com. Kindly do NOT send the report as an attachment but include it in the body of the e-mail itself.

**F. Scorebooks**

Each team is given a scorebook by Lexington Little League and it, or some other standard scorebook, should be used to keep score of every game. You are encouraged to have your lineup set before you get to the field. Also, fill out the lineup cards, with uniform numbers, for the opposing manager prior to the game.

**III. Safety and First Aid Guidelines**

**A. First Aid Tips**

1. Bring the following to everygame and practice:

* First Aid kit
* Ice--pack a small cooler with ice cubes and some small towels or wash cloths
* Registration forms containing emergency data for all players
* Water
* Cell phone

2. Talk to all the parents before the season starts. Encourage them to tell you about any medical problems so you will know what to do if there is an emergency. If there are any particular medical issues that are serious (e.g., allergies to bee stings) ask the parent to stay at the game or practice with you.

3. If it looks serious assist the parents as they seek medical attention and draft a written explanation of the incident and forward it to the Farm League president.

### R.I.C.E.

 **R**est (and **R**emoval) **I**ce **C**ompression **E**levation

**Lexington Little League**

**We follow the Little League Rulebook except for the exceptions identified here**

# Spring 2016 Season

**I. ADMINISTRATIVE RULES & EXCEPTIONS**

**A. Rules for the Late Umpire Problem**

 1. If an umpire does not arrive at the field prior to 10 minutes after the official start time, two parents, one from each team should be selected to umpire the game. The home team decides which umpire does the bases and which calls balls and strikes (from behind the pitcher only unless fully outfitted with protective gear). The parent umpires are to be given complete authority over the game and neither side is to harass, coach, or intimidate the parent umpire or the game may be protested, which could result in a forfeit and suspension of the offending manager.

2. If the official umpire arrives after the game has begun, the parent umpires are encouraged to complete the inning but may choose to immediately step aside for the official umpire.

**B. Called Games**

 1. Before the game begins, either manager may call a game without fault based on his perception of dangerous conditions caused, for example, by close lightening, thunderstorms, etc. Once the game begins, only the umpire can call the game.

 2. On weekdays, the home team manager may cancel a game due to weather or field conditions. Canceled games must be called in between 3:00 PM and 3:30 PM for 5:30PM games or 3:30 PM and 4:00 PM for 6:00 PM games. The League Commissioner(s) and the opposing manager must be notified. Managers should check the league website to verify that the fields are open.

 3. If a game has not been officially canceled by the appropriate time, both teams must show up to the field with sufficient numbers to avoid forfeit. At that time, it is at the umpire's discretion whether or not to play the game. If the umpire is late, see “Rules for the Late Umpire Problem.”

**C. Game Reports**

 1. The Game Report to the league website shall include the (a.) the official number of innings pitched by the pitchers for *both* teams; and (b.) the pitch counts for each pitcher, or the winning team will not be officially credited with a win. The age of pitchers must be reported.

 2. Tie game are to be reported by the home team.

 3. Game Reports must be made within 24 hours or winning teams may not be credited with a win.

### Bench Area

 1. The bench areas shall be used during games for players and designated coaches only. Manager shall keep the bench area clear of friends, family and siblings at all times during the game and shall encourage friends, family and siblings to keep the area directly behind the backstop clear during the game.

 2. Each game the manager shall assign a parent or coach to watch the bats. Under no circumstances is a player other than the batter to be holding or swinging a bat. There is NO on-deck circle.

**II. GENERAL GAME RULES & EXCEPTIONS**

**A. Rule: 1.09 Baseballs (AAA & AA only)**

**Exception:** The official baseball for the Minor league shall be a “Reduced Injury Factor - No. 10” (RIF-10) ball. Hardballs may not be used in games or practice. **Reason:** Minimizes risk of serious injuries for this all inclusive league where the best ten year olds pitch and bat against the weakest nine year olds.

**B. Rule: 1.11(a)**

**Exception:** Players must wear issued uniforms. However, a player without full uniform, or exactly matching issued uniform may play in a given game. **Reason:** Some issued uniforms may not be exactly identical, penalty is harsh.

**C. Rule: 4.01 a Starting Game (AAA & AA Only)**

No inning may start after two hours from the actual start of the game.

**D. Rule: 4.0l (a), (b), (c), (d)**

**Exception:** Managers must exchange batting orders with last names and uniform numbers before start of game. Umpires are not involved with batting orders. Umpires take charge of field and play when the game begins. **Reason:** Only one umpire and no official scorekeeper are normally used. Lineups are not exchanged through umpire.

**E. Rule: 4.12**

**Exception:** Ties ended after 4or more innings are not resumed, Ties = 1, wins = 2, loss = 0, **Reason:** Short season.

**F. Rule: 6.07**

**Exception:** Defensive scorekeepers must advise offensive team when a player is about to bat out or order. There is no penalty for batting out of order except for failure to correct infraction when warned of impending violation. **Reason:** No official scorekeeper, infraction usually caused by inexperienced coaches and players.

**G. Rule: 5.7 Run Limit (AAA & AA Only)**

**Exception:** A half inning ends when 5runs have scored or there are three outs. **Reason:** Avoids very long innings.

**Exception:** The 5 run “Mercy Rule” is suspended in the last inning of the game for either team provided the team has not invoked the “Mercy Rule” earlier in that game. Example 1: If Team A is losing 10-2, but Team B has not scored 5 runs in any inning, the Mercy Rule is suspended for the final inning. Example 2: If Team A is losing 10-2 but Team B scored 5 runs in the 4th inning, the Mercy Rule is not suspended.

**H. Rule: 7.13**

**Exception:** Play ends when pitcher is in control of ball within the pitcher's circle (a **5'** radius of the pitcher's rubber). In AAA runners are not allowed to advance home on a passed ball or wild pitch. Once the catcher has gained control of the ball and makes a throw (to the pitcher, or any base or other defensive player), the runner on third can advance.  The runner must begin advancing before the pitcher has the ball in the 5’ radius of the mound or must return to third. The ball is not dead when past the catcher; just the runner on third cannot advance until the catcher regains possession and throws the ball. The runner on third must have his/her foot on third base when the catcher gains control of the ball or he/she must return to the base before advancing home. In AA, there is no stealing any base or advancing home on a wild pitch or passed ball. **Reason:** Avoids dancing off base and delay of game.

**I. Rule 7.14**

[Deleted]

**Reason:** Continuous batting order, means no one is out of the batting order

**J. Rule 10.00**

**Exception:** Each team keeps a score book for each game and should have score keepers that compare scores after each inning. **Reason:** Official scorekeepers not available.

## III. FIELD RULES & EXCEPTIONS

**A. Rule: 1.06**

**Exception:** Nobases except home plate are secured to ground. **Reason:** Fields have no tie downs.

**B. Rule: 7.08(c)**

**Exception:** If the runner dislodges base he remains safe by staying in contact with base or its original position. Runner must remain in place until time is called. If runner moves from location, he may be tagged out. **Reason:** Bases are not tied down, umpires cannot tell if moving player is attempting to steal next base.

**IV. PLAYER PARTICIPATION RULES & EXCEPTIONS**

**A. Regulation: III (a) Team Sizes.**

**Exception:** Maximum team size for AAA & AA teams shall be 13players per team. **Reason:** Better

playing time and coaches can better manage smaller teams than LL regulations. Better team balance if all teams are the same size.

**B. Rule: 4.16, 4.17 Minimum Number of Players**

**Exception:**  An official game requires 8; a scrimmage game must be played when official game is not possible. **Reason:** To maximize playing time.

**Lexington Little League Regulation:**

Only in order to allow an official game to be played, players only may be brought up from the Farm League to play in a AA game (or players may be brought from the AA League to play in a AAA League game) so that a team’s total squad for that game will be 8 or 9 players. This can only happen if the player moving up has no time conflict with his or her own team’s schedule. Such players must be age eligible for the league according to LL International Regulations, must bat last in the order, and should play in the outfield only, unless you need to call up more than 3 players. You must report all call-ups to your league commissioners or game may be subject to forfeit.

**C. Rule: 3.03 Player Positions, Sit Outs, and Batting Order**

**NOTE:** Sit outs refer only to defensive play during an inning: There are no sit outs for batting.

**NOTE:** It is preferred by LLL that all players play the outfield at least once each game.

**Exception: POSITIONS:** Each game, each player must be assigned to play **2** innings of infield.

Players designated with safety issues by the Player Agent, at or before the beginning of the season are

exempt from this rule. Player Agent may review a player’s designation during the season.

**Exception: SIT OUT:** 1.)No player shall sit out for 2 consecutive innings. 2.) No player shall

sit more than 2 innings during any game. 3) No player may be moved from one position to another while in the field in the middle of any defensive inning, except as a result of a pitching change or due to injury. 4.) No player may sit out a second inning unless all other players (other than the starting pitcher if still pitching) have sat out for at least one full inning. Starting pitchers that do not finish the entire game become subject to these rules as soon as they are substituted. Partial inning sit outs must be for a total of 3 defensive outs to count as one inning and must also satisfy the above restrictions. Innings missed due to a player's late arrival or leaving early may or may not be counted at the discretion ofthe manger. Exceptions for disciplinary action can be taken but the division league president must be notified at time of game report*. .( NEW IN 2003) This rule shall apply to extra innings so that no player shall sit out a third inning before all other players have sat out at least two full innings, etc.* **Reason:** To help equalize play, to avoid scheduling players for first sit out in sixth inning.

**Exception:** Batting order is a continuous lineup of all players. Injured or ill players who cannot bat, run, or field must be dropped from the lineup. Players so dropped may re-enter the game if recovered from injury. **Reason:** Instructional League. No pinch hitters are available. Young players often recover quickly from a bump. Playing with an injury is dangerous.

**Exception:** Players arriving after assigned spot in lineup has batted must be placed last in lineup.

**Violation of Sit Out Rules:** Forfeit of game due to illegal player.

**D. Rule: 3.04 Substitute runners**

Substitute runners may only be used to replace an injured runner. The substitute must be the batter that made the last out. If there is no prior out for the offense in the game (early in first inning), then the sub must be the last batter of the order. **Reason:** With the continuous batting order there are no other available players for substitution.

**E. Rule: 3.03; 4.16; 4.17 Substitutions**

**Exception:** Excepting pitchers and as noted elsewhere, there is free defensive substitution. **Reason:** Promotes player development.

**V. PITCHING RULES**

**A. Rule: 3.09**

**Exception:** Managers or coaches may warm up pitchers. **Reason:** To maximize playing time, team sizes are the minimum allowed byLL. Continuous batting order makes it more difficult.

**B. Rule 8.05**

[Deleted]

**C. Rule: 8.06**

**Exception:** Manager or coach may visit the pitcher on the mound. **Reason:** less disruption to the game, more privacy on the mound.

**Exception:** Second visit to a pitcher in an inning causes automatic removal. **Reason:** Game is not delayed; pitchers are less likely to be overused.

**Exception:** For purposes of this section, a visit does not only include the manager or coach on the mound. A visit, in the discretion of the umpire, can also include a discussion between pitcher and manager/coach from the baseline that results in a delay of play.

**Regulation: Rule VI (b) Pitching Limits Exception: These rules apply to the total baseball played** during a week -whether in LLL or elsewhere such as Middle School teams or AAU teams. Practice game innings pitched count for a pitcher's weekly total. Throwing batting practice shall be considered equivalent to pitching an inning per 20 pitches. This does not preclude pitchers practicing bythrowing 20-40 pitches in an instructional setting during a given week. Senior's games inning do not count against a pitcher's weekly total. **Game pitch counts and innings pitched for all pitchers must be reported with scores to the league presidents via the league website.**  **Reason:** Pitchers are injured every year in spite of existing rules and good mechanics. Pitch counts are better than innings pitched for assessing the level of fatigue which leads to injury. Accurate pitch counts will help us learn how to avoid pitching injuries. Pitcher's only pitch one inning in Seniors Games, games are late in season, would disrupt pitching rotations. **VIOLATIONS:** Pitch count/days rest violations result in forfeit based on rules for illegal players. Games reported without true pitch counts or innings pitched will be forfeited.

**Exception:** During pre-season and regular season play, at least 2 players from each age group on each team must contribute a combined total of 12 innings of pitching in the AAA Division (Does not apply to AA). Failure to do so will result in administrative forfeit of one game for each inning that the team is not in compliance with this rule.

**Players assigned to lower league than age appropriate league:**

Players assigned to lower leagues by the Player Agent may pitch. The PA has the authority to make exceptions and restrict pitching for unusual circumstances. Players may not pitch if assigned to a lower league based on parent’s request if the PA would have assigned the player to the age appropriate league. **Reason:** Players should play at their skill level. If the parents request that their child be assigned to a lower league when the PA feels the child has the skills to play at a higher level of competition, it is necessary to restrict pitching to avoid unfair competitive advantage or danger to younger players. Players are assigned to leagues based on their skills - if they have the skill of a younger player, they should be able to play according to the same rules.

**Regulation: VI (b) Pitching limits**

In AAA, a pitcher, who is League Age 11 may not pitch more than 85 pitches in any one game and a pitcher, who is League Age 10 may not pitch more than 75 pitches in any one game. A pitcher may finish pitching an at-bat if he/she hits the maximum pitch count during that one at bat. The pitcher is not allowed to pitch to another batter In AA, the limit shall be 50 pitches per player, regardless of age. In addition, no AAA or AA league pitcher may pitch more than 2 innings in any one game played on or before April 30th.