

AAA Division League Rules

Stamford National Little League

General

1. Lineup cards are to be exchanged prior to the start of the game. Score is kept.
2. If time allows, game is 6 innings. If a game is tied after 6 complete innings or after the time limit rule stops the game (see next rule), the game will end and be recorded as a tie (this does not apply to playoffs).
3. No inning can start 1 hour 45 minutes after start of game. This time limit rule applies once the game becomes an official game (4 complete innings if the home team is losing after the top of the 3rd inning or 3 ½ innings if the home team is winning after the top of the 3rd inning). However, managers shall not intentionally slow down the game for competitive reasons. Playoff games will have no time limit.
4. For Scalzi Park: Home Team is in 3rd Base Dugout. For Frank Noto Field and other fields: Home Team is in 1st Base Dugout.
5. Move the game along quickly! Start on time. Have your next inning catcher geared up while the team is still batting if he/she is unlikely to bat.
6. Players and coaches shake hands at the end of the game.
7. Minimum of 8 players needed to field a team (and possibly borrowing a player from the other team for fielding only, not batting or pitching) or a forfeit will be called. There is a 15 minute grace period from the scheduled start time of the game in order for a team to have 8 eligible players. If a team does not have 8 players, the game will count as a loss in the standings (using a 6-0 score) but the two teams can still play the game as a scrimmage. This rule also applies during the playoffs. If a player gets injured, causing a team to field less than 8 players, the game is forfeited (please see rule book for additional information).
8. During games, only the manager and 3 coaches are permitted in the dugout. Coaches only in the coaching boxes. No coaches behind catcher. Defensive coaches to remain in dugout. Keep

dugout gates closed.

In the Field

1. Defense consists of 9 Players - Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Shortstop, 3 outfielders.
2. Defensive play time should be equal for all players +/- one inning. No player may sit out a 2nd inning until all players have sat out at least 1 complete inning. Exception: A starting pitcher who has not sat an inning and can continue to pitch does not need to sit before another player sits a second inning. However, once that starting pitcher is removed from the pitching position, he/she must sit the required one inning (at least 3 consecutive outs) before returning to a fielding position or, if removed in the last inning, whatever is remaining in the game. This exception does not apply to players other than the starting pitcher (for example, it does not apply to relief pitchers).
3. Re-entry of players into defensive positions can occur as much as you wish.
4. No overthrow limits on a ball that is still in play - the ball is live until the play is over and the umpire has called timeout (with the exception of stealing, see below).
5. See Little League Rule Book. Rules on pitchers and catchers as pitchers in the same game. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who has played catcher in 4 or more innings of a game may not pitch that day (this means anything after 3 full innings regardless of whether an out is recorded in the 4th inning).

Pitcher

1. All players must pitch from the 46' mound.
2. Heart guards are required for all pitchers.
3. Little League pitch count limits apply.
4. A pitcher who hits 3 batters with a pitch, including those on a

bounce, during a game must be removed from the game (as pitcher).

5. Once a pitcher comes out of the game as pitcher, he cannot pitch again that day.
6. Pitch count limits
 - a. Players age 7 & 8: Maximum 50 pitches per game
 - b. Players age 9 & 10: Maximum 75 pitches per game
 - c. Players age 11: Maximum 85 pitches per game
 - d. If a pitcher reaches this limit while pitching to a batter, he/she may finish pitching to that batter. For example: 10-year old Nolan has pitched 73 pitches so far in a game. He throws one ball and one strike to the next batter. He can continue to pitch to the current batter until that at-bat has been completed. Once that at-bat has been completed, Nolan is not allowed to pitch during that game and must be removed from the mound.
7. Required days rest after pitching
 - a. 1-20 pitches: no days rest required
 - b. 21-35 pitches: 1 day of rest required
 - c. 36-50 pitches: 2 days of rest required
 - d. 51-65 pitches: 3 days of rest required
 - e. 66 or more pitches: 4 days rest required
 - f. If a pitcher reaches a days rest threshold while facing a batter, the pitcher may continue to pitch until that at-bat has been completed and will only be required to observe the days rest threshold that he/she reached during the at-bat. For example: If 11-year-old Roger threw 63 pitches so far in a game, and then threw 5 more pitches to that same batter, thereby throwing a total of 68 pitches (and was removed from the game as the pitcher), he would need 3 days of rest before being able to pitch in a game, since he attained the 65-pitch threshold during the last batter he faced.
 - g. The term days of rest pertains to days between, and not including the days in which games are played. For example, if Roger pitched those 68 pitches on a Saturday, reaching the 65-pitch threshold on the last batter he faced, his 3 required

days of rest would be Sunday, Monday, and Tuesday, therefore first being able to pitch on Wednesday.

8. Tracking pitch counts
 - a. Each team must track pitch counts during the game. It is recommended that both teams discuss and agree on the pitch counts after each half inning.
 - b. Each manager must record the pitch counts in the website as soon as possible after each game. If a pitcher crossed a days rest threshold during the last batter, a manager has 2 options when entering the count into the website:
 - i. Enter the days rest threshold crossed (in the example we have used, that would be 65)
 - ii. Enter the actual pitch count and check the “PC Met” box (in the example we have used that would be 68 and checking the box); only check the “PC Met” box when this “crossing the threshold” situation occurs and you enter the actual pitch counts
9. The website has been programmed to calculate the next day that the pitcher can pitch, when the data is entered correctly.

At Bat

1. All players must bat in a continuous order.
2. All players must wear helmets with face guards/shields when batting.
3. *The batter may **not** advance on a dropped third strike at this level. The batter is out and runners may advance as the ball is “live” as described in rules of stealing (see below).*
4. For innings other than the last inning (see below in this item 4 for the definition of “last inning”), the inning will end when the teams scores 5 runs, the team has batted through the lineup once, or 3 outs are recorded. However, in the last inning of the game, both teams have unlimited batting and scoring, and therefore is subject to only the 3-out rule. “Last inning” for regular season games means either (a) the 6th inning or (b) the agreed/voted upon final inning of the game due to time limit considerations. With respect to (b), if the game is approaching the time limit, the managers and

head umpire should agree prior to the inning that it will be the final inning, and that decision will stand regardless of whether the 1:45 time limit is reached. If there is a lack of consensus, each manager and the head umpire shall have 1 vote in the decision. “Last inning” for playoff games means the 6th inning or any later inning.

5. 10 run mercy rule, after 4 or 5 complete innings (or 3.5 innings with home team up by 10).
6. Bunting is allowed, but no slash bunting (faking bunt then swinging).
7. “Stealing”
 - a. A steal is defined as any advancement where the ball was not batted (aka “non-batted advancement”). Therefore, advancements on straight steals, wild pitches, and passed balls are all included. This also includes an overthrow from the catcher to the pitcher after a non-batted pitch. Advanced bases from one or more overthrows after a batted ball are not considered steals.
 - b. Players can advance on steals up to a total of 4 bases each half inning. Only successful advancements count toward this limit of 4. Each successful advancement counts toward this limit (e.g., if a successful double steal occurs, that counts for 2 towards the limit).
 - c. If a team has already advanced 3 bases successfully in a given half-inning and then two players attempt to steal a base during the same play (after a pitch and before the next pitch), both runners will be required to return to the base they started. If one runner is thrown out (as all runners are at risk per rule 7.e. below), the second runner still must return to the base they started.
 - d. Each team may score one runner from third base per inning on a non-batted advancement. Per LL Rules, there is no leading allowed and runners can only advance once the pitched ball crosses the plate. There shall be no further advancement to the next base on an overthrow of a steal.
 - e. All runners attempting to steal a base, whether legally or not, are at risk of being out. Any runner who reaches a base

safely through an illegal steal, and must return to the base from where he/she started as a result of exceeding the 4 steal limit (as provided in 7.c. above), cannot be tagged out on the basis of the return.

8. No throwing of bats. Players will be warned and the following infraction by the same player will result in an automatic out.
9. Hit by Pitch (HBP) is when a ball thrown by pitcher hits or bounces and hits the batter (LL 6.08), provided the batter did not swing at the ball.
10. Speed up rule: player who made the last out may pinch run for next inning catcher with 2 outs.
11. One Foot in Batter's Box: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.

Exceptions:

- a. On a swing, slap, or check swing.
 - b. When forced out of the box by a pitch.
 - c. When the batter attempts a "drag bunt" in Baseball [or attempts a "slap" or "slap bunt" in Softball]
 - d. When the catcher does not catch the pitched ball.
 - e. When a play has been attempted.
 - f. When time has been called.
 - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
 - h. On a three ball count pitch that is a strike that the batter thinks is a ball.
12. Intentional Walk - Prior to a pitch being thrown, the defensive manager elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire. The ball is dead and no other

runners may advance unless forced by the batter's award. Four (4) pitches will be added to the pitch count.

General Comments

- Managers/Coaches for each team must ensure that bats conform to Little League specifications and standards. In general, aluminum (non-composite) bats must be stamped with BPF of 1.15. If composite, they need to check on the LL website - <http://www.littleleague.org/learn/equipment/baseballbatinfo.htm>. Please refer to the website for complete details.
- Umpires are to be respected at all times. Judgment calls (ball/strike, safe/out) may not be questioned. Rule interpretations may be discussed, but those should be private and courteous discussions.
- Promote sportsmanship! Cheer for good plays by BOTH TEAMS.
- Use positive reinforcement only.