

ATLL 2017 SPECIAL RULES FOR AAA NATIONAL DIVISION

The following ATLL 2017 Special Rules for AAA National supplement those contained in The 2017 Little League Official Regulations and Playing Rules “The Green Book”:

Age Limits	Nine (9) – Ten (10) as of May 1 of current year.
Team Formation	Manager may select 3 coaches. Player Agent assigns remaining players to teams in order to maintain competitive balance.
Season Schedule	20 Games
Game Schedule	All Saturdays, except Memorial Day weekend, mid-week games are typically on Wednesdays. One weeknight practice per week.
Uniforms	ATLL provides hat and jersey, which are kept by the player at the end of the season.
Defensive Players	Nine (9) players: Broad rotation is strongly encouraged. All players should play both infield and outfield positions. However, not everyone must be played in positions requiring specialized skills (e.g.: pitcher, catcher, 1st base).
Coaches in Field	The offensive team may use two (2) base coaches.
Umpires	Provided by ATLL. In the event of a cancellation, home team manager must notify ATLL Umpire Coordinator.
Run Limits/ Mercy Rule	<p>Upon the scoring by a team of five runs the half-inning is complete. This rule does not apply to the final inning—e.g. If the last inning of the game is inning five due to time constraints, both managers and home plate umpire must agree that this is the final inning prior to the first pitch of the top of the fifth. If all parties, prior to the start of inning five, agree and determine that inning five will be the final inning, the five run rule does not apply to either half of the inning.</p> <p>If after four innings (three and one-half innings if the home team is ahead), one team has a lead of ten runs or more, the manager of the team with the least runs <u>shall</u> concede the victory to the opponent</p>
Ball Type	Regulation “Little League” approved
Base Distance	Sixty (60) feet
Batting	All players on each team shall bat in continuous rotation. No changes in batting order shall be made as a result of field substitution.
Game Play	The ball shall be considered dead and no runner may advance once the ball has been thrown to the pitcher and the pitcher is at the “pitching area” (an area 18 feet in diameter).
Pitching	The pitching distance shall be forty-six (46) feet.
Stealing	Straight steals are allowed once the pitch reaches home plate. Until then the runner must remain in contact with the base. Runners may not advance on catcher overthrows on stolen base

	<p>attempts. Runners on third may not advance home on stolen base attempts of second base by another runner. The runner on third may advance home on a wild pitch or passed ball.</p> <p>A straight steal of home is not allowed; however, a runner on third base may attempt to advance home on a passed ball or wild pitch. If runners are on first and third and the runner on first attempts to steal second on a pitch that is not a wild pitch or passed ball, the runner on third may not attempt to steal home on the catcher's throw to second base. If runners are on first and third and the runner on first attempts to steal second on a wild pitch or a passed ball, the runner on third may attempt to steal home on the catcher's throw to second base (even if the runner on third does not immediately try to steal home, but waits for the catcher to throw to second).</p> <p>Further, a runner on third may attempt to advance home on a throw from the catcher to third base in an attempt to pick the runner off of third base. In the event of such a throw, the runner may advance home even if the preceding pitch was not a wild pitch or passed ball.</p>
Lead-offs	Not allowed
Live Ball	Balls thrown back to the pitcher from the catcher are dead balls and not playable.
Head First Slide	No head first sliding is allowed unless returning to a base.
On Deck Batter	No. No player shall handle a bat until it is his/her time at bat.
Balks	NOT IN EFFECT
Uncaught 3 rd Strike	NOT IN EFFECT
Infield Fly Rule	NOT IN EFFECT
Game Time Limit	A regulation game shall consist of a minimum of three (3) complete innings; game time is not to exceed 2 hours in length or six (6) innings, whichever comes first. No new inning shall start after 1 hour 50 minutes has elapsed
Pledge	Before the start of the game, the teams will line-up on the 1st and 3rd base lines while the Pledge of Allegiance & Little League Pledge are recited.
Hand Shake	At the conclusion of the game, each team will line-up and shake hands as a sign of sportsmanship.
Cancelled Games	A game that is not started due to weather or other cause shall be rescheduled. The home team manager is responsible to promptly contact the Umpire Coordinator upon the decision to cancel, as well as the Field Coordinator to have the game rescheduled, and to coordinate the revised game time with the visiting team's manager.

Pitching Summary

Age	Maximum Pitches
8	50
9-10	75

Pitches	Days Rest
Over 66	4
51-65	3
36-50	2
21—35	1
Under 20	none

If a pitcher reaches his pitch count in the middle of an at-bat, the pitcher is permitted to continue pitching until that at-bat is complete. Any “extra” pitches are counted toward that player’s pitch count and shall be factored into the calculation of the required days of rest for that player.

A player once removed from the position of pitcher during a game may not return as a pitcher.

A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player, who has played the position of catcher in four (4) or more innings (or any parts of four innings) in a game, is not eligible to pitch on that calendar day.

When a pitcher takes his position at the beginning of each inning he shall be permitted to pitch no more than eight preparatory pitches which shall consume no more than one minute of time.

A manager/coach is allowed to visit with a pitcher “at the mound” three (3) times in an inning (a pitching change must occur on the third visit).

While fielding their position (whether during a game, practice or other ATLL-affiliated activity), all pitchers must wear a protective helmet. To be in compliance with this rule, players must wear either (1) one of the helmets provided to the team by ATLL, or (2) a helmet substantially similar to those provided to the team by ATLL, as determined by the umpire (game situations) or manager (practice situations) in his/her sole discretion.

Miscellaneous Rules

Managers and Coaches Entering Field of Play. Except when serving as pitcher or on-field first or third base coaches, managers and coaches shall ask and be granted permission of an umpire before entering the field of play for any reason, including when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. No more than one manager or coach from a team may enter the field of play when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. Similarly, on-field coaches shall ask and be granted permission of an umpire before leaving the pitching area or first or third coaching boxes during an inning.

Offensive Interference/"Throwing the Bat". Umpires shall have broad discretion to call offensive interference in instances of batters "throwing the bat" to promote the safety of all participants. In the umpire's discretion this may include the issuance of warnings or the declaration of the batter or batter-runner out. In general, the issuance of a warning to a batter or batter-runner is appropriate on a first offense. In general, the declaration of the same batter or batter-runner out is appropriate on a second offense.

Spectator Seating. Umpires shall have broad discretion to control the placement and seating of spectators. Spectators shall not position themselves directly behind the backstop, nor shall they interfere with, or attempt to influence, the calling of balls and strikes.

Home Team Responsibilities:

- Provide one new game ball.
- Prepare, rake (must be certified for APD fields) and line the fields.
- Measuring for placement of bases (supply bases).
- Occupy the 1st base dugout.
- After the game, rake and repair the field if needed and remove/collect all trash or items left at the field.

Visitor Team Responsibilities:

- Provide one new game ball as the back-up ball.
- Supply a U.S. flag, and lead all in the Pledge of Allegiance & Little League Pledge.
- Occupy the 3rd base dugout.
- To assist the home team manager, coaches and parents in preparing the field for play (especially when the field is wet).
- Remove/collect all trash or items left at the field.

WARM-UP AND INFIELD PRACTICE

- Visiting team infield practice commences at 25 minutes prior to the start time of the game for 10 minutes.
- Home team infield practice commences at 15 minutes prior to the start time of the game for 10 minutes.
- If normal infield practice time is not available, the teams shall equally split whatever time is available.