

## Clinton Little League--2014 AAA Ground Rules

1. **Sunset Rule** – Game ends at Sunset – Score reverts to the last completed inning.
2. **Mercy Rule--Five** runs maximum scored per inning (except last inning); the **final inning (6<sup>th</sup> or agreed upon) inning** will be unlimited runs for both teams. Extra innings are also unlimited.
3. **Steals of Home** – Each team will be allowed one steal of home per inning. A steal of home shall satisfy all of the following requirements;
  - The origination of the play shall be a non-batted ball
  - The runner shall have started the play at third base
  - The runner who started at third base shall have advanced home safely
  - The play shall not be a continuation play of an attempt by the defense to get another runner out.

If the offense already has one steal home and attempts a second one, the defense may make a play at home for the out. If the runner is out, the play stands. If the runner is safe, he will be sent back to 3<sup>rd</sup> base.

### Steal Examples – 1 per inning

- A runner who started the play at third base advances home safely on an overthrow between the catcher and pitcher constitutes a Steal of Home.
- A runner advancing home safely from third on a passed ball constitutes a Steal of Home.

### Non-Steal Examples – Unlimited per inning

- A runner on 1<sup>st</sup> and 3<sup>rd</sup>. Runner on first attempts a steal of second and the catcher throws down to second. Runner on 3<sup>rd</sup> may advance and it will not count as a Steal of Home.
- Runner on 3<sup>rd</sup> may advance to home on an attempted pick-off play including a throw or a player running at the base runner while he is leading from the base.
- Runner on first, ball is hit and runner on 1<sup>st</sup> advances to third. The runner on third may advance to home on an overthrow to make a play at any base or if a runner is engaged in a run-down.

## Line up Rotations and Innings Played

*(The following rules are strongly suggested to minimize delays and keep fairness and player development in balance with competitiveness.)*

1. Coaches shall prepare lineup cards for both defense and offense prior to the game. They may change during the game, but preparation decreases the possibility that the same kid plays right field for six innings and it will eliminate delays.
2. All Players shall play a minimum of 4-innings on defense in a 6-inning game.
3. A worthwhile goal is to keep all kids within an inning of playing time of each other. One alternative would be to ensure that every kid plays ALL 6 innings for at least two games and no one plays less than 4 innings for any one game in a full season. Figure out a way to exhibit fairness. We'll leave that to the coaches.
4. Eliminate the huddles on defense prior to taking the field. Have your defensive lineup ready and get the kids on the field. Pitcher gets 5 pitches between innings if he pitched the inning before. Pitchers starting in relief should get enough to get warmed up--no limit, but be mindful of delays.
5. Batting order is continuous, no offensive substitutions. Late arriving kids can be placed at the end of the lineup card, regardless of where the offense is in the order.
6. Coaches shall not make umpires calls at any time during the game.

### **Pitch Counts and Catcher's Limits**

*(The following rules are taken from the Little League Rule Book and in the case of a typing error, the Rule Book takes precedent.)*

- Each team shall be responsible for keeping the pitch counts for both teams. This rule is in place to protect the players and should be enacted accordingly.
- Each designated pitch counter shall share the pitch count every ½ inning with their counterpart on the other team and shall notify the coaches at the start of each inning.
- No pitcher may catch in any game that he has thrown more than **40** pitches
- No player shall be allowed to pitch in any game that he was at the position of catcher for more than 3 innings
  - **1-20** pitches-- no rest required, may pitch the next day
  - **21-35** pitches-- 1 Day of rest  
(21 pitches on Tuesday, next eligible day is Thursday)
  - **36-50** pitches-- 2 Days of rest  
(36 pitches on Tuesday, next eligible day is Friday)
  - **51-65** pitches-- 3 Days of rest  
(51 pitches on Tuesday, next eligible day is Saturday)
  - **66 – 75** pitches-- 4 Days of rest  
(66 pitches on Tuesday, next eligible day is Sunday)