



Baseball – AAA Division Rules

1. PURPOSE

- a. The purpose of Little League is to cultivate sportsmanship in young people and to help them play at their personal best. Conduct inconsistent with this standard is not permitted.

2. OFFICIAL RULES

- a. The Official Regulations and Playing Rules for Little League Baseball shall apply unless otherwise specifically indicated in these rules.

3. MINIMUM PLAYING TIME

- a. Each player must play in 3 complete innings. Please note that “in three innings” does not mean 9 defensive outs.
- b. If a game is shortened (for example, the teams only complete 5 innings because of the time limit rule) and this prevents a player from playing 3 innings then the player is to start the next game.
- c. NOTE: Since the purpose of the Little League program is to provide training and instruction for all players, every player shall not play the same infield position more than three innings in any one game (this does not apply to Pitchers and Catchers). Also it is strongly suggested that a player not play three consecutive innings and then sit out the rest of the game. No player is to sit on the bench a second time unless every player has already sat out at least once. Therefore, no player may sit three times until every player has sat twice. Violations are to be reported to the VP of Baseball and Umpire in Chief. Repeated violations may result in the team Manager being suspended. Every player is to play at least one inning in the infield each game.
- d. Players may not be pulled off of the field during an inning in progress with the exception of pitchers, injury, disciplinary actions or parent request.
- e. The batting order is to include every player on the team (for teams with 12 players it means you have 12 batters in the batting order but only 9 defensive players).
- f. Extra Hitter (EH) The only time a player can bat without playing the field is if it is medically necessary and a doctor’s note is provided to the MBS Board prior to the game. The medical condition would have to severely limit the player’s ability to field a batted ball without significantly impacting their ability to bat and run the bases (i.e. an overuse arm injury).

4. UNIFORMS

- a. It is mandatory that Players wear their full uniform for every game and must wear every part of the uniform in the manner in which it was intended. Males should be encouraged to wear cups. Catchers MUST wear cups.
- b. No jewelry is allowed to be worn in games/practices, this includes all chains, necklaces and bracelets (including bracelets such as the “Livestrong” bracelet “Phitens” and their equivalents).
- c. The proper playing attire for every player is the Team hat, the Team shirt, approved gray baseball pants, baseball socks and baseball cleats.
- d. Sneakers are strongly discouraged for player safety. Use of metal spikes is prohibited.
- e. No person is allowed to order additional uniforms or hats without authorization. Any person doing so shall not be reimbursed.

5. EQUIPMENT/BASEBALLS

- a. Only league approved bats will be allowed for use in games or in the batting area. Due to the recent limitation of composite bats the National Little League office will regularly provide a list of approved bats. The list is available at www.monroelittleleague.org. The league umpires will be checking bats at the beginning of each game for non-approved bats. Non-approved bats should be removed from the batting areas and put away in the player’s bag.
- b. Batting helmets - All batters and base runners MUST wear batting helmets.

- c. MBS provides each Manager with an equipment bag containing catcher's gear. Each Manager will also be provided with a key to the JOBOX (includes first aid kit, umpire's gear, bases, a few helmets and batting tees) behind the backstop of the field you are playing at. At the end of the season Managers are to return their JOBOX key to the Chairman of the Equipment Committee. Unless another team in the next game is present, please close and lock the JOBOX before leaving the field.
- d. For health reasons the MBS no longer supplies helmets (each JOBOX will contain a few helmets which should be used only when necessary). Every player should bring their own helmet to each game/practice. MBS can provide helmets to those people who cannot purchase them themselves.
- e. Baseballs are provided to Managers by the Equipment Committee. If additional baseballs are required, contact the Chairman of the Equipment Committee.
- f. No person is allowed to purchase any equipment, including baseballs. Only the Equipment Committee is authorized to purchase equipment. MBS will not reimburse any unauthorized equipment/baseball purchase.
- g. The AAA division should be using the predefined baseballs as recommended by the MBS Board which is the Rawlings LLB1 baseball.

6. UMPIRES

- a. Adult Umpires on the field for every game. An adult umpire (over 18) must be on the field to supervise all the other on field umpires. The reason is primarily to protect the younger umpires from verbal or physical abuse from players, coaches or spectators. With the consideration it is impractical due to availability and cost to employ an adult umpire at all games, MBS has opted to have the home team elect an "umpire in chief" before each game. The "Umpire in Chief" should be a "non-managing" parent if possible. The Umpire in Chief's primary responsibility will be to intervene in the event of the possibility of confrontation and possibly a "rules" clarification if needed. The judgment call of the youth umpire will stand and cannot be reversed by the Umpire in Chief. The sole purpose of the Umpire in Chief is to protect the youth umpire and to give the youth umpire a non-partisan sounding board should it be requested. The youth umpires will fill out sheets at the beginning of the game that will indicate the Umpire in Chief for the day.
- b. Umpire Abuse. It is the Managers responsibility to control their players, coaches and parents in regard to communications with the umpires. It is expected that all on field personnel will treat the umpires with respect and courtesy in all communications. Umpires are instructed to make the calls and stick with them regardless of who questions the calls. The only time a Manager is allowed to question a call is for rules clarifications. Umpires can explain judgment calls if they so choose, but it is not required. If a manager, coach, player or spectator is deemed to have acted in a manner that not in keeping with the spirit of this rule, they may be suspended or banned from future involvement with the MBS. The MBS Board will meet to determine future course of action.
- c. Umpire Judgment is Final. The judgment decision of the home plate umpire is final.
- d. Youth umpires. Games are typically umpired by 13-17 year old individuals who are typically former MBS players. The President will be coordinating the umpires for this division. In the event of a shortage of umpires, AAA Managers should be prepared (on occasion) to umpire their own games. Whenever possible, there will be one plate umpire (non-patch) and one base umpire. The plate umpire has jurisdiction over the game and will typically be the more senior of the two umpires assigned to the game.

7. PRE/POST GAME ACTIVITY – Weekday Games only

- a. Home Team. The home team has the field for 15 minutes for infield practice beginning 20 minutes prior to game time.
- b. Visiting Team. The visiting team has the field for 15 minutes for infield practice beginning 35 minutes prior to the scheduled game time.
- c. Batting Cage Use. Use of the batting cage is to be shared by both teams prior to the start of the game. The batting cages are not be used for batting practice during games are only to be used to warm up pitchers.
- d. Not Enough Time: If time is not available for both participating teams to take infield practice, then the managers must work out an acceptable arrangement. All games shall begin as near as possible to their scheduled time but should not be delayed because of warm-ups.
- e. Pre-game Activity Allowed. The only activities allowed on the field prior to the game shall include infield practice, outfield practice, and warming up of the pitchers. Under no circumstances shall players take batting practice, including soft toss or hitting off a tee on the field prior to the game (This includes the use of "hit-sticks).
- f. Housekeeping. Each team will be responsible for cleaning its dugout and adjacent area outside the dugout as well as the playing field from the backstop to the outfield after each game or practice. Players are to be reminded that candy and soda are not allowed in the dugout.

8. **FORFEITURES**

- a. **Players Required to Start Game:** A team that cannot field at least 8 players for a scheduled game will forfeit the game. In the event of a forfeit, the two teams should try and play a practice game and balance the number of players on each team.
- b. **Time Limit.** For the purpose of this rule, a team shall have 10 minutes beyond the scheduled starting time to field the required number of players. In the event that the start of a game is delayed due to an earlier game running long, the 10 minutes applies from the time that the Umpire declares the game ready to play.

9. **GAME PROCEDURES**

- a. **Delayed Game.** Any game delayed beyond 30 minutes of the scheduled starting time due to inclement weather or unplayable field conditions may, at the discretion of the Umpire, be postponed and rescheduled on another date.
- b. **Postponed Game.** In the event that a game is postponed, the Manager of the home team shall immediately notify the VP of Baseball.
- c. **Schedule Deviations.** The President will reschedule all games as soon as practicable.
- d. **Late Afternoon Game Time Limits.** No inning shall begin after the day's official sunset or 8:00 p.m., whichever occurs first. This rule does not relieve the Umpire of the responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players, or of the authority to declare a game forfeited where there is obvious stalling by a team to gain an advantage of this rule.
- e. **Unsafe Conditions.** It is the responsibility of both the Umpire to determine when a game should be suspended due to unsafe playing conditions, which include field conditions, insufficient light and lightning. Under no circumstances will play be continued if thunder has been heard. When a game has been suspended because of lightning or thunder, it may be resumed when at least 20 minutes have passed without more lightning/thunder being sighted/heard.
- f. **Base coaches.** One manager or coach must remain in the dugout at all times. Only those named coaches as designated on the MBS website Team Roster are eligible to interact with the kids. If there aren't enough coaches to base coach, a player may be stationed as a coach provided they wear a batting helmet.
- g. **Defensive player.** No defensive player, except while in possession of the ball or while fielding a batted ball, may stand in the base path. The defensive player may not stand in the base path to receive a throw in order to make a play at any base.
- h. **Defensive Alignment.** See National LL Rules section 4.03 (c). Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory. The catcher shall be stationed in the catcher's box. The catcher may leave that position at any time to catch a pitch or make a play. The catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.
- i. **Substitutions:** See National LL Rules section 4.04. The batting order shall be followed throughout the game. When a child is injured, become ill or must leave the game after the start of the game, the team will skip over the player when their at bat comes up without penalty. If the injured, ill or absent player returns the player is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game, the player would be added to the end of the current lineup. Free substitution will be used with the exception of the pitcher. Once a pitcher is removed from pitching, the player may not return as a pitcher but may play any other position (except catcher).

- j. Hit Batter Rule: Any batter hit by a pitch will be granted 1st base, provided such batter made a reasonable effort to avoid the pitch as agreed determined by the Umpire. Any failure to make a reasonable effort to avoid the pitch will result in a called ball and play continues. In the event that a pitcher hits three batters in an inning or four in a game, the pitcher is subject to removal from the mound at the discretion of the umpire. The pitcher may remain in game at any other position except catcher. Incidental hits such as a bounced ball or a "graze" shall not be included in the count against the pitcher.
- k. Ball in Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolfe Park Fields, any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or is in possession of the pitcher on the pitcher's plate. A ball out of play may not be caught for an out.
- l. Bunting: Bunting is allowed. A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt. No fake bunting and then swinging is allowed. This is because if the 3rd baseman is drawn in and then a batter swings, the 3rd baseman may not react fast enough to avoid possible injury. Once a bunt is "offered" it must either be pulled back or left in place for a strike. If the bat is pulled back and the pitch was a strike then a strike will be called – if it was a ball then a ball would be called. If the bunt is offered then pulled back for a swing, the batter will be called out. If the ball is struck, the play will be called dead, the batter will be called out and all base runners returned to their last position. This is for the safety of our players.
- m. Base Running: See National LL Rules section 7.00. To ensure the safety of all players, running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens. All runners must slide if there is a play being made on the runner.
- n. Stealing: See National LL Rules section 7.13. The general rule states that when a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
 - i. Stealing of home is only allowed during the following circumstances:
 - 1. Wild pitches
 - 2. Wild throws back to the pitcher from the catcher
 - 3. When the defensive team attempts to throw another runner trying to steal (i.e. With runners on 1st and 3rd, if the runner on 1st tries to steal second and the defense throws through to second, the runner on 3rd can attempt to advance home.
 - ii. Stealing of home while the catcher or pitcher is in possession of the ball regardless of their position on the field is not permitted.
- o. Runs per Inning:
 - i. During all other innings except the last inning, a 5 run limit is in place for each half-inning. When the 5th run scores all play halts, no other runs are counted and the inning is over. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count. This is only possible at fields B1, B2 and WP4.
 - ii. During the last inning, teams are still limited as to the number of runs they can score.
 - 1. For the visiting team at the start of the inning,
 - i. If they are winning, the 5 run limit still in force as stated above.
 - ii. If they are trailing by 5 runs or less, the 5 run limit still in force as stated above. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count.
 - iii. If they are trailing by more than 5 runs, they can score as many runs as needed to tie the game to force the home team to bat. The only exception is if the last player hits an over the fence home run that results in more than 5 runs scoring as all runs would count.
 - 2. For the home team at the start of the inning,
 - i. If they are trailing by less than 5 runs, they can score as many runs as needed to win the game.
 - ii. If they are trailing by 5 or more runs, they can score as many runs as needed to tie the game and force extra innings. They cannot win the game unless the last player hits an over the fence home run that results in enough runs scoring to win the game as all runs would count. However, the time limits take precedence to this rule and games can end in a tie if play stops due to the time limit.
- p. Mercy Rule: The game will end if one team is ahead by at least 10 runs after four innings.
- q. Time Limit: No game may exceed 120 minutes in duration. However, any inning in progress at the expiration of 120 minutes from the time the umpire started the game may be completed. Notwithstanding the preceding

sentence, no new inning may commence after the expiration of 100 minutes from the time the umpire starts the game on weekends and 110 minutes on weekdays.

- r. Length of Game. See National LL Rules sections 4.09 and 4.10
- s. End of Game. See National LL Rules sections 4.11 and 4.12. If a regular season game is tied at the end of regulation and the time limit above has not been reached, the game will continue until the earlier of the above time limit or a victory. If time runs out before a tie is broken, the game will end in a tie.

10. PITCHERS

- a. 12 year old players are not allowed to pitch in this division.
- b. The following applies to all levels of Monroe Little League play and is further clarified in Regulation VI of the Little League Rule Book:
- c. A pitcher who delivers 41 or more pitches in a game cannot play in the position of catcher for the remainder of that day. Also a catcher that catches more than in 4 or more innings cannot pitch for the remainder of the game.
- d. Maximum Pitches per day is 85 for players of League Age 11
- e. Maximum Pitches per day is 75 for players of League Age 9 or 10
- f. The Monroe Baseball and Softball Board has elected to take "Option #2" for days rest as follows:
- g. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest required.
- h. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest required.
- i. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest required.
- j. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required
- k. If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- l. If a player reaches their maximum pitch count while facing a batter, the pitcher shall be allowed to pitch until that batter's at-bat has been completed and then must leave the mound.
- m. At the end of each ½ inning the scorekeeper from each team will confirm the number of pitches. In the event of a difference the average of the 2 counts will prevail.
- n. The winning manager (or in the case of a tie the Home Team manager) shall report pitch totals for both teams to league website by noon the following day. All scores and league standings will be maintained on the league website.
- o. Intentional walks are not permitted at any level of play.
- p. The distance from the back of home plate to the pitchers plate is 46 feet for this division.

11. PROTESTS

- a. Protests are allowed in this division. See National LL Rules Section 4.19. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game.

12. ACCIDENT AND INJURY REPORTING

- a. It is the Manager's responsibility to report to the Safety Officer all injuries or accidents requiring professional medical attention. Such reports shall be made within 24 hours of the injury or of obtaining knowledge of such injury or accident.
- b. If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:
 - 1. The league's adherence to its respective state/provincial/municipal laws,
 - 2. An evaluation and a written clearance from a physician or other accredited medical provider and
 - 3. Written acknowledgement of the parents

13. POTENTIAL FOR LOSING A PLAYER TO MAJORS DIVISION

- a. If a Majors division team loses a player from its roster for the remainder of the year, the Majors team is required to select a player from any of the AAA division teams. The player must have been declared eligible to be drafted into the Majors division at the time of the current year Majors draft. The parents of the selected player must approve the promotion to Majors. If they do not approve the promotion, another player must be selected.

14. PLAYOFFS

- a. Playoffs are held in this division. Final standings shall be determined by a points system accrediting 2 points for each win and 1 point for each tie. Tie Breakers to be in the following order:
 - i. Winning percentage
 - ii. Head to head
 - iii. Runs for differential
 - iv. Runs against differential
- b. In the event that teams do not play an equal amount of games then the seeding shall be determined by dividing Wins by Games. In the event of a tie the above tie breaker rules shall be re-applied; if a tie cannot be broken using this method then seeding of tied teams shall be determined by coin toss.
- c. All teams will participate in the league playoffs. Teams seeded #1 and #4 will play the first playoff game. Teams seeded #2 and #3 will play the next day. The winners will play for the championship. The higher seeded team will be the home team for each game.
- d. There is no time limit during the playoffs. All games are to be played through a full six innings unless ended due to mercy rule. Games not concluding due to darkness or rain will be suspended and resumed on the next available night if at least one inning of play is completed. All stats and pitch counts remain in force when play resumes. If one inning of play is not completed, the game will be start from the beginning with all stats and pitch counts being eliminated.
- e. There is no use of the player pool during the playoffs. If teams cannot field at least 8 players for the entire game, the game will be declared a forfeit.

15. REVISIONS:

- a. These rules were last revised on May 11, 2015.