

2018 AAA DIVISION RULES

1. Normal Little League rules apply, except as modified below: (ALL MANAGERS AND COACHES SHOULD READ THE OFFICIAL REGULATIONS AND PLAYING RULES FOR ALL DIVISIONS OF LITTLE LEAGUE BASEBALL.) *You are only allowed 1 manager and 2 coaches in the dugout for the entire game. No other adults or non-players are to be in the dugout.*
2. Nine players (three outfielders) will take defensive positions. Each player must play a minimum of 9 outs while on defense and each player must play 6 outs on the infield. Remember the visiting team may only play the field 5 times if losing.
3. All batters will bat by using a **Batting Order Where** The Managers will create a batting order for the first game, Then who ever batted 2nd will lead off. All players will follow the same player in the batting order during the playing year. If a player is not at a particular game that players at bat is skipped in the line-up with no out recorded.
4. You can start the game with eight players.
5. Bunting is permitted.
6. **After a dropped third strike a batter may attempt to gain 1st base if 1st base is not occupied at the time the pitch was thrown.**
7. Base runners are permitted to steal all bases. Base runners are not permitted to lead off a base. A base runner may attempt to steal the next base once the baseball crosses home plate.
8. If a runner leaves early from a base on a steal, the team will get a warning first. If any player on that **team** gets caught leaving early again, the runner will be called out.
9. After four innings are completed (three and half if the visiting team is behind) a game will be concluded if a team holds a lead of ten or more runs. **No exceptions.**
10. Each game has a time limit. A new inning **cannot start** after 1 hour and 45min. This rule is used during Saturday games only. Games that are scheduled during the week a new inning **cannot start** after 2 hours.
11. If a game ends in a tie it counts towards the team's record. Remember all teams make the playoffs.

12. Play will continue until, in the opinion of the umpire, an infielder inside the base path with the baseball has halted the forward progress of the base runner(s). At that point the umpire will grant request for a “time out”.
13. Tagging up is allowed at this level. The Infield Fly Rule is also used.
14. If a child leaves the game because of an injury, the spot in the line-up is skipped and no out is incurred by his team.
15. If a child is leaving a game due to another commitment, the spot in the line-up is skipped and no out is incurred by his team.
16. Bringing up a **DOUBLE “A-AA” PLAYER:** If a Triple A team does not have enough players for the scheduled game, a Double A player may be brought up with the following guidelines:
 - A. Double A player must have manager and parents permission.
 - B. Double A player must play the outfield and bat last.
 - C. If the game has started and a Triple A player shows up from your team, the Double A player will be considered part of the team for that game. (Rule B is still in effect.)
 - D. Double A-AA players may play up to 2 games in one day if needed.
 - E. The player being brought up must be a 4th grader.
 - F. Team must borrow to the minimum players which is eight players.
 - G. Director must be notified and will attempt to get a player(s).

THE DIVISION DIRECTOR WILL HAVE THE AVAILABLE LIST OF PLAYERS WHO CAN BE CALLED-UP. EVERY AVAILABLE PLAYER WILL HAVE A CHANCE TO PLAY UP BEFORE ANY PLAYER CAN PLAY UP A SECOND TIME.

17. SUSPENDED GAMES

- A. All players that played in the suspended game must play in continuation of the suspended game if they are available.
- B. If a player does not show up for the suspended game, the batting position will be skipped without a penalty.
- C. If a player or player’s show up for the game that did not play in the original game, they will be added to the end of the batting order.

18. UNIFORMS AND EQUIPMENT

- A. If a player shows up for a game without their complete uniform they will be allowed to play provided what they are wearing does not cause a safety concern for that or any other players.

B. No batting doughnuts are allowed on bats.

19. **PLAYER EJECTION**

A. If a player is ejected from a game they must leave the bench area.

B. The spot in the batting order held by the ejected player is skipped and no out is incurred by his team.

20. The Home Team will occupy the First Base dugout.

21. The Visiting Team will keep the official scorebook.

22. No player may touch or swing a bat in the dug out area.

23. There is no on deck circle; players must stay in the dugout area until their next at bat.

24. Throat guards are mandatory for catchers.

25. All players should wear an athletic supporter; the catcher must wear a supporter and cup.

26. Neither managers nor coaches may cross the foul lines unless a player is injured.

27. The Winning Teams Manager must call the director to report the score.

28. The CNAA week begins Monday and ends on Sunday.

29. **OUR MAIN IDEA IS TO PROVIDE A POSITIVE LEARNING EXPERIENCE FOR ALL THE CHILDREN AND TO HAVE FUN. ANYTHING ELSE IS CONTRARY TO OUR GOALS.**

30. **JUDGEMENT CALLS BY UMPIRES ARE NOT TO BE QUESTIONED. RULES INTERPRETATION CAN BE DISCUSSED BRIEFLY. IF NO AGREEMENT IS REACHED, CONTINUE PLAYING AND INFORM THE DIVISION DIRECTOR AND DIRECTOR OF UMPIRES FOR CLARIFICATION.**

NOTE: All matters concerning scheduling and inquires about rainouts must be handled through the division director. NO EXCEPTIONS.

PITCHING RULES

1. All pitchers will pitch from the pitching rubber on the mound. From the back of home plate pitching rubber is 46 feet.
2. If a pitcher hits three batters in an inning, he must immediately be relieved and cannot pitch in the remainder of the game. If a pitcher hits four batters in a game they must also be relieved.
3. Three twelve year olds can pitch up to 170 pitches capped at 12 innings in a week.
4. All players must follow the max of 85 pitches capped at 6 innings pitched in a week. All players are allowed to pitch a max of 4 innings per game. Pitch rule count still remains in effect.
5. A player from the AAA division who is playing for a 7th Grade Middle School Team is allowed to pitch up to 42 pitches capped at 3 innings in a week. The Middle School coaches are going to supply their pitching rotation on a weekly basis to the division director. **If a player pitches for their Middle School Team during a particular week, that player must have the proper rest before pitching for CNAА. If a player pitches for Middle School that player is not eligible to pitch CNAА that same calendar day.** We will be notifying the Coaches on a weekly basis if a problem could occur.
6. Once the Middle School Teams have finished their baseball seasons, the players from that team who participate in CNAА AAA division will be able to follow the normal pitching rules. (See #1, #2, #3 & #4).
7. A pitcher who delivers 20 or more pitches in a game cannot play the position of catcher for the remainder of that day.
8. Any player, who has played the position of catcher in three (3) or more innings in a game, **is not eligible to pitch on that calendar day.**
9. The manager must remove the pitcher when said pitcher reaches the limit, but the pitcher may remain in the game at another position. If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
10. Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
 - ❖ If a player pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
 - ❖ If a player pitches 36 –50 pitches in a day, two (2) calendar days rest must be observed.
 - ❖ If a player pitches 21-35 pitches in a day, one (1) calendar day rest must be observed.
 - ❖ If a player pitches 1-20 pitches in a day, no (0) calendar day rest must be observed.

NOTE: TRY TO DEVELOP AS MANY PLAYERS AS YOU CAN TO PITCH.