

## 2018 A-AA 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.*
2. Ten players (four 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. If a team only has 9 then the two teams should play 9v9 etc. *If a team needs to borrow a player from farm they may only borrow to the minimum which is 8 players. Team borrowing a farm player(s) need to notify Division director which will give you names of player(s). Borrowed players need to rotate. Cannot be the same player(s) called all the time.*
3. All batters will bat by using a Rotating Batting order. The Manager will create a batting order for the first game. The player that batted 2<sup>nd</sup> in the first game will lead off and the batter that batted 1<sup>st</sup> will bat last and so on. If a player is not at a particular game that players at bat is skipped in line up with no out recorded. (Rule # 13)
4. You can start the game with eight players.
5. There is a 5 runs scored limit per inning except for the last inning where there can be unlimited runs scored.
6. Bunting is **NOT** permitted.
7. Dropped third strike is **NOT** in effect.
8. Base runners are permitted to steal second and third base only after the ball crosses the plate. No advancement to another base on an overthrow by the catcher when trying to throw the base runner out on a steal attempt. There is a two steal limit per inning. *There are NO double steals.*
9. Base runners are not permitted to take a lead.
10. 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.**
11. 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.

12. If a game ends in a tie it counts towards the teams record. Remember all teams in the division make the playoffs.
13. 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".
14. Tagging up is allowed at this level. The Infield Fly Rule is also used.
15. 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.
16. 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.

#### **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 or they are visiting the mound to talk to their pitcher.
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 INTERPRETATIONS 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. All players must follow the max of **75 pitches capped at 6 innings** pitched in a week. A player may pitch only **three innings in a game**.
4. A 3<sup>rd</sup> Grader must pitch 1/3 of the innings in a week.
5. Each Team is limited to four walks per inning. After four walks are issued in an inning, the batter will have to hit or be hit to reach 1<sup>st</sup> base. The pitcher is permitted to throw seven “balls” are thrown until he is required to throw a strike. If eight consecutive “balls” are thrown, the pitcher must be removed and a new pitcher inserted. The new pitcher is permitted to throw nine “balls” before he must throw a strike. If he or subsequent pitchers in the inning throw ten consecutive “balls” they too must be removed as a pitcher and a new pitcher inserted. Batters will receive normal allotment of three strikes. This rule is waived at the start of the 6<sup>th</sup> inning and unlimited walks can be issued. **Pitch count rule still applies.**
6. 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.
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 that calendar day**.
9. Pitchers league age 14 and under must adhere to the following rest requirements:
  - a. If a player pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
  - b. If a player pitches 51-65 or more pitches in a day, three (3) calendar days rest must be observed.
  - c. If a player pitches 36 –50 pitches in a day, two (2) calendar days rest must be observed.
  - d. If a player pitches 21-35 pitches in a day, one (1) calendar day rest must be observed.

- e. 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 THAT YOU CAN TO PITCH.**