

# Fairfield National Little League

## AA Rules

(updated: Spring 2014)

With a few exceptions as noted below, we will be following Little League Baseball Rules. Unless noted below, standard Little League Baseball Rules govern (e.g. Green Book).

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### General Rules:

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Uniforms:	Each player shall wear their hat in a proper (forward-facing) manner, and shall have their shirts tucked-in. All players must also wear protective cups.
Coaches:	A maximum of three coaches, including the manager, are permitted in the dugout or on the bases. One coach must be in the dugout at all times.
Field Dimensions:	Official Little League field dimensions. Bases shall be 60 feet apart. The front of the pitcher's plate shall be 46 feet from the point of home plate.
Player Playing Time:	Each player who is in attendance for a game, who is prepared for the game (full uniform and equipment), and is physically able to play, shall play a minimum of six outs in the field and have at least one at bat.
Scoring:	Score shall be kept.
10-Run Rule:	After four innings of play, the game shall end if either team has a lead of 10 or more runs. If the home team is ahead by 10 or more runs after 3 ½ innings, the 10-Run Rule will be in effect.
Time Limits for Games:	Each team will be provided either a 2 hour or 2-½ hour window for its games. This will be dictated by the schedule prepared by the league and distributed to each team in advance of the season.
Number of Innings Played:	Each game shall be six innings.  For games that are limited to 2 hours, no new inning should be started after 1 hour and 50 minutes from the scheduled start time of that game ( <b>applicable only if there is a scheduled game to follow</b> ).  For games that are limited to 2-½ hours, no new inning should be started after 2 hours from the scheduled start

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time of that game (**applicable only if there is a scheduled game to follow**).

Once an inning is started, that inning should be completed in full, unless shortened by weather, darkness, or other circumstances that are mutually agreed upon by both managers.

In the event that the score is tied, extra innings are permitted so long as it is mutually agreed upon by both managers and that it does not create a timing conflict for a game following (as noted above).

### Changing Sides:

Teams shall switch sides at the sooner of (1) three outs or (2) once through the lesser number of batters for each team.

Example: If Team A has twelve players and Team B has ten players, teams will sides once either team has ten at-bats.

Exception: If a team has less than nine players, each team will be permitted to have up to nine at-bats before switching sides.

### Umpires:

An Umpire's call should never be questioned by players, parents, or coaches.

### Ad-hoc Umpires:

For games where no umpires officiate, each team shall have one representative officiate the game. One shall call balls and strikes from behind the pitcher's mound, and the other shall cover the infield as a base umpire.

These officials shall rotate duties after each **full** inning so as to keep a consistency within each inning as well as a balance throughout the game.

### Strike Zone:

Strikes shall be called vertically from the armpits to the knee, and horizontally from each side of home plate including the black of the plate.

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### Defense / Pitching:

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#### Number of Players

on the Field:

Each team shall field nine players – a pitcher, a catcher, four infielders and three outfielders. Outfielders must be positioned on the outfield grass before the start of each play.

In the event that a team does not have nine players in attendance, the game shall either be played short-handed, or with borrowed players from the other team (If agreed upon by both coaches). In any event, the game should not be cancelled.

In the event that a team is aware in advance that it will be short players for a game, it is strongly encouraged that a player from a lower division be “called-up” for the game. The player should be called-up from the lower division from a team in the same school district if possible.

#### Defensive Substitutions:

Players may be substituted freely and re-entry is permitted.

#### Catcher Substitutions:

Players who play the position of catcher for any part of four innings in a game cannot pitch for the remainder of the game.

#### Pitcher Substitutions:

Pitchers removed from the mound may play another defensive position, but may not return as a pitcher. Also, a pitcher who throws 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

#### Pitch Count:

Pitchers will be limited to a maximum of pitches per day. Pitch count limits are as follows:

Little League Age 9-10: 75 pitches

Little League Age 7-8: 50 pitches

If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the inning ends.

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A pitcher's pitch-count should be tracked by both teams and confirmed after each half-inning. At the conclusion of the game, it is both managers responsibility to register the players pitch count on the league web site.

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#### Pitcher's

##### Rest Requirements:

If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 66 pitches or more in a day, four (4) calendar days of rest must be observed.

*Note: the prior requirement for "one game of rest" has been eliminated.*

##### Little League Pitching Regulation Guide:

<http://files.leagueathletics.com/Text/Documents/2378/11902.pdf>

##### Updated Pitching Rules (as of 11-13-09):

[http://www.littleleague.org/Assets/forms\\_pubs/media/PitchingRegulationChanges\\_BB\\_11-13-09.pdf](http://www.littleleague.org/Assets/forms_pubs/media/PitchingRegulationChanges_BB_11-13-09.pdf)

##### Calling "Time":

A player may request "time" from the umpire while no runners are continuing to advance or retreat to a base, are in the infield, and are in control of the ball. The request must be granted by the umpire before play stops.

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### Offense / Hitting:

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Batting line-up:	For each game, each manager will use a continuous line-up. With a continuous line-up, each player bats regardless of when or where they are defensively assigned (e.g. 12-player roster means 12 players bat).
Bats:	Wood, aluminum or composite bats are allowed so long as the bats are "Little League Approved." Non-wood bats must be printed with a BPF of 1.15 or less.
On-Deck Batters:	On-deck swinging is not allowed.
Sliding:	Feet-first sliding is allowed. Head-first sliding into a base is not. A player that slides head-first shall be called out. Exception: A head-first slide back to a base is permitted.
Bunting:	Bunting is allowed.
Stealing:	Stealing is allowed.
Advancing on Pass-Balls:	Base runners may advance from base to base at their own risk.
Maximum Advances:	Teams will be limited to four advanced base <b>ATTEMPTS</b> on either pass-balls and/or stolen bases per inning.  For Example: A runner caught stealing, will count as an attempt. A failed pickoff throw to first base by the catcher where the ball ends up in right field causing all runners to advance will not qualify as an attempt.
Leaving a Base Early:	When a pitcher is in contact with the pitcher's plate, runners shall not leave their bases until the pitch has reached the batter. A violation by one runner shall affect all other base runners.  Please review rule 7.13 of the Little League rule book for examples of violations and remedies (2009, pages 77-78).
Extra-bases:	Base runners can continue to advance from base to base if a batted ball is in play.

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Once the ball is returned to the pitcher, the pitcher is on the circular mound, and the Catcher is in the Catcher's box, the base runner is not permitted to advance further.

#### Overthrown Balls:

Base runners can advance from base to base at their own risk on any overthrow.

Exception: Base runners will be limited to no additional bases on attempted steals and subsequent overthrows.

Example #1: If a Runner attempt to steal 2<sup>nd</sup> base and the throw from the Catcher goes through to center field, the Runner must remain at 2<sup>nd</sup> base.

Example #2: With runners on 1<sup>st</sup> and 3<sup>rd</sup>, and a Runner attempts to steal 2<sup>nd</sup> base and the throw from the Catcher goes through to the outfield, the Runner must remain at 2<sup>nd</sup> base. If the runner on 3<sup>rd</sup> base breaks for home prior to the ball getting to the outfield, the Runner is permitted to score. Otherwise, the Runners must remain at 2<sup>nd</sup> and 3<sup>rd</sup>.

#### Injured/Ill Batter:

In the event that a batter is injured or ill, that batter's turn will be skipped.

#### Substitute Runner:

In the event of an injury or illness and a player can't run the bases, the player who recorded the immediate preceding out will enter as a pinch runner.

With two outs in the inning, managers should look to pinch run for their catcher (with the player who recorded the immediate preceding out) in order to avoid delays between innings.