

DLL Local Rules – AAA Division

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The current Little League Baseball rulebook will govern all play not specified below:

The Teams

AAA teams shall be assigned up to 12 players on their roster. The mandatory play rules listed below shall be modified should a team have more/less than 12 players for any given game. Team Managers must notify your Player Agent within 24 hours should their team lose a player (quits, injury, etc...).

The Home Team

The home team shall utilize the 3rd base dugout.

DLL Local Equipment and Safety Rules

1. Protective face cage on the helmet, or a "C" flap, is optional but recommended. Helmets provided by the league will all have a face cage or "C" flap attached. (DLL recognizes that players often purchase their own helmets, these helmets may or may not have face cage or "C" Flap attached.)
2. All male players *must* wear a protective cup.
3. No on-field batting practice before games. Batting practice with live balls is limited to the batting cages for those fields so equipped. This includes batting balls into fences, which is likewise banned at all times (including practice). Whiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice. Balls may be hit into a portable batting net in the outfield under coach supervision..

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Mandatory Play

All players shall be listed in the batting order (continuous batting order).

All players shall play a minimum of four (4) defensive innings during a regular six-inning game.

All players must play at least one (1) inning in the infield and one (1) inning in the outfield.

[Fall Season] As it is common for fall season games to end short of six innings, every effort should be made to get players their mandatory infield and outfield work by the conclusion of the 4th inning and should be scheduled to play in at least three (3) of the first four (4) innings. If a player cannot meet mandatory playing time due to shortened games, that player should be given an extra inning of infield/outfield the following game.

Players arriving after the scheduled start time of the game will be added to the end of the batting order and their defensive play may be reduced by the number of innings missed. Players listed in a team's starting defensive lineup that arrive less than 5 minutes prior to the scheduled start time of the game may be removed from the starting defensive lineup and have their mandatory defensive play reduced by one inning at the manager's discretion.

The Pitcher

LITTLE LEAGUE HAS IMPLEMENTED PITCH COUNT RESTRICTIONS FOR ALL PITCHERS. ALLOWABLE PITCH COUNTS AND REQUIRED DAYS OF REST VARY BY AGE – PLEASE CONSULT REGULATION VI OF THE LITTLE LEAGUE RULES FOR DETAILS. A COPY OF THIS REGULATION IS ALSO AVAILABLE ON THE DLL WEBSITE.

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches per Day
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note : A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, if a pitcher has played the position of catcher for four or more innings in a game, they are ineligible to pitch for the remainder of the day.

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 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 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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The principle of “calendar days” remains the same as in previous years. A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

Example: If a pitcher in the Little League Major Division throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until THURSDAY, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

In addition to the pitch count limitations imposed by Little League, players in AAA may pitch in a maximum of three (3) innings in a game. Multiple innings pitched in a game must be consecutive. Any pitcher that is removed from the mound and replaced by another pitcher is not eligible to return to the mound during the same game. Delivery of a single pitch constitutes having pitched in an inning. The required rest period for AAA pitchers will be governed by the Little League pitch count rules discussed above.

In addition, any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed.

The Batter

Protective face cage on the helmet, or a “C” flap, is optional but recommended.

The Offense

The batting order will consist of all eligible players. Once established, the order cannot be changed except for injury or players arriving late or leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order. If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.

Each of the first five (5) innings shall end after three (3) outs or five (5) runs, whichever occurs first. Three outs are required to retire the side in any inning played beyond the 5th inning.

Little League Rule 4.10 (e) (10 run rule) shall not be in effect.

Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Any player coaching a base must wear a protective helmet.

A substitute runner may be used for the assigned catcher of each inning when there are two outs. The substitute runner must be the player who made the last out.

Starting and Ending the Game

[Spring Season] Each team must field a minimum of 9 players. Either team shall be given a 10 minute grace period from the SCHEDULED game time to field the required 9 players. If one team cannot field 9 players by the end of the grace period, that team will forfeit the game.

[Spring Season] A score of 6-0 will be reflected as the game score for standings purposes. If neither team can field a team of 9 players by the end of the grace period, the game will be declared a tie and a score of 6-6 will be reflected as the game score for standings purposes.

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[Fall season] Given the instructional nature of the Fall season, there should be no forfeits during a Fall season. Teams are encouraged to borrow players/outfielders from the opposing team to play. All other rules should be followed as appropriate.

Game Length

No new inning may start after two (2) hours from the SCHEDULED game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning. (See below for completed game rules). The 2-hour rule is applicable UNLESS THE GAME IS TIED. If the game is tied at the end of the 2 hour scheduled game time, innings shall commence beyond the 2-hour mark in an effort to break the tie. The game will end after 2 ½ hours of play and no pitch will be thrown beyond that time. If the game is still tied at the end of 2 ½ hours, it will commence at a later time.

Regardless of the time of day, or whether the game is tied or not, the umpire will terminate play whenever early darkness poses a safety hazard to the players. If no umpire is present, the managers, along with the Adult Coordinator, should make the call to terminate play when darkness becomes a safety issue. The sunset time rule does not apply to lighted fields.

[Spring Season] During the regular season the game will end and follow the Little League rulebook. During the regular season, if 6 innings cannot be played during the allotted time, the game is considered complete if 4 innings have been played (or 3 ½ if the Home team is winning). However, all playoff games must be played in their entirety at the next available time to resume play.