

# AAA DIVISION SPECIFIC RULES

Updated: March 2018

The Current Little League Rule Book will govern all play not specified below.

The following table is provided for quick reference in understanding this level of play:

Player Ages	Player Selection	Game Length	Batting Order	Run Limits	Standings	Championship	Player Affiliation
9-11	Draft	6 innings – 2:30 hour time limit* - <b>No new inning may start after 2 hours</b>	Continuous	5 runs per inning**	Yes	Division Champs and CLLL Champs	Teams re-form each year via draft

\* No new inning starts after time limit

\*\* With the exception of the declared last inning – unlimited runs

## PLAYER PARTICIPATION

- 1) Each player must play at least every other full defensive inning per game.
- 2) Each player must play at least 4 full defensive innings per 6 inning game.
- 3) No player may leave or reenter the game during the same defensive inning unless replacing an injured or ill player.
- 4) Every player who does not participate in 2 defensive innings in a shortened regulation game shall start the following game.
- 5) Coaches are encouraged to allow every player to pitch at least one inning or three batters during the regular season unless the coach believes the player can not defend themselves properly or get the ball home.
- 6) Late arrivals, permitted to enter the game by the manager, will be placed at the end of the original team batting order.
- 7) Only players league age 11 or younger may pitch in AAA.
- 8) 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 coach must contact their respective Coaching Coordinator or CLLL Board member to communicate the possibility of a reschedule or forfeit. In the event a manager is aware the team is unable to field 9 players prior to the game, a pool player call up may be activated via the Player Agents.

## BASE RUNNING

- 1) Base runners are not permitted to lead off from any base prior to a pitch crossing home plate.
- 2) The base runner is permitted to leave the current base in an attempt to steal only after the pitch crosses home plate.
- 3) If the umpire determines a base runner left a base early, the base runner will be sent back to the base he/she previously occupied.
- 4) Pinch runners are not allowed as the league uses a continuous batting order.

## RUN LIMIT PER INNING

Through the first five innings an offensive inning shall end after 3 outs or 5 runs, whichever occurs first. In the sixth inning and in any inning thereafter, or any inning declared the final inning, three outs are required to retire the side. As such, “unlimited runs” shall be in effect in the 6th inning and/or declared last inning.

## **Forfeiture**

Any forfeit must be approved by the CLLL Board. In the event that there are not enough players, it is the responsibility of the coaches to contact their respective Player Agents to ensure they have enough players to play.

## **10 RUN RULE**

If after 4 innings, (three and one half if the home team is ahead,) one team has a lead of ten (10) runs or more, the manager of the team with the least runs must concede the victory to the opponent.

## **15 RUN RULE**

If after three (3) innings, (two and one-half innings) if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

## **TIME LIMITS**

*The Homeplate Umpire is the official time keeper of the game. The Homeplate Umpire will announce the 'Start Time' to both coaches and the 'Official Scorekeeper' (home team). The Official Scorekeeper will record the time in the scorebook. This time is non-negotiable.*

1. A new inning starts as soon as the 3<sup>rd</sup> defensive out is made.
2. New or existing Pitchers get 8 pitches or 1 minute to warm up between innings.
3. Once four (4) innings (3 and one half innings if the home team is ahead) have been completed, no new inning shall start later than 2 hours after the official start time of the game.
4. The umpire will determine and declare last inning. The umpire must make each manager and official scorekeeper aware of the declared last inning. "Unlimited runs" shall be in effect in the last inning and/or declared last inning.
  - a. Should the home team tie the game in the declared last inning and 3 defensive outs have been made, play will continue. There are no tie games.
5. If an umpire stops a regulation game (3 and one half innings of play) due to weather or darkness and a full inning has not been completed, the official score will be from the last full inning of play.

## **PITCH COUNT RULES**

Little League has implemented Pitch Count Restrictions for all pitchers. Allowable pitch count and required days of rest vary by age – please consult Regulation VI of the Little League Official Regulations for details. 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
11-12	85
9-10	75

**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; or 3) The third out is made to complete the half-inning.

Players will be allowed to enter the game from the bench to the position of pitcher. If the pitcher being replaced was not on the bench the previous inning, the player may be placed on the bench. If the manager, however, wants the player (pitcher being replaced) to remain in the game, a player not on the bench the previous inning must be chosen for the substitution.

**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 player has played the position of catcher in any part of four or more innings in a game, they are ineligible to pitch for the remainder of the day. (Example: a catcher who plays the position in any part of 3 innings, plus one pitch in a 4<sup>th</sup> inning is 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.

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 Majors 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.

**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half inning. **The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter.**

### **BASEBALL BATS - Rule 1.10**

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

### **USA BASEBALL LOGO**



Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2<sup>5</sup>/<sub>8</sub> inches for these divisions of play.

It shall not be more than 33 inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths ( $15/16$ ) inches in diameter ( $7/8$  inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

**NOTE:** Solid one-piece wood barrel bats do not require a USA Baseball logo.

### **PRE- AND POST-GAME ACTIVITY**

- 1) The home team will sit in the first base dugout.
- 2) The home team is responsible for putting out garbage cans with garbage bags.
- 3) The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- 4) The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- 5) Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day. Practice time shall not exceed 25 minutes if it will delay the start of the game beyond the scheduled start time.
- 6) If adverse field conditions prohibit each team from getting 25 minutes pre-game practice, then the remaining time shall be divided equally between the two teams with the game starting at its regularly scheduled time.
- 7) The last 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- 8) The home team is responsible for raking the field, repairing the pitching mound, and putting away the bases.
- 9) Both teams are responsible for cleaning up the trash in both dugouts and around the field including spectator area.
- 10) The home team is responsible for emptying the garbage cans into the dumpster and putting away the garbage cans.
- 11) Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.

### **TEAM RESPONSIBILITIES**

- 1) The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game. The official start time shall be recorded in the official scorebook (home team.)
- 2) Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the clean up has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
- 3) The home team is responsible for providing the game balls. A minimum of two new balls must be provided at the start of each game, and any additional balls as required by the umpire.