

## Cedar Mill Little League Baseball AA Rules Revised **April 2016**

- 1) Game Length:
  - a) Games shall last six innings if time permits.
  - b) Any inning started within one (1) hour and thirty (30) minutes from the scheduled game start time must be completed. No inning may start after 1 hour and 30 minutes from the scheduled start time. Game time is limited to 1 hour and 45 minutes from the scheduled game time **UNLESS NOTED FOR SPECIAL GAME**. If the inning in process has not been completed (even if you're one strike away), revert back to the previous inning's score to determine a winner. Time limits must be respected as there is typically a game scheduled after your game and the next teams need time to warm-up, etc. **EXCEPTION:** If no game after you then play out the inning.
  - c) Be considerate when games are played back to back on Saturday, make sure to allow warm up time for the next game after you.
  - d) For games played at Sunset Park on a weekday, games have a hard stop at 6:50 PM. On Fridays the field is ours.
- 2) The 5-run rule will be observed. The 5th run scored in every half inning will end that half of the inning (including the last inning).
- 3) The home team does not bat in the bottom half of the last inning if ahead per little league rules.
- 4) In the event of a tie score at the completion of the last inning (time limit or maximum of 6 innings), the game is over. No extra innings will be played.
- 5) A complete game is defined as 3\_ innings (rainout purposes)
- 6) Incomplete games or rainouts may be made up. It is both managers' responsibility to secure a field and time for make-up games. Times and fields must be reserved with the league coordinator.
- 7) Eight (8) players are the minimum for the game to be played. You may borrow opposing team's players. Alternately, you can call up a player from A for a game if shorthanded. See the player agent for potential players.
- 8) **2016 Little League Baseball Regular Season and Tournament Pitching Rules for Pitchers are printed below for your reference:**
  - 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 day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitching limits per day are:

- League Age 7-8 = 50 (Born Sept 1, 2007 – Aug 31, 2009)
- League Age 9-10 = 75 (Born May 1, 2005 – August 31, 2007) – Note that there are 16 months of 10-year-olds due to the age range change

- 9) Since CMLL AA is an instructional league introducing players to pitching, the following additional pitching rules will be applied:
- a) The first 3 weeks of the regular season will be coach pitch for the entire game.
    - i) Either the manager/coach will pitch or a registered volunteer adult designated by the coach.
    - ii) Coach pitch option: You will pitch to your own team. During coach pitch innings the hitter will have a maximum of ten pitches to put ball in play unless they keep fouling pitches off. They either put ball in play or strike out. There are no walks or HBP in coach pitch.
    - iii) If the batter is not swinging at good pitches, he/she is out after ten pitches. The intention of this rule is to avoid watching good pitch after good pitch go by. (However, don't penalize the batter if the coach is having difficulty throwing a good pitch.)
  - b) Kid pitch begins Friday April 29th, 2016. Kid pitch will be the first 3 innings per game at this point. If 2 innings are not completed by 45 minutes after first pitch, there will not be a 3<sup>rd</sup> inning of kid pitch, and the game will be finished with coach pitch.
  - c) Starting Friday May 20<sup>th</sup>, 2016 we will begin kid pitch for the entire game.
- 10) During kid pitch, as soon as the batter gets four balls the coach steps in and assumes the count. No walks, either the hitter strikes out, puts ball in play, or is HBP. You will be on the mound as your team is hitting. (YOU and/or another coach will call balls and strikes.)
- a) Pitchers will be limited to a maximum of two innings per game
  - b) If a single pitcher hits three batters in one inning he will be pulled and is done pitching for that game.
  - c) Pitching distance – Pitchers will pitch from the designated pitching rubber.
  - d) In the event that the pitching rubber is not present, the distance will be 46 feet.
  - e) Pitchers having difficulty throwing strikes consistently from the rubber/46 feet may pitch 1-6 feet in front of the rubber if both coaches agree beforehand.
- 11) Warm-ups for Pitchers -> Keep the game moving.
- a) A new pitcher entering the game gets eight warm-up pitches
  - b) A returning pitcher gets five warm-up pitches at the start of each inning
  - c) The umpire/coach has the discretion to start a new half-inning after three minutes of the turnover (3rd out) regardless if the pitcher has not completed his maximum warm-up pitches allowed.
  - d) Pitchers removed may not re-enter a game as a pitcher.
  - e) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day per Little League Rules.
- 12) Any player on a regular season team may pitch. *Exception: any player, who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day per Little League Rules.* Note: this rule becomes effective if a player catches any part of a fourth inning.
- 13) Stealing – no stealing is allowed in AA
- 14) Runners can advance more than one base on a batted ball into the outfield, but must stop when the ball enters the infield.
- 15) Overthrows:
- a) Runners advance one base on overthrows into “Out of Play Territory”
  - b) Runners may advance a maximum of one base on overthrows into the outfield or foul territory (in-play). However, they can still be tagged out in an attempt to reach the one base.
  - c) The ball is considered live until the umpire/coach calls play dead ball is dead when back to the pitcher.
  - d) The umpire/coach has final say. Respect their decision.

- 16) Umpires / Coaches:
  - a) No umpire provided. The coach on the mound is the umpire for balls and strikes as well as plays in the field. Base coaches will umpire calls at 1<sup>st</sup> and 3<sup>rd</sup>.
  - b) In order to encourage batters to swing, the strike zone will be loosely interpreted - Shoulders to just below knees and one ball width to either side of the plate. **THE BLACK IS PART OF THE PLATE**
  - c) Adults only (Managers, coaches, players and team members' parents) may coach the bases. It is the managers' responsibility to not let intimidation of umpires and players become a problem.
  - d) Dropped third strikes: Batter is out and may not advance to first. Ball is dead and all other runners may not advance.
  - e) No Infield Fly Rule is in play
- 17) No bunting in AA. We need to focus on teaching pitching this season, and bunting is a distraction.
- 18) Every player on the team roster will participate in each game defensively for a minimum of nine outs (unlimited defensive substitutions).
- 19) Bat the roster. All players will bat whether they are in the game defensively or not.
- 20) Managers can go to the mound to consult with the pitcher once they have received permission from the umpire. Three visits per pitcher per game (pitcher must be replaced at third visit) and two visits per pitcher per inning (pitcher must be replaced at second visit within one inning) are allowed.
- 21) Coaches, parents, or other non-players are not allowed to warm up pitchers at any time. Catchers warming up pitchers must be in full protective gear.**
- 22) Only one player may hold a bat at a time during the game. There is no on deck hitter in Little League. No warming up hitters behind the dugout during the game.
- 23) Home team occupies the third base dugout, visitors occupies the first base dugout.
- 24) Home team to provide game balls prior to the game.
- 25) Rainouts may be made up. It is both managers' responsibility to secure a field and time through their Coordinator.

**Last Revised: April 2016**