

Cedar Mill Little League Baseball

AAA Rules

Last Revised: January 21, 2018

NOTE: Rules not explicitly stated here will follow the Little League International rules, which will be used to settle any questions or issues during games.

1. A player who has attained league age of twelve (12) is not eligible to pitch.
2. Any inning started within one (1) hour and forty-five (45) minutes from the scheduled game start time must be completed. No inning may start after 1 hour and 45 minutes from the scheduled start time. If it is exactly 1 hour and 45 minutes, a new inning starts. If it is 1 hour and 46 minutes, no new inning starts and the game is over. A new inning is considered to have started at the last out of the previous inning. Game time is limited to two hours and 15 minutes from the start time in the home book. 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.
3. Exception: All AAA games at Sunset Park on a weekday have a hard stop at 6:50pm if followed by a Majors game or 7:15 if followed by a Majors practice. Revert back to the previously completed inning's score to determine winner.
4. A regulation game consists of six innings. If the home team is leading in the bottom half of the sixth inning, the game is considered complete. If a game is called, it is a regulation game if four innings have been completed. A game at Sunset Park is considered complete if it ends prior to four innings because of the hard stop. Revert to the previous complete inning score.
5. The five-run rule will be observed. The fifth run scored in each of the first five innings will end that half of the inning. Only the sixth inning will be unlimited runs if time permits.
6. The ten run mercy rule is in play. If after four innings are completed, a team is ahead by ten or more runs, the game is over.
7. Ties are allowed in pre-season and regular season play.
8. For Playoff games, time limits may be waived. No new innings will start after 1 hr and 45 minutes, but any inning that has been started will be finished. If it's the 5th, 5 run rule applies per normal rules. If it's the 6th, unlimited per normal rules.
9. If the score is tied at the end of six innings of a playoff game, the game will go into extra innings with the innings being unlimited. Play will continue until one team is ahead at the end of an inning.
10. Eight players are the minimum for the game to be played. You may borrow opposing team's players. You may also "call up" players from AA for a game to meet the minimum number of players. Any permanent move of a player between divisions must be approved by the Player Agent.

11. 2017 Little League International Baseball Regular Season and Tournament Pitching Rules for pitchers age twelve and under are printed below for your reference (<http://www.littleleague.org/learn/rules/pitch-count.htm>):
 - a. If a player pitches 66 or more pitches in a day, four calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches a day, three calendar days of rest must be observed.
 - c. If a player pitches 36-50 pitches in a day, two calendar days of rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed.
 - e. If a player pitches 1-20 pitches in a day, no days of rest is required (pitcher may pitch next day).
 - f. A pitcher is allowed to finish the batter that is being faced at the end on each of these day breaks. Ex: the 35th pitch is strike one to the batter. The pitcher can finish that batter. The pitcher will only rest 1 day. If the pitcher throws one pitch to the next batter that pitcher will now need 2 days rest. No exceptions to the pitch threshold will be allowed after 40 pitches if the pitcher wants to catch later in the game (40 hard stop)
12. A pitcher must be removed from the mound who reaches the pitch limit for his/her age group (<http://www.littleleague.org/learn/rules/pitch-count.htm>):
 - a. League Ages 11-12 may pitch up to 85 pitches per day
 - b. League Ages 9-10 may pitch up to 75 pitches per day
 - c. League Age 8 may pitch up to 50 pitches per day
 - d. Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch to that batter until batter is retired, reaches base safely, or the third out is made to end the half-inning.
13. Warm-ups for Pitchers -> Keep the game moving
 - a. A new pitcher entering the game gets up to eight warm-up pitches
 - b. A returning pitcher gets three to five warm-up pitches at the start of each inning
 - c. The umpire has the discretion to start a new half-inning after 3 minutes of the turnover (3rd out) regardless if the pitcher has not completed his max warm-up pitches allowed
14. Pitchers removed may not re-enter a game as a pitcher.
15. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game.
16. Any player who has played the position of catcher for four or more innings in a game is not eligible to pitch on that calendar day (p. 40). This rule becomes effective if the catcher catches any part of a fourth inning.
17. Every player on the team roster will participate in each game defensively for a minimum of nine outs (unlimited defensive substitutions). In the event of a 5-run inning, consider that to be three outs regardless of how many outs were actually obtained.
18. Bat the roster. All players will bat whether they are in the game defensively or not.
19. Managers, coaches, and players (with batting helmet on) may coach the bases. It is the managers' responsibility to not let intimidation of umpires and players become a problem.
20. Dropped third strikes: Batter is out and may not advance to first. Ball is live and all other runners may advance at their own risk.
21. Bunting is allowed. Check/slap or slash bunting is not allowed due to safety reasons. This means that if the batter shows bunt, he/she may not then take a full swing at the pitched ball.

22. Stealing of second, third and home is allowed. Runner may not leave until after the ball has been delivered and has reached the batter. A runner who leaves early is not declared out but is asked to return to the base of origin (as per L.L. rules). See L.L. rulebook for details.
23. Per little league rules, umpires will enforce the infield fly rule.
24. Rainouts may be made up. It is both managers' responsibility to secure a field and time through their Coordinator. The Coordinator will arrange for an umpire(s).
25. Managers can go to the mound to consult with the pitcher once they have received permission from the home plate umpire.
26. Three visits per pitcher per game (pitcher must be replaced at fourth visit) and two visits per pitcher per inning (pitcher must be replaced at third visit within one inning) are allowed. A manager or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher.
27. Coaches, parents, or other non-players are not allowed to warm up players or pitchers at any time. Catchers warming up pitchers must be in full protective gear.
28. No more than one player is permitted to hold a bat at one time during a game. This includes between innings and behind the dugout or away from the field of play.
29. Home team occupy third base dugout, Visitors occupy first base dugout.
30. Home team to provide two leather game balls to the home plate umpire prior to game
31. Pregame Etiquette: No team should be occupying the infield prior to 25 minutes before the first pitch. Team should be warming up in the outfield prior to their infield time. Each team gets 10 minutes of infield time (visiting team first), and there should be 5 minutes reserved for the plate talk and for the home team pitcher to get warmed up.
 - a. 25 minutes before the game – visiting team takes infield
 - b. 15 minutes before the game – home team takes infield
 - c. 5 minutes before the game – Coaches and umpires have the plate talk while the home team takes the field and the visiting team prepares to bat