

## Cedar Mill Little League AAA Rules 2008

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

1. Umpires / Coaches:
  - a. An umpire will be provided who will work from behind the catcher.
  - b. 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.
  - c. In the event that an umpire is not available, coaches will fill in as umpires. Each coach will call balls and strikes when their team is batting. The coach will stand behind the pitcher and must also call outs at the bases.
2. Game Length:
  - a. Games shall last six (6) innings if time permits.
  - b. The 5-run rule will be observed. The 5th run scored in every half inning will end that half of the inning
  - c. The 6<sup>th</sup> inning will be unlimited runs if time permits.
  - d. There is no "10 Run Rule". Games will continue for as long as time allows.
  - e. No inning may start after 1 hour and 45 minutes from the scheduled game time. Any inning started within one (1) hour and forty-five (45) minutes from the scheduled game start time must be completed or until the time limit is reached (see below).
  - f. Game time is limited to 2 hours from the scheduled game time (if you start late, you're cutting into game time). 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 – especially on Saturdays - and the next teams need time to warm-up, etc.
  - g. 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.
  - h. A complete game is three innings. If the home team is leading in the bottom half of the third inning, the game is considered complete (such as for a rainout).
  - i. 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.
3. Pitching rules:
  - a. Pitchers will be limited to 8 warm up pitches at the *start* of the game and when a new pitcher is inserted into the game. Subsequently, pitchers will be limited to 5 warm up pitches before each inning to keep the game moving. In addition coaches should work to have catchers with gear on and ready to go between innings whenever possible. The opposing team's catcher may be used for warm ups if needed.

## Cedar Mill Little League AAA Rules 2008

- b. CMLL AAA will follow National Little League pitch count rules. See attachment.
  - c. Pitchers removed may not re-enter a game as a pitcher.
  - d. Managers can go to the mound to consult with the pitcher once they have received permission from the home plate umpire. Four visits per pitcher per game (pitcher must be replaced at fourth visit) and three visits per pitcher per inning (pitcher must be replaced at third visit within one inning) are allowed.
  - e. 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.
4. Stealing:
- a. Stealing of second, third and home is allowed. Runner may not leave until after the ball crosses home plate. 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.
5. Overthrows:
- a. The runner may advance to the next base after an overthrow - limit to one base when the ball goes out of play.
  - b. The ball is considered live until the umpire calls play dead. Overthrows that go out of play (beyond the dug outs extended) result in all runners advancing to the next base regardless of how close the runner is to the next base. The umpire has final say. Respect their decision.
6. Substitutions / Batting:
- a. Every player on the team roster will participate in each game defensively for a minimum of nine (9) outs (unlimited defensive substitutions).
  - b. Bat the roster - all players will bat whether they are in the game defensively or not
  - c. Eight (8) players are the minimum for the game to be played. You may borrow opposing team's players.
7. Other:
- a. A player who has attained league age of twelve (12) is not eligible to pitch.
  - b. 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.
  - c. Bunting is allowed (but hitting is encouraged at this developmental level). Check or slash bunting is not allowed due to safety reasons.
  - d. No balks are to be called. The umpires will be instructed to call timeout if a balk occurs and inform the pitcher of the balk for instructional purposes.
  - e. Umpires will enforce the infield fly rule.
8. Game Logistics:
- a. Home team takes first base dugout, visitors third base dugout
  - b. Home team is responsible for chalking the field prior to game time and for replacing the standard bases with the break-away bases required by Little League.

**Cedar Mill Little League**  
**AAA Rules 2008**

- c. Visiting team is responsible for replacing the break-away bases with the standard bases at the end of the game.