



## Cedar Mill Little League Baseball AAA Rules

Last Revised: April, 2011

NOTE: 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. 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. Game time is limited to two hours and 15 minutes 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 and the next teams need time to warm-up, etc. Time limits may be waived for playoff games.
3. **Exception: All games at Sunset have a hard stop at 7:00pm.** Revert back to the previously completed inning's score to determine winner.
4. A complete game is four innings. If the home team is leading in the bottom half of the fourth inning, the game is considered complete.
5. The 5-run rule will be observed. The 5<sup>th</sup> run scored in each of the first 5 innings will end that half of the inning. Only the 6<sup>th</sup> inning will be unlimited runs if time permits.
6. There is no "10 Run Rule". Games will continue for as long as time allows.
7. Eight (8) players are the minimum for the game to be played. You may borrow opposing team's players.
8. 2011 Little League Baseball Regular Season and Tournament Pitching Rules for pitchers league age 12 and under are printed below for your reference.
  - League age 10 and under, 75 pitches maximum per day\*
  - League age 11-12, 85 pitches maximum per day\*
  - \*pitcher may finish current batter if limit reached
  - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - b. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - d. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
  - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
9. 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 has the discretion to start a new half-inning after three minutes of the turnover (3<sup>rd</sup> out) regardless if the pitcher has not completed his maximum warm-up pitches allowed
10. Pitchers removed may not re-enter a game as a pitcher.



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11. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
12. (Per the update to Section VI a in the LL Playing Rules). Any player on a regular season team may pitch. *Exception: any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar game.* Note: this rule becomes effective if a player catches any part of a fourth inning.
13. Every player on the team roster will participate in each game defensively for a minimum of nine (9) outs (unlimited defensive substitutions).
14. Bat the roster. All players will bat whether they are in the game defensively or not.
15. 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.
16. 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.
17. Bunting is allowed (but hitting is encouraged at this developmental level). Check or slash bunting is not allowed due to safety reasons.
18. Per little league rules, umpires will enforce the illegal pitch rule.
19. 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.
20. Per little league rules, umpires will enforce the infield fly rule.
21. 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).
22. Managers can go to the mound to consult with the pitcher once they have received permission from the home plate 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 two visit within one inning) are allowed.
23. 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.
24. Catcher's mitts are required equipment for catchers. If a left handed catcher's mitt is unavailable then a left handed catcher may use a regular fielder's glove. Notify the League Coordinator so that a left handed mitt can be searched for.
25. Home team occupy first base dugout, Visitors occupy third base dugout.
26. Visitors have the infield 30 minutes prior to game-time, right field to be used by home team for warm-up.
27. Home team has the infield 15 minutes prior to game-time, left field to be used by visiting team for warm-up. If there is less than 30 minutes available, time will be split.
28. Home team will keep official score and pitch count and will log results on CMLL website the same day as the game.
29. Home team to provide two game balls to home plate umpire prior to game