



Cedar Mill Little League

Baseball AA Rules

Last Revised: March, 2011

1. 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 (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.
1. 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 (including the last inning).
 - c. Game length is limited to exactly one (1) hour and forty five (45) minutes (hard stop when a game follows your game). No inning may start after one (1) hour and thirty (30) minutes from the scheduled start time. 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. The home team does not bat in the bottom half of the last inning if ahead per little league rules.
 - e. 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.
 - f. A complete game is defined as 3_ innings (rainout purposes)
 - g. 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. Eight (8) players are the minimum for the game to be played. You may borrow opposing team's players.
4. 2011 Little League Baseball Regular Season and Tournament Pitching Rules for pitchers are printed below for your reference.
 - 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.
 - f. Pitching limits are:
 - i. League Age 8 = 50
 - i. League Age 9-10 = 75



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1. Since CMLL AA is an instructional league introducing players to pitching, the following additional pitching rules will be applied:
 - a. Pitchers will be limited to a maximum of 2 innings per game
 - a. After a single pitcher throws any combination of three walks and/or hit batters, the coach for the batting team will then complete the inning as a coach pitcher.
 - a. Pitching distance – Pitchers will pitch from the designated pitching rubber. In the event that the pitching rubber is not present, the distance will be 46 ft (approximately 15 paces from home plate). 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.
 - a. One pitch from the mound (even in warm ups between innings) constitutes an inning pitched.
1. Warm-ups for Pitchers -> Keep the game moving
 - a. A new pitcher entering the game gets eight warm-up pitches
 - a. A returning pitcher gets five warm-up pitches at the start of each inning
 - a. The umpire 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
1. Pitchers removed may not re-enter a game as a pitcher.
1. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
1. (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.
1. Stealing – no stealing is allowed
1. Overthrows:
 - a. Runners do not advance on overthrows into foul territory
 - b. Runners may advance on overthrows that stay in fair territory
 - c. The ball is considered live until the umpire calls play dead.
 - d. The umpire has final say. Respect their decision.
12. Umpires / Coaches:
 - a. An umpire will be provided who will work from behind the catcher.
 - 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.
 - 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. In the event that an umpire is not available, then 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.



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13. Every player on the team roster will participate in each game defensively for a minimum of nine (9) outs (unlimited defensive substitutions).
1. Bat the roster. All players will bat whether they are in the game defensively or not.
1. 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.
1. Dropped third strikes: Batter is out and may not advance to first. Ball is dead and all other runners may not advance.
1. Bunting is NOT allowed (but hitting is encouraged at this developmental level).
1. 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.
1. Umpires will not enforce the infield fly rule.
1. 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).
1. 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 second visit within one inning) are allowed.
1. 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.
1. Home team occupy first base dugout, Visitors occupy third base dugout.
1. Home team to provide two game balls to home plate umpire prior to game.



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Suggestions for keeping the game moving

In an effort to get as many innings, at bats, and plays in the field as possible, the following list can be used as a set of best practices to keep the game flow moving at a good pace. Coaches have a lot of influence on how well the game flows and how many innings are played.

Coaches

1. Make sure that your kids know where they are playing before the next inning starts. Nothing slows the game down more than a coach's huddle between innings trying to figure out who plays where.
2. Post a white board with names / positions that is updated each inning and let the kids be responsible for finding where they play and get to their positions.
3. Challenge your team to "9 to 5" the other team. Get all 9 of your players on the field before the other team can get 5 players off the field
4. Have your kids keep their gloves in an assigned area so they can find their glove. If they don't where their hat up to bat, have them put their hat on top of their glove.
5. Teach your team how to "pick up" a player on base at the end of the inning. With 2 outs, have your position players grab the glove of any runner on base that is playing a position adjacent to them. If the third out is made, they "pick up" their runner teammate by grabbing the runner's glove and bringing it out to them. Coaches can bring the runner's helmet back to the bench. This allows runners on base to avoid running in, fetching their glove and running back out to the field. (Just like the big leagues)

Pitchers & Catchers

Next to coaches, the pitching / catching battery has the next biggest impact on game flow. Here are some rules to keep the battery working well together.

1. Coaches should work to have catchers with gear on and ready to go between innings whenever possible. If the catcher for the next inning is on base with 2 outs, coaches are encouraged to pinch run for the catcher to give them time to put on catcher's gear. In addition, the opposing team's catcher may be used for warm ups if needed.
2. Make sure your catchers can field their position; a catcher that cannot catch a pitched ball or prevent a strike from rolling to the backstop will impact all kids playing.