

Little League Winter AAA Division

Playing Rules Addendum

The current year Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local league. Final interpretation of any rule(s) shall be the responsibility of the Board of Directors.

There shall be a drop-dead time limit of **1:45 hours** from the **designated start time of the game** or 6 innings. **No new inning after 1:30 minutes.**

1. PITCH COUNT: During the regular season, the manager must remove the team's pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position. If a pitcher reaches a day(s) of rest threshold while facing a batter the pitcher may continue to pitch until any of the following conditions occurs: 1. The batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached at the beginning of that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.

Little League Age	Max Pitches (per game)	Required Rest 1-20 Pitches	Required Rest 21-35 Pitches	Required Rest 36-50 Pitches	Required Rest 51-65 Pitches	Required Rest 66+ Pitches
11	85	0 days	1 day	2 days	3 days	4 days
9-10	75	0 days	1 day	2 days	3 days	4 days

Rest is defined as – cannot pitch calendar days.

- a. No pitcher shall pitch in more than six(6) consecutive outs per game. Pitchers, who hit 2 batters in one inning, must be replaced with a different pitcher.
- b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- c. 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 day (this rule applies as soon as the

catcher receives the first pitch from the pitcher in the fourth inning he/she plays). However, a player who has played the position of catcher for three (3) innings or less may pitch and then return to the position of catcher in the same game provided that he or she has not thrown more than 40 pitches in that game.

d. Players who are league age 12 are strictly prohibited from pitching in AAA division.

e. A player may not pitch in more than one Little League games in a day. (Players playing in multiple leagues should not pitch in more than one game in a day.) Little League cannot enforce this rule if the second game is in another league. If a player(s) pitched in another league's game on the same day prior to pitching in a Little League game the manager (if aware of this situation) must disclose this to league officials who will consult with the parents of the player to discuss the safety of the child's arm. The league strongly discourages players pitching in multiple games in the same day. Managers please use good judgment on these types of situations and avoid pitching a player that has already pitched earlier in the day at another league.

f. Each team is allowed 2 visits each inning per pitcher and 3 visits each game per pitcher, 3rd visit in an inning or 4 visits in a game shall result in said pitcher being removed from the position of pitcher. A visit is deemed as any time a coach or manager is allowed a time out to confer with defensive player(s). EXCEPTION: a coach or manager may confer with any player who is injured without penalty. If during an injury timeout a manager or coach discusses game strategy, the umpire may charge the timeout as a defensive visit.

g. Each team is permitted only two offensive time out per inning, i.e. confer with batter. Note: Because of tight game time schedules, umpires will be asked to enforce this rule. If an umpire fails to enforce the rule, the on duty League Official can confine managers/coaches to the dugout for abuse of this rule.

h. The "automatic" intentional walk is in effect. If the defensive team elects to intentionally walk a batter, the pitcher will announce the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

i. Managers are responsible for keeping the pitch count and knowing the official count kept by the scorekeeper. Each team will designate a person to keep the pitch count. The scorekeeper will keep the official pitch count if there is any dispute. To avoid disputes, managers/coaches should confer with the official scorekeeper at the end of each half inning to ensure the pitch count is accurate. Pitch count totals are to be updated in the pitch count log after each game. Failure to do so may result in disciplinary action.

j. If a game is called for any reason prior to one completed inning any pitches delivered will not be counted. All pitches delivered in the last inning of a game, but the outcome of the game reverts back to the previous inning under rule 4.11d count

towards a pitcher's total for that game.

2. Board Approved Managers and Coaches are required to stay in the dugout and/or designated area. During defense, there shall be **no** coaches outside of the dugout. During offense, Managers/coaches may coach 1st and 3rd bases. No additional Managers/Coaches may be on the field during offense or defense. One(1) Board Approved Manager and (3) Approved Coaches may be in the dugout and/or designated area.

Note: A new inning begins immediately upon the 3rd out of the previous half-inning or the fifth run has scored.

- a. The late arrival of an umpire in excess of 10 minutes may be grounds to adjust the game time. Any adjustment to game time can only be made by a non-participating Board Member within the first 2 innings of a game, using the following order of hierarchy: Duty Officer (at Park), League Umpire in Chief Executive VP or League President.
 - b. Managers are obligated to play for the entire allotted time period and/or inning limit.
 - c. NOTE: Per rule 4.02 the players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position of the batter's box, the umpire shall call "play ball," and the game will start. At this point the official score keeper will note the official start time in the official score book.
3. If a manager or coach gets ejected from the game, he/she must leave the park property. An ejected manager, coach, or player may not participate in or be present at the team's next physically played game. An ejected manager, coach, or player may be subject to additional penalties at the discretion of the board of directors.
 4. If after 4 innings (3 and one-half innings if the home team is ahead), one team has a lead of 10 runs or more, the manager of the team with the least runs must concede the victory to the opponent.

Note: If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.

5. The offense is retired when three (3) outs have been recorded or five (5) runs have scored.
6. If a team is unable to 9 players on defense, the Manager of the opposing team will choose the players from his team for defense only.
7. No food, gum, sunflower seeds or beverages (other than a sports drink or water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.
8. Dugouts are to be kept clear of cans, glass bottles, food, candy, etc. and must be cleaned after each game.

9. Managers, Coaches and Parents are prohibited from using any type of Tobacco(smoke or smokeless), Vape or Alcohol products while on the field with players during practices or games.
10. Line-up cards must be given to the official scorekeeper at least 10 minutes before game time. Any substitutions made between innings must be given to the official scorekeeper prior to the start of the next half inning. Late players (after the game begins) are added to the bottom of the order. If a player is injured or becomes sick and has to leave the game, his/her line up position gets passed over without penalty. If the player recovers and returns later, he/she shall be inserted into their original spot in the lineup. Managers shall advise the official scorekeeper of all offensive and defensive substitutions each inning. Please ensure the official scorekeeper is documenting the substitutions in the scorebook. The home team provides the official scorekeeper.
11. A runner is out if he/she slides head first while advancing. A runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (There is no "must slide rule." The rule is "slide or attempt to get around.") The key in this situation is the "fielder has the ball and is waiting to make a tag." If the fielder, any fielder, not just the catcher does not have the ball and there is a collision, the runner is NOT out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. (Reference Rule: 7.08 Little League Manual "The right Call, 2009.") If the impact of a runner breaks a base loose from its position, no play can be made on that runner at the base if the runner had reached the base safely.
 - a. The only exception to the "Head Slide Rule" is when a player returning back to the base previously occupied.
12. "Dropped Third Strike Rule" – Dropped third strike rule is in effect for the entire season. A batter is out when (a) a third strike is legally caught by the catcher or (b) a third strike is not caught by the catcher when first base is occupied before two outs in the inning. Players may advance on a third strike that is not caught in flight by the catcher.
13. Pitching affidavits must be turned in to the official scorekeeper.

Failure to follow the pitching rules is considered a major rule violation and may result in a forfeit and suspension of the manager.

- a. Any non-player may not catch infield practice or warm up pitchers for their team in the infield prior to the start and during of the game (bullpen warm-up). Roster players are the only authorized player(s) to catch infield and warm up pitchers prior and during the game.
 - i. Any player who warms up a pitcher **MUST** wear at a minimum a catcher's mask and chest protector.
- b. If the catcher is on base with 2 outs, the last player out may be substituted as a pinch runner to allow the catcher to get gear on). The offense must hold their catcher to warm up pitcher of opposing team, if needed.
- c. If last player out is injured, the player making the previous out may be used.

14. Judgment calls made by the umpires are not to be disputed.
15. The home team is responsible for providing the official scorekeeper. Each team is required to supply one(1) game ball.
16. The first and third base coaches may be comprised of two adult coaches, one adult coach and one player coach, or two player coaches. Player coaches must wear batting helmets. Two player coaches may be required in order to keep an adult in the dugout. There must always be an authorized coach or adult (Volunteer Form completed and approved) in the dugout during games.
17. First aid kits must be kept in the dugouts at all times during games and practice.
18. Post-game meetings must be held outside of the dugouts, off the field and in the presence of the parents, so as to allow the next game to begin on time.
19. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.
20. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).
21. Players must be in full uniform to play. The uniform consists of baseball hat, jersey and pants. No jewelry of any kind will be worn during practice or games. Pins on hats are also prohibited. The jersey must be league provided and be correct color. A player cannot play in another league's uniform. Pitchers may not wear batting gloves unless they are completely dark in color and only on their glove hand. Pitchers are not permitted to wear white sleeves or arm guards while pitching, if the pitcher is substituted from the field, these items need to be removed prior to taking the mound. If a pitcher's pitching hand is injured they may not pitch if the hand has any kind of medical bandaging or device on it. Exception: Small brown band-aids are allowed for blisters or minor scrapes or abrasions. Prescription glasses are allowed and regular non-metal sunglasses are permitted.
 - a. **Reflective** helmets are not permitted. Managers are to ensure that the teams equipment meets all league requirements.
22. All offensive players on the field of play (including player base coaches) are required to wear a batting helmet.
23. The official score sheet (white copy) will be kept in the storage shed at Community Park at the end of each game. There will be specific mailboxes for each division.
24. All players present for the game will bat in a continuous order with no offensive substitutions allowed. In the case of an injury to a base runner, the last player to be put out can be used as a substitute.

25. Each manager is responsible for ensuring that any bat used during games or practice is Little League approved and bears the **USA Baseball mark**, no other bats can be approved. No exceptions.
26. No player shall sit more than one (1) consecutive inning. There is open defensive substitution. Managers must report and have the Official Scorekeeper document substitutions each inning.
27. Rainy Day Procedures: Fields at Community Park cannot be used for practices or games until the City of Chino Hills gives their approval. A scheduled game is considered a rainout only if the city has closed the fields.

Field Conditions Hotline: 909 364-2738 - Website address: