

# Sprague Little League AAA Local Rules

## 2019 Revision

**1** Within no less than 10 minutes before game time, the home team will identify and provide a plate umpire, and visiting team provide a base/field umpire. If a team does not provide such umpire, a coach from that relative team must fill that respective role. The home team will also provide the official scorer for the game.

**2** Continuous batting order. (Whole team bats.)

In the event of injury or illness that prevents a player from continuing, the player will be withdrawn from the game.

If the player is a batter, before the at bat begins, the position in the batting order will be skipped without penalty. No out will be recorded when the position in the order comes up.

If the player is a batter, during an at bat, the player who made the immediately previous out replaces the batter, and assumes the count. (Exception: If no outs have been recorded in the first inning, the last batter that batted and is no longer on base replaces the batter. If there are none, the last batter in the batting order replaces the batter.)

If a runner, the player who made the immediately previous out replaces the runner. (Exception: If no outs have been recorded in the first inning, the last batter that batted and is no longer on base replaces the batter. If there are none, the last batter in the batting order replaces the batter.)

Should the replacement also have to be withdrawn, the provisions above will be applied again.

Once the position in the batting order's at bat and any subsequent base running responsibilities are completed, the player and the position in the batting order will be dropped from the batting order.

**3** Until the 1st Sunday in May, there will be no walks. If the pitcher throws four balls then the coach will come to the mound. The batter's count will remain the same. The coach will throw no more than 4 pitches, and the count shall continue (the batter may strike out on a combination of pitches delivered by the pitcher and the coach). If the batter fails to put one of the four pitches in play he will be out.

Note: When the coach is pitching, the coach must pitch from the mound or with one foot in the dirt on either side of the mound, and no closer than the pitching rubber. The player pitcher shall take a position on either side of the coach, but no

closer to home plate than the mound. The purpose of this rule is to prevent lob pitches by coaches standing closer to home plate.

**4** Beginning the 1st Sunday in May, the pitching rules are normal play. Refer to your Little League rulebook.

**5** The strike zone will be extended 3" inches on either side of the plate and is arm pits to the knees.

**6** Runners may advance on passed balls and overthrows. A passed ball is defined as follows: The ball must reach the fence or backstop. If the ball does not reach the fence or backstop, the runners will return to the previous base.

**7** All players must play an infield position for a minimum of 3 consecutive defensive outs prior to the end of the 4th inning. Infield positions are traditional pitcher, catcher, 1B, 2B, 3B and SS.

**8** No player shall play more than 3 innings total at a single position during the game except pitcher; however pitchers are subject to all regular Little League pitch count limitations and eligibility to pitch rules.

**9** No player will sit on the bench for more than 2 innings.

**10** All players will play a minimum of 6 defensive outs.

Because the continuous batting order is in use, free defensive substitution is in effect, and the rule that players play 6 consecutive outs does not apply (regular Little League rules). However, local substitution rules 7-10 above must be met.

**11** No new innings will begin after two hours of play. Exception: If the game is tied in the end of season tournament.

**12** Consistent with Little League Rule 2.0 (definition of "inning" in minor leagues), a five-run limit is to be imposed, which would complete the half inning. If more than 5 runs score as a result of the last play of the half inning, only 5 runs shall be counted.

The last inning must be agreed upon by the two managers and the plate umpire at the beginning of the inning. The declared final inning is unlimited runs for both teams.

It is recommended that if the inning about to begin is within 1/2 hour of the 2 hour time limit, it be declared the last inning.

After the 6th or declared last inning, the game will be final regardless of the score. If the time limit has not been reached, the game is still final.

Ties will stand in the regular season. Exception: If the game is tied at the end of the 6<sup>th</sup> or declared final inning in the end of season tournament, open innings will continue until a winner is determined.

**13** Except as modified by these local rules, the AAA Rules shall be the Official Playing Rules of Little League Baseball, and no managers may agree to waive or not enforce any of the Official Rules without approval of the league or Sprague's Umpire in Chief.

Regular Little League rules in effect of particular note:

**1** The 10 run rule is in effect after four innings. The 15 run rule after 3 innings is NOT in effect.

**2** Regarding players moving from pitcher to catcher or catcher to pitcher, regular LL rules apply. A player who delivers more than 40 pitches in a game (not counting pitches necessary to complete the at-bat) cannot play the position of catcher for the remainder of that day. A player who has played catcher in any part of 4 innings in a game may not thereafter pitch on the same calendar day. A player who has caught and then pitches, and delivers more than 20 pitches in a game (not counting pitches necessary to complete the at-bat), cannot return to the position of catcher the same calendar day.

**3** Little League prohibits any adult or other non-roster player or person from warming up a pitcher. In order to speed up the game and permit the maximum number of innings to be played (particularly early in the season, when it gets dark earlier, or when inclement weather may be imminent), all teams are encouraged to hustle on and off the field, and to immediately send out a player from the bench or infield to warm up the pitcher while the catcher gets his gear on. Any player may warm up a pitcher, provided they wear a mask and a glove. If a player does not have a cup, the player may not squat behind the plate, but may stand behind the plate and receive practice pitches.

**4** Little League Rules give each pitcher up to eight preparatory pitches, but the Rules also provide that such preparatory pitches shall NOT consume more than one minute of time.

**5** Defensive and injury substitutions must be reported to the umpire, who will report them to the official score keeper, when inserted into the game. (This is to ensure proper tracking for minimum play.) No projecting substitutions.

**6** Because the continuous batting order is being used, the Special Pinch Runner rule is not in effect. Courtesy runners are not allowed.