



## AA League: Playing Rules

Players who do not try their hardest and/or do not show respect for coaches, officials, opponents or teammates will receive reduced playing time at the discretion of the manager/head coach. Coaches will report excessive behavioral issues to the Board and players may be suspended. Parents should discuss this policy with their children. Players must wear white or grey baseball pants for games – no shorts.

Understand that during the season umpires are going to make some wrong calls (it happens at every level of baseball). **Regardless of the situation, arguing with umpires is unacceptable and will not be tolerated by the coaches or the parents.** Coaches are expected to carry themselves as role models for their players. If players see coaches arguing, they will do the same. Please make it clear to your players that arguing with umpires is unacceptable.

***Scores will be kept and win/losses will be tracked. There will be playoffs for which all teams will qualify.***

### General Rules

- If a team is short players, they should make plans prior to the game to call up a Double A player. If they are short during games, they should play with two outfielders.
- No player should be scheduled to sit more than 2 innings in a game and no players should be expected to sit on the bench for more than one inning in a row.
- All players should play as close to an equal amount of innings as possible.
- Players should be given the opportunity to play all field positions (subject to safety considerations). [Try [www.freebaseballlineups.com](http://www.freebaseballlineups.com) to create lineups prior to the game and post it in the dugout. If you have a player that for obvious safety reasons cannot play 1<sup>st</sup> base or catcher this website allows you to create a lineup around this]
- Scores and pitch count should be kept and recorded on the Reading Little League website after each game.

### Playing Rules:

- Games are scheduled for 6 innings and there will be a continuous batting order. A late arrival may be added to the end of the order only.
- Three outs or a five (5) run limit ends the inning, except in the final inning, which could be earlier than the sixth due to weather or darkness.
- A two (2) hour time limit is imposed on all games. If there is a game scheduled on the same field following another game, no full inning may start after 1 hour and 45 minutes from the start of the game to ensure that all games start as close to the scheduled time as possible.
- If a game goes to extra innings, the following tie-breaker will be played to determine a winning team:
  - The seventh inning will be played as normal.
  - Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
- Kids will be pitching and are restricted to the little league pitch count rules below.
- Stealing bases is allowed however there is no stealing home for at least one-half of the season, even on a pass ball. Once a player arrives safely at third base, they must remain on third base until either forced home by a walk, a HBP, or by advancing during a play that begins with a ball hit into play.
- After one-half of the season passes, stealing home base will be allowed. However, there will be no stealing of home on a catcher's throw to second with a runner trying to steal 2<sup>nd</sup> base. This is to encourage the catcher to develop the skill of throwing to 2<sup>nd</sup> base and the shortstop/second baseman making plays, without the risk of a run scoring from 3<sup>rd</sup> base. The stealing of home can occur as a result of wild pitches, passed balls, and overthrows to third.
- Teams are allowed only 5 advances per inning. "Advances" include those taken on straight steals, passed balls and wild pitches.
  - Two base runners stealing at the same time count as two (2) steals, not as one (1) advance.
  - If after the 4th steal/advance two (2) runners try to advance at the same time this will be considered continuous play and count as one (1) and be the final advance.



- If a runner attempts to steal after all allowed advances have been used s/he must go back and the ball is dead.
- If a runner advances to another base on an errant throw by the catcher that is also considered an advance.
- There is no stealing / advancing to 2<sup>nd</sup> base on a walk. The player must stop at a 1<sup>st</sup> base when they walk.
- There is no bunting or fake bunting then swinging (this is an automatic out).
- There is no leading off bases. A runner must wait for the ball to cross the plate before leaving a base.
- No head first sliding running to a base (if a player slides head first he will be called out).
- A runner must slide into 2<sup>nd</sup>, 3<sup>rd</sup> and home plate when there is a play at that base. A runner is out if the runner does not slide or attempt to get around a fielder (including the catcher) who has the ball and is waiting to make the tag.
- A fielder (including the catcher) may not block a base (including home plate) unless the fielder is in possession of the ball or is waiting to receive a thrown ball that is already in flight and half way to the fielder.

The main reason we are keeping the rosters sizes to 11 kids is so we can get as many kids pitching as possible. It will be up to the coaches to try to work with their kids during practices to help develop pitchers. Little League is strict with the amount of pitches youngsters throw in a week. The coaches should either designate a parent each game or track the pitches himself (their own team and the opponent's team). **At the end of each inning the pitch count should be verified with the opposing coach and then recorded in the scorebook. Pitch counts must be entered into the Reading Little League website by going to Team Home → Calendar → Results.**

Managers must log pitch counts into the Reading Little League website no later than the morning after the game.

Standard Little League pitching rules apply.

<u>Pitch count limit per day is by age of player:</u>	<u>Limit</u>
8-year olds (born 9/1/10-8/31/11)	50
9-year olds (born 9/1/09-8/31/10)	75
10-year olds (born 9/1/08-8/31/09)	75
11-12-year olds (born 8/31/08 or before)	85

<u>Rest needed depends on pitches thrown:</u>	<u>Days rest needed*</u>
1-20 pitches	0
21-35 pitches	1
36-50 pitches	2
51-65 pitches	3
66 or more pitches	4

\*Note on pitch count limits and thresholds. These are to avoid changing pitchers during batter. A pitcher is allowed to finish the batter if they reach the limit during the batter. Ex: Pitcher is an 8-year-old at 48 pitches, starts a batter and can continue to pitch to that batter even if they exceed the 50 limit. Similarly, for thresholds for days' rest (20, 35, 50, 65) If a pitcher is below a threshold before starting a batter and then exceeds it during the batter, he will only be charged with the threshold as long as they do not deliver a pitch to the next batter. ex: Pitcher starts batter with 18, throws 5 pitches to the batter. The batter reaches base or is put out or the inning ends, the pitcher is only charged with 20 pitches and needs 0 days' rest.

#### **Catchers**

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who has played the position of catcher in more than three innings in a game is not eligible to pitch on that calendar day.