

2018 SOUTHLINGTON SOUTH LL AAA LOCAL RULES



The AAA division is an instructional division. The primary purpose of AAA is to teach baseball fundamentals to and improve the skills of players of AAA age in a somewhat competitive yet fun and safe atmosphere, thus preparing those inclined to move on to higher levels of play in the future and providing an enjoyable and rewarding baseball experience for all AAA players.

To maintain a somewhat but not overly competitive level of play, game scores will be kept but there will be no AAA standings or playoffs. At the discretion of the AAA Director and managers/head coaches, there may be a post-season tournament involving all AAA teams, with pairings to be determined via a random drawing.

Coaches' Behavior

- Managers/coaches are responsible for making the AAA experience fun and enjoyable for the players and ensuring adherence to the applicable code of conduct for players, coaches and parents.
- Managers/coaches are responsible for teaching sportsmanship to their players.
- Managers/coaches intentionally failing to abide by AAA rules are to be reported to the AAA Director, who will refer such managers/coaches to the SSYAA Board of Directors for possible disciplinary action.
- Umpires will report issues with players, coaches, or spectators, as well as any ejections, to the AAA Director.

Umpires for games:

- When possible, Jr Umpires will be provided for AAA games. If it is not possible, The **HOME TEAM** is responsible for getting **ONE** person to umpire all six inning.
- When a Jr umpire is not present, the coaches at 1st and 3rd bases should handle the umpiring at those bases. The home plate umpire will handle all calls at home plate and second base, and the foul lines. The strike zone will include the shoulders and the knees of the batter. Set the strike zone when the batter is in a normal position. The strike zone will be expanded by the width of

a baseball (but by no more, unless both coaches agree) as necessary to encourage batters to swing.

- **Very important:** If an umpire receives harassment from the spectators that is objectionable to him/her (umpire's discretion), he/she will inform the manager of the offending team so that the manager may correct the situation to the umpire's satisfaction. If the manager in question does not take corrective action or is unable to rectify the situation, the umpire has the power to forfeit the game to the opposing team. It is the head coach's responsibility to control his/her players, assistant coaches, and players' parents/spectators.

Rules:

The Little League rulebook will be used as a guide for AAA playing rules, except as indicated or reinforced in the following SSYAA AAA Local Rules.

1. Safety

- Managers/coaches are responsible for the safety of their players and for following SSYAA safety policies.
 - Managers/coaches are responsible for ensuring fields are safe for practice and play.
 - Managers/coaches are responsible for following Little League Baseball's lightning safety guidelines.
 - **Catchers shall not be allowed to catch without wearing a protective cup and proper chest, leg, head and throat protection.** Players warming up a pitcher on the mound or in bullpen must wear a mask at all times. If in the bullpen, then a 3rd player must be present to stop any foul balls that come in that area. **Coaches may not warm up pitchers.**
 - **Big barrel bats are NOT allowed in AAA or Little League.**
2. AAA will consist of league-age 9, 10, 11. A MAJOR LEAGUE TEAM MUST DRAFT a 12-year-old who played at the AAA level in the SSYAA as an 11-year-old.
 3. Players will be drafted to AAA teams based upon the results of a coaches' evaluation to be conducted during the pre-season. **The goal of the AAA player evaluation and draft is to establish a reasonable degree of evenness amongst the AAA teams.**
 - The AAA Draft is run under the direction of the league player agent and is meant to mirror the Little League Major Draft format, with the exception that a AAA manager may select a maximum of 2 assistant coaches prior to the AAA draft, provided those choices do not exceed the limit of players in each category, i.e. 3 A's, 3 B's, 3 C's, etc...
 4. A player who is called up to the majors will remain at the level for the remainder of the season and may **not** return to play on his AAA team.

5. Persons allowed in the dugout include only: roster ballplayers, the manager/head coach, and a maximum of **2** assistant coaches. Coaches, managers, and players must remain inside the dugout during play (except for the base coaches). Any adult in the dugout must have completed and submitted a volunteer form to the league. **No exceptions.**
6. There is no on-deck circle in AAA for safety reasons. Players may not use the cage adjacent to the dugout or any area outside the fence for warming up (throwing or batting).
7. Base coaches should be parents or coaches. An adult must be in the dugout with the players at all times.
8. The batting order will be a continuous order consisting of all players in attendance.
 - Example: a team with a 12 players in attendance will have a batting order consisting of 12 players. There is no pinch hitting or changing of batting order, once the game has begun.
9. The games will be 6 innings maximum with a 2 hour time limit. A limit of 4 runs per inning until the last inning which shall be 'open baseball'. Teams cannot start a new inning later than 1 hour 45 minutes after the first pitch of the game. The home plate umpire may, at the beginning of a new inning, declare that inning to be the last inning and 'open baseball' if he believes not doing so will violate the time limit of 2 hours. Games will end at the end of six innings, regardless of the situation.
10. Bunting is allowed however, there is no fake-bunting and then swinging on the same pitch
11. **There will be a maximum of 9 defensive players which will include 3 outfielders.** Free substitution of defensive players, besides pitchers, is allowed after each inning (but not during an inning except for injury or similar reason). Pitchers may not return to the mound after being removed from the mound, even if they stay in the game at another defensive position.
12. There shall be no forfeits due to the number of players (or lack thereof) in attendance. Games shall be played by playing shorthanded or borrowing or sharing players between the two teams scheduled to play.
13. All players must play a minimum of 4 innings per game. The innings played do not have to be consecutive but they must be complete. **Each player must play at least one inning in the infield and one inning in the outfield each game.** An exception to this rule would be if a player was so lacking baseball skills that injury was a real possibility while playing an infield position, in which case the coach may keep that player in the outfield provided the opposing coach and umpire(s) are notified prior to the start of the game.
14. **All pitchers will follow the Little League rulebook for pitch count for the pitchers appropriate age. Coaches will record all pitch counts in a log that will be kept upstairs of the concession stand.** No 12-year-old may pitch in AAA.

15. Innings pitched during make-ups, rained out games, games called on account of darkness, extra-inning games, etc. shall be included in the pitch count.
16. Pitcher must be removed if:
 - He/She walks and/or hits five consecutive batters.
 - He/She hits three batters in a game.
17. Base stealing is allowed however teams may **successfully steal home only once per inning** (includes wild pitches, passed balls, errant throw back to the pitcher, and taunting the pitcher to make a play at third base in between pitches).
 - Example: A team already has a steal of home in an inning, and a pick-off attempt is made on the runner on third who is leading/taunting after the pitch; if he is tagged out, the out counts; if there is an overthrow, he can NOT advance home.
 - Exception: When there is a defensive play **on another runner**.
 - i. Example: Runners on first and third, runner on first attempts to steal second. The Runner on third can attempt to steal home if a throw is made on the runner attempting to steal second.
18. Maximum one base on an overthrow from anywhere on the field with the exception of a throw from the catcher **on a steal attempt**. On an overthrow the runner will get the base he/she is going to plus the next base, provided the ball is not dead and the runner is not thrown out attempting to advance to that base. Catchers are encouraged to throw down to 2nd or 3rd in an attempt to put out a runner attempting to steal those bases. An errant throw from the catcher attempting to put out a stealing runner will not penalize the team. The Catcher's throw becomes a dead ball and the runner stealing 2nd cannot advance to 3rd on an overthrow to 2nd or to home on an overthrow to 3rd.
19. **Emphasis on slide or avoid. Any baserunner who does not slide or attempt to go around a fielder who has the ball in his/her possession waiting to make a tag will be automatically called out.** No headfirst sliding except when returning to a base.
20. The home team shall:
 - Supply 2 new baseballs for each game
 - Occupy the first base dugout
 - Prepares the field (i.e., raking the infield, lining the baselines, and lining the batters box) before a game.
 - Both teams are responsible for cleaning their respective dugouts after a game.

21. The visiting team shall:

- Emptying all of the trash barrels
- Rake the infield and fill holes in the batters box and on the pitching mound after each game.
- Both teams are responsible for cleaning their respective dugouts after a game.