

Minors AA Baseball  
Local Rules and other noted rules.

Unless otherwise noted we will follow the current year Little League Baseball Green Rule Book. Playoff Rules will be Tournament Rules. These rules are detailed in the back section of the rule book.

1. A continuous batting order will be used (rule 4.04, page 66).
2. Pitching rules;

**ALL MANAGERS ARE STRONGLY ENCOURAGED TO DEVELOP AS MANY PITCHERS AS POSSIBLE. IF IT COMES TO THE ATTENTION OF THE BOARD THAT PITCHERS ARE BEING OVERUSED, THIS RULE WILL BE REVOKED AND A MANADATORY GAME REST WILL BE INSTITUTED INTO THE PITCHING RULES.**

As per the Rule Book, pg. 38, Regulation VI, players are limited to **75** pitches per day. If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. Also note rest periods, pg. 39, (d);

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, three (2) calendar days of rest must be observed.
- If a player pitches 21 – 35 pitches in a day, two (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Note 2: Any player who has played the position of catcher in four (4) or more innings in a game (total), is not eligible to pitch on that calendar day.

**LOCAL RULE: Pitchers are limited to 3 innings per game and 6 innings per week prior to Memorial Day Break. Following the break they are limited to 4 innings per game and 6 innings per week. Managers who are found to have violated this rule will be suspended for the season. This rule DOES NOT supersede the mandatory rest and pitch counts listed above.**

3. In the book, Rule 4.17, page 70, a team must start and maintain 9 players throughout the game. If you don't, the game is stopped and viewed as a forfeit. You may then continue the game as a scrimmage by taking players from opposing team to achieve 9 players.

4. You are allowed to have 2 adult base coaches, provided they are board-approved coaches and one adult manager or coach is in the dugout (Rule 4.05, page 66). For example, if there are only two adults at the game (whether manager or coaches) you cannot have two adults as base coaches. Also, a maximum of three adults (manager or coaches) in the dugout (Rule 3.17, page 64).

5. Substitution is covered by Rule 3.03, Rule Book page 62. Every player on the team must play a minimum of 6 outs and one time at bat. There is no 10 run mercy rule in effect for the regular season. **Local Rule provides that the minimum playing requirements of a player for a team is two innings on the field. SPECIAL NOTE: If a player shows up late after the second inning the requirement will be one inning in the field. If the player shows up after the third inning, there is no requirement for playing time. This special note applies only to the late player not to the rest of the team.**

**6. Local Rule: A manager or coach may not warm up a pitcher before an inning. If the catcher is not ready, a substitute player may warm up the pitcher. The 2 out "speed up" rule will be in effect for the catcher.**

7. For Runners leaving the base early before the ball crosses the plate, see Rule 7.13, page 85. **SPECIAL NOTE: If there is only one umpire, first infraction for leaving early is a team warning, next infraction is an out.**

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8. The ball is always live in this division and follows the rules in Section 5.00, page 72. As the ball is always live, a base on balls is a live situation. Therefore, if first and second base are open, the batter turned runner can round first and go on to second. However, once he stops after rounding first he must return to first unless a play is being made on him. Note that the defensive team cannot stop the runner by calling time, since you cannot stop a runner that is already advancing.

**9. No automatic walks are permitted. YOU MUST DELIVER 4 PITCHES TO THE BATTER TO ISSUE A WALK.**

10. Game Time Limits: Darkness will be the time limit for week nights. Always err on the side of safety in calling a game on account of darkness. The umpire has final say as to when a game ends. For weekends, game is over 10 minutes prior to the start of the next game. If the game is the last game scheduled on the weekend, the game may be played to conclusion.

11. There is no "must slide" rule for players coming home from third base. The runner must avoid contact with the catcher if not sliding into home plate. The runner may make contact with the catcher when sliding with cleats down to reach home plate. The catcher may not block home plate until he has possession of the ball. See Obstruction, Section 2.00, page 55, and Rule 7.06, page 80.

12. Head first sliding is prohibited unless the runner is returning to a base.

13. Rule 1.10, page 52; All bats must have "Approved Little League" embossed on the bat and NOT HAVE A BARREL MORE THAN 2 ¼ ". This is a serious safety issue and MUST be adhered to. Failure to abide by this rule will lead to Manager disciplinary action!!! Also, the batting donut is NOT allowed.