

LOCAL RULES SUMMARY
AAA DIVISION
SPRING 2018

ALL AAA GAMES ARE GOVERNED BY THE RULES AS STATED IN THE 2018 OFFICIAL REGULATIONS AND PLAYING RULES FOR ALL DIVISIONS OF LITTLE LEAGUE BASEBALL THAT WAS DISTRIBUTED TO YOU. THE FOLLOWING ARE LOCAL RULES THAT HAVE BEEN ADOPTED BY THE BOARD OF WINSTON-SALEM NATIONAL LITTLE LEAGUE:

BEFORE THE GAME:

1. Pre-Game Procedures:

- a. The home team will have the opportunity to take infield and outfield warm-up at 25 minutes prior to the scheduled starting time of the game for a period of ten minutes.
- b. The visiting team will have the opportunity to take infield and outfield warm-up at 15 minutes prior to the scheduled starting time of the game for a period of ten minutes.
- c. It is the responsibility of each Manager to ensure his/her team gets the 10 minutes of warm-up when it is allocated.
- d. Five minutes prior to the scheduled start of a game, Managers, Coaches, Players, and Umpires will gather along each foul-line near home plate to recite the Little League Pledge. One or more players from each team are encouraged to lead the pledge from the pitcher's mound.

2. A team must have nine players to begin a game and to continue it (Rules 4.16 & 4.17).

- a. Teams may not borrow players from other teams on an ad hoc basis.
- b. Should the need arise for extra players, the League VP and Player Agent must use the player pool per (Rule V(c) – Selection Of Players).
- c. Should a game be postponed due to the lack of nine players, it will be re-scheduled at the discretion of the Executive VP for Baseball. Should the Executive VP for Baseball believe that the game should not be re-scheduled such a recommendation will be made to the League Board of Directors.

3. Each team is required to provide a scorekeeper who will keep the pitch count or a separate pitch counter for every game.

- a. The official forms of the WSNLL are to be used and properly filled out for every game.
- b. The manager is to sign the appropriate forms after every game, along with the scorekeeper, and certify that the pitch counts and outcomes of the game are correct.
- c. If the forms are not filled out properly and signed by the manager, then the manager will not be eligible to participate in the team's next game.

4. No players are allowed to use the batting cage on game day prior to the

game.

5. The Home team is always in the first base dugout on the AAA field.

DURING THE GAME:

1. All of a team's players that are present at a game and in good standing are required to play at least four innings.

a. If a player is injured this rule does not apply.

b. If this rule is not met, then the manager of the team will not be eligible to manage their next game.

c. If a player is late to the game playing time will be left to manager's discretion but with the understanding that a player will receive an equitable amount of playing time in accord with the general principle of playing two thirds of a game but not less than 2 innings and 1 at bat per (Rule IV (i)).

d. If a player chronically misses practices without valid excuses, the manager may make a case to the League VP for a reduction of playing time. The league VP will review the situation with the manager and possibly the parents before making a decision. In no cases, may the playing time be reduced below the Little League International rule of 2 innings. NOTE: This rule is intended for exceptional situations where a pattern has developed and is not intended for the occasional missed practice.

2. Warming Up Pitchers

a. As per (Rule 3.09), it is required that a player warm up the pitcher both between innings and in the bullpen. Per LL rules, a coach may NOT warm up a pitcher.

b. Warming up pitchers between innings: The pitcher should begin warming up as soon as possible for the next half inning. The pitcher's team should have a catcher (properly equipped with a mask, chest protector, and protective cup for males only), ready to warm up the pitcher as

soon as that player is ready to begin. If the catcher is not ready, only another player (properly equipped with a mask, chest protector, and protective cup for males only) can warm the pitcher up. Per LL rules, a coach may NOT warm pitchers up.

c. Warming up pitchers during innings: While a game is in progress, a pitcher may warm up in the bullpen. In addition to a catcher (properly equipped with a mask, chest protector, and protective cup for males only), a spotter with a helmet and glove should stand several feet away from the pitcher in a direct line from the game batter to the pitcher who is warming up. This spotter should be attentive (not involved in conversations or leaning on a fence) to the game situation and should protect/warn the player's teammates who are warming up. However, the spotter should be reminded not to interfere with a live ball.

d. Because the bullpens at WSNLL are located in live ball area, no equipment (especially baseballs) should be left on the ground while warming up.

3. All substitutions must be reported to the Scorers table and the Umpire at the time they are made.

- a. Substitutions during a game are made to the scorers table from inside the playing field. There is no need to go outside of the playing field to make your substitutions.
- b. Please make sure that the official scorer has recorded all subs.
- c. Substitutions include the changing of positions in the field especially the changing of pitchers, which should be reported to the scorekeeper.

4. One Manager and two coaches are allowed. All coaches are to remain in the dugout during play except when a player is injured or ill on the field or time has been called to meet with your team or the umpire. Two offensive base coaches are allowed – one for 1st base and one for 3rd base per (Rule 4.05).

5. The goal of each game will be to play six innings. A new inning may not begin after the 2:30 time mark. Note that a new inning begins at the completion of the previous inning. If the game is tied when the last legal inning is completed, the game will be suspended and completed at a later date. The umpire along with the official scorekeepers should agree on the official starting time at the beginning of the game and when the 2:30 mark will be reached. This should be written down in the scorebook at that moment. Remember that an inning officially begins when the previous inning ends.

6. WSNLL will obey the 10:00PM curfew per (Section X – NIGHT GAMES) Friday – Sunday. The curfew Monday – Thursday during the school year will be 9:00PM.

Curfew – As per the (Section X – NIGHT GAMES) in the front part of the rule book, no inning shall start after 10:00 PM. In addition, if a game is delayed due to field condition or thunder/lightning in the area, no inning that was halted in that same evening shall continue after 10:00 PM.

7. WSNLL has opted to use the Continuous Batting Order (Rule 4.04) listed below.

- a. The order will include all players on the team roster present for the game batting in order. If this option is adopted, each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.
- b. NOTE: If adopted and a child is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
- c. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.
- d. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.

8. A courtesy runner must be used to run for the catcher of record once this player is on base and there are two outs to allow the catcher to put the equipment on before the end of the team's at bat.

- a. The courtesy runner is to be the batter/runner closest in the batting order to the catcher of record that made the most recent out in the inning.
- b. A team with ten active (not injured or ejected) players must "save" the tenth player for possible use as a "courtesy runner" for the catcher of record.
- c. The Manager is responsible for informing the Umpire as the catcher of record comes to bat.

9. Managers not having catchers ready for each inning (equipment on and to the plate for warm-up within 1 minute of the last out) will be suspended for one game after sufficient warning which is at the judgment of the VP of Baseball Operations.

10. WSNLL has opted to use the ten-run rule as outlined in (Rule 4.10 (e)).

11. No one is to be allowed to view any game from beyond the outfield fence in fair or foul territory. This helps lessen the possibility of fan interference as well as giving the batter an uninterrupted line of sight.

12. Rule 5.07, Minor League: Added language providing that the five-run rule may be suspended in the last half inning for either team, by option of the local league. WSNLL has agreed to suspend this rule in the last inning. NOTE: The last inning is defined as the 6th inning.

AFTER THE GAME:

1. Post-Game Procedures:

- a. Both teams and their spectators are responsible for policing the area around the field for trash.
- b. At the conclusion of the final scheduled game or scheduled practice in a day, the home team is responsible for returning the three bases to the concession stand. The visiting team is responsible for securing a tarp on the mound as well as one in the home plate area.

PITCHING/CATCHING HIGHLIGHTS FOR 2017:

- a. Any player on a regular season team may pitch. Exception: 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.
- b. A pitcher once removed from the mound cannot return as a pitcher.
- c. The manager must remove the 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:

11 -12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning.

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.

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, two (2) calendar days of rest must be observed.

☒ If a player pitches 21 - 35 pitches in a day, one (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.

Regulation VI (d) has been amended to read, in part:

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That 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 during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Applies to: All Divisions

NOTE 3: If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:

1. The league's adherence to its respective state/provincial/municipal laws,
2. An evaluation and a written clearance from a physician or other accredited medical provider and
3. Written acknowledgement of the parents

Little League International strongly encourages all leagues and teams to not only comply with any applicable state/provincial/municipal laws, but also, to review the information and training materials on concussions that are available free of charge on the Centers For Disease Control website, accessible from the link below. This link provides concussion information from all 50 states: State Concussion Info Summary and Implementation: For the 2014 season, language was added regarding the recommended procedure a league should follow when a player sustains a possible concussion.

Regulation VI (d) has been amended to read, in part:

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That 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 during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Rule 8.01(f) has been amended to read:

Applies to: Baseball Rule Book

A pitcher must indicate visually to the umpire-in-chief, the batter and any runners the hand with which he/she intends to pitch, which may be done by wearing his/her glove on the other hand while touching the pitcher's plate. The pitcher is not permitted to pitch with the other hand until the batter is retired, the batter becomes a runner, the inning ends, the batter is substituted for by a pinch-hitter or the pitcher incurs an injury. In the event a pitcher switches pitching hands during an at-bat because he/she has suffered an injury, the pitcher may not, for the remainder of the game, pitch with the hand from which he/she has switched. The pitcher shall not be given the opportunity to throw any preparatory pitches after switching pitching hands. Any change of pitching hands must be indicated clearly to the umpire-in-chief.

ADDITIONAL REMINDERS:

IN ADDITION TO THE LOCAL RULES MENTIONED ABOVE, THERE ARE SEVERAL LITTLE LEAGUE RULES THAT WE WISH TO EMPHASIZE.

1. All game participants not actively involved with play on the field are required to be in the dugout and protected by the screens. Managers/coaches are required to be in the dugout area and mindful of safety issues. Any managers/coaches in a live ball area (including buckets) should be mindful of (Rule 7.11), which requires that they vacate any space where a live ball is in play.
2. Bat throwing – While intentional bat throwing can be grounds for ejection, it is not grounds for an “automatic out”. Unintentional bat throwing after a swing is not grounds for ejection or for an “automatic out”. An unintentional bat thrower should be spoken to by the player’s manager/coach and encouraged to be more conscious of this situation.
3. In the interest of a speedy game, pitchers who have pitched in the previous inning should utilize 5 warm up pitches. Those who are entering the game for the first time but have had the opportunity to warm-up (whether utilized or not), may be allowed up to 8 warm-up pitches. In the case of pitcher leaving for an emergency, the umpire may use their discretion in determining the number of warm-up pitches (Rule 8.03).
4. Between innings only one player can be outside the dugout warming up with a bat. Make sure s/he has a helmet on and is not standing around home plate. (Rule 1.08, Note 2)
5. There are no on-deck areas on the Little League, minors, and coach pitch fields. A batter cannot “swing up” on these fields (Rule 1.08 Note 1).
6. All equipment must be inside the dugout and not in the playing area.
7. The first and third bases coaches can be adults as long as there is a third coach present in the dugout. If there is not a third coach available you must use a player with a helmet as one of the base coaches (Rule 4.05 (2)).