



Irondequoit Little League

Minors AAA Rules



Please Remember... This is an instructional league. Teaching and learning should be the focus!

1. Diamond Size:

60' between bases
46' pitcher to batter

2. The Game:

- a. Six (6) innings constitutes a game. However, if it rains or becomes too dark, at least 3 1/2 innings must be played and the home team ahead to call the game official.
- b. Lightning stops all games. There is an official wait period of 20 (lightning free) minutes before the game can resume. (Managers – it's at your discretion on whether to wait 20 minutes or cancel)!
- c. If a game is called before it is a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted. NOTE: it is a regulation game if at least 4 innings have been completed and there is a winner, or if the home team is ahead after 3 ½ innings. If a game is called during an incomplete inning the score reverts to the last completed inning: if one team is ahead and game is regulation, game over. Exception: game called in bottom half of inning and home team ahead: game over with score at time game called: home team wins.
- d. Prior to the game, **one** coach or manager will meet the umpire to go over the ground rules. That person is the **only** one permitted to approach the umpire for the rest of the game concerning any questions or rule interpretations. Anyone else who does so may be ejected from the area, and the game can be forfeited if this person does not comply.
- e. It is the manager's job to control him/herself, fellow coaches, players and fans and make sure all adhere to the rules. **Important to remember – there is no challenge to an umpire's calls for balls/strikes and outs.** If a question about a rule application arises, inquiry to the umpire is OK by the head coach or his designee only! Always try and get with the other manager and discuss any concerns and then go to the ump together.
- f. An adult must always be in the dugout during play. Players must remain in the dugout during the game unless in the field or at bat. (Players getting a drink or going to the bathroom is OK; watching the game from the stands is not.)
- g. Winning managers are responsible for emailing the score of the game to the website for posting.
- h. Managers are to report, in writing **ONLY**, any violations of the rules which will be submitted to the **PROTEST COMMITTEE.**

3. Game Start-up:

- a. Weekday games should start by 6:30 SHARP. Saturday start times will be determined by the home league.
- b. No innings can begin after 8:15 p.m. in May and 8:30 p.m. in June. Umpire may call game earlier if he feels darkness presents a problem. His ruling is **final**. (NOTE: games at McAvoy Park can extend past the 8:15/8:30 rules because of the lights. For McAvoy **ONLY**, no inning can start after 8:45 p.m. all season. **Also note McAvoy Park prohibits all food and flavored beverages from the playing field due to the artificial turf: WATER ONLY in the dugouts.**)



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- c. Each team must field a minimum of eight (8) players or forfeit the game. A 15-minute waiting/grace period will be allowed for the team that has fewer than the required number of players present before the game is forfeited. The umpire will be notified of this rule and he will keep track of the time. A forfeited game will not be rescheduled.
- d. No game can be postponed due to lack of players or absence of manager/coach unless arranged one week in advance (**Don't forget to also cancel/reschedule umpires if applicable – see rule g below**).
- e. First Base Bench is reserved for home team. Home team is responsible for field layout, including base positioning and base bag removal after game.
- f. Both teams will have possession of the field prior to each game. Home team will have possession of the field 30 minutes before game time. Visiting team will have possession of the field 15 minutes prior to game time.
- g. The **home team manager** is responsible for postponing (and rescheduling) a game due to inclement weather. Managers should not make this decision without consulting with the opposing manager. Make the decision together. (If not available, contact the appropriate league president.) **Home team managers are also responsible for canceling umpire services.**
- h. Only registered and uniformed players will be allowed to play.
- i. If a player throws any equipment or displays unsportsmanlike conduct, intentionally or not, the umpire shall issue a warning to both the offending player's team and the opposing team, stating that further displays of unsportsmanlike conduct may result in an out or the removal of that offending player from the game or both.

4. Defense:

- a. All players present for the games should play at least 6 consecutive outs in the field and three innings total in a game. Nine (9) players are fielded for play, with three outfielders. **Every player must play two innings in the infield of the three required innings.**
- b. A time out may be called only after the ball is in the possession of a player in the infield and base runner(s) are not advancing. The umpire must acknowledge the player and call time out. Once time out has been acknowledged, the runners will stop at the next base if halfway or further. If time is not granted players must return to the base once the pitcher stands on the rubber with the ball and the catcher is ready to receive. This call will be made by the umpire.
- c. If a player is injured at bat and cannot continue, the next batter comes to bat with a 0-0 count (the count on the injured player is eliminated). If any player (offensive or defensive) is removed for injury, he is out for the duration of the game.
- d. Faking a tag by a defensive player or duping a runner to slide into base is illegal and the runner gets to advance as far as the umpire feels he would have safely advanced. The safety of the players is most important.
- e. NO INFIELD FLY rule in effect.

5. Pitching Rules:

- a. Any player may pitch.



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- b. **Maximum Pitches Per Day:** The manager/coach must remove the pitcher from a game when the pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age: 11-12	85 pitches per day maximum
League Age: 9-10	75 pitches per day maximum
League Age: 7-8	50 pitches per day maximum

Exception: If a pitcher reaches the limit above while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out or the third out is made to complete the half-inning or the game. These are the only exceptions. There are no exceptions for completing no-hitters or perfect games.

Minimum Days Rest: Managers/coaches must ensure that pitchers adhere to the following rest requirements before the player may pitch again:

Pitches	Required Days of Rest
66 or more pitches	Four (4) calendar days rest must be observed
51 – 65 pitches	Three (3) calendar days rest must be observed
36-50 pitches	Two (2) calendar days rest must be observed
21– 35 pitches	One (1) calendar day must be observed
1– 20 pitches	Zero (0) no calendar day of rest is required

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. The batter reaches base; 2. The batter is retired; 3. The third out is made to complete the half-inning. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until one of the conditions noted above occurs. The pitcher will only be required to observe the calendar(s) days of rest for the threshold reached during that at-bat provided the pitcher is removed before delivering a pitch to another batter. **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: Under no circumstance shall a player pitch in three (3) consecutive days.** **NOTE 3: A player may not pitch in more than one game in a day.**

- c. 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.
- d. The **pitcher is limited to 6 warm up throws his first inning and four warm up throws each inning thereafter.** Pitchers must wear a helmet during warm up pitches. ***New Pitcher inserted may have up to 8 warm up pitches.**
- e. A pitcher who hits 3 batters in a game must be removed.
- f. **Once a pitcher is removed from the mound, he cannot return to pitch in that game.**
- g. Someone playing Catcher **CAN** pitch if all other Pitching eligibilities are met (see 5.c above).
- h. Intentional walks are not permitted.



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- i. All pitchers must wear protective headgear during warm-up pitches from the mound.
- j. A manager and/or coach may go to the mound twice per half inning while the same pitcher is pitching. A third trip requires a pitching change.
- k. Each team will designate a pitch count recorder for each game. **(The pitch count recorder must provide the current pitch count for any pitcher when requested by either coach or any umpire).** (NOTE: Umpires are NOT responsible for enforcement of pitch counts or other pitching rules. Pitch count recorders are urged to verify pitch counts after each inning to avoid discrepancies.) After each game, coaches need to log the date of the game, player(s) name, player(s) jersey number and pitch count(s). Opposing manager must signoff. Each coach is to send in an e-mail note to the general coaches DL each game's results w/pitch counts.
- l. **Parents or Coaches are not allowed behind the umpire to help retrieve passed balls.**

6. Offense:

- a. All players present for the game will be assigned a position in the batting order by the manager, which will remain in that order during the duration of that specific game. Each player will get his turn at bat regardless of whether or not he is playing defensively.
- b. A base runner is not allowed to physically "take out" a defensive player no matter what the reason. If he does, he is automatically out. If the defensive player is blocking the base with the ball, the runner must make an attempt to elude the tag, going around the defensive player without going outside the base line.
- c. A runner is allowed to steal only after the pitched ball crosses home plate. If a player steals before the ball crosses home plate he will be sent back to his original starting point. Each team will get one warning for when a runner leaves the base early-that runner is returned to the base. The next violation for that team will result in the runner being called out.
- d. Bunting is allowed.
- e. **A dropped third strike still results in the batter being out;** however the ball will remain in play for base runners.
- f. Sliding is allowed, feet first only. No head first slides are allowed at any base or home. No sliding is allowed at first base. **Base runners must slide on any play at second, third or home where a throw to that base is expected. If a base runner does not slide when a throw is expected, he will be called out.** (We are trying to prevent any collisions and injuries)!
- g. 5 runs per inning is the maximum per team, regardless of how the runs are scored. Unlimited runs will be allowed in the last inning.
- h. Mercy Rule: the game is over if the losing team has batted 4 times and is losing by 15 runs.

7. Equipment:

- a. Official Little League helmets MUST be worn by all batters, base runners and player coaches.
- b. **Catchers MUST wear helmet, mask with throat guard, chest protector, shin guards, and protective cup.** A player warming up the pitcher during the game or on the sidelines MUST also wear a mask.
- c. The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards. **Little League (Majors) and below:** it shall not be



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more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. **The use of an illegal bat will warrant a warning to the batter and his team. Any other use of an illegal bat by any member of that team will result in the batter being called out. No composite bats are allowed.**

- d. A hat, team T-Shirt and pants at least below the knees are required in order to play. NO SHORTS are allowed.
- e. METAL spikes are NOT allowed.
- f. Protective cups should be worn by all players.
- g. **No watches or other jewelry are to be worn during play (including earrings, necklaces, LiveStrong type bands, etc).**

8. Injuries:

- a. SEE 4C.

9. Miscellaneous:

- a. **There will be no on-deck circle, and no swinging the bat until the player is at the plate (per Little League Rules).**
- b. **Unless otherwise noted above, official Little League Rules will be used.**

ANY QUESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE LEAGUE COMMISSIONER