

# SYC LL Baseball

## 2021 Minors AAA Player Pitch Division Rules



### SEVERE WEATHER:

If thunder or lightning occurs, the game or practice will stop immediately and all players must seek shelter. The game or practice will not be resumed until 30 minutes after the last clap of thunder is heard, or the last bolt of lightning is seen. If severe weather is forecasted, the league will make every effort to notify managers and coaches in a timely manner. Managers/coaches are empowered to make sound decisions.

**Safety is of utmost importance; if in doubt, suspend play.**

### ATTIRE:

1. SYC jersey and hat must be worn during the game.
2. The catcher position is required to wear a cup. All other positions are strongly encouraged to wear a cup.
3. No metal cleats, open-toed shoes, or jewelry allowed.

### EQUIPMENT:

1. Bats:
  - a. Only Little League approved bats may be used.
  - b. All bats must have the USA Baseball logo. No bat shall be more the 33 inches in length; nor more than 2-5/8 inches in diameter.
2. Helmets:
  - a. Helmets with jaw guards (i.e., cheek flaps or 'c-flaps) must be inspected to ensure the c-flap is the same manufacturer as the helmet (e.g., Easton c-flap installed on an Easton helmet).
  - b. The manufacturer certification letter must be available to show to the umpire and must be a hard copy print-out (no electronic formats will be accepted). Letters are available on [sycwarriors.org](http://sycwarriors.org) or the Little League International website.
  - c. The c-flap must be the same color as the helmet.



### UMPIRES:

1. **The umpire is the authority on the field of play.** Mistakes will be made and they should be taken as part of the game. No games shall be played under protest. Umpire decisions will be final. There will be a zero-tolerance policy in regards to conduct towards the umpires.

### FIELD:

1. Bases are 60' apart; pitching distance: 46' (front of rubber to back of home plate(apex)).
2. Batters boxes: 6' x 3' with the middle of each box centered on the break (middle) of home plate. The edge of the batter's box should be 4 inches away from the edge of home plate.
3. All players on the batting team must stay on the bench; no visiting with or sitting with parents. **Only players and three (3) adult manager/coaches may be present in the bench/dugout area.**
4. The offensive team MUST provide a 1<sup>st</sup> and 3<sup>rd</sup> base coach. A player, wearing a helmet, may fill this role.
5. Entrances to field from benches may not be blocked in any way to prevent the ball from going out of play.



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6. The home team preps the field before games. The visiting team drags the field after games. Each team is responsible for their own dugout and fan area.
7. The home team is responsible for all pre- and post-game prep/cleanup when hosting interlock games.

### TEAM:

1. The home team is listed first on the schedule and will occupy the 1st basedugout.
2. Number of Players - 9fielders total (3 outfielders). No game may begin without 8 players. No game may continue without 8 players (e.g., player injury). When playing with 8 players, the 9<sup>th</sup> position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

NOTE: If you cannot field 8 players, contact the League Player Agent as soon as possible.

3. Teams shall utilize a continuous batting order and free substitution of fielders is permitted.
4. Each game, players must play infield **one inning (minimum)** and play in the field for four innings. There is no limit on the number of innings a player can play at a particular position as long as each player plays a minimum of one inning in the infield and pitchers do not exceed the maximum allowable number of pitches.
5. No player can be on the bench for a second inning until all other players have sat one inning. NOTE: The exception is the *starting pitcher*. The *starting pitcher* does not have to be removed from the game before another player sits a second time.
6. No one except eligible players in uniform, a manager and not more than two coaches (3 total) shall occupy the bench or dugout. There **MUST** be at least one adult coach in the dugout at all times.
7. Helmets are required by all player base coaches and players warming up outfielders between innings.

### GAMEPLAY:

1. The home team will provide the umpire with two new baseballs.
2. **No new inning shall start after 2 hours from the start of the game.** The umpire keeps the official game time and **MUST** announce the time of the first pitch of the game.
  - a) If the game time limit is approaching, prior to the start of the inning, the umpire should announce to both managers that it will be the final (unlimited runs) inning played.
  - b) If the game will be shortened because of darkness, prior to the start of the inning, the umpire should announce to both managers that it will be the final (unlimited runs) inning played.
3. Strike zone: armpits to knees, 1 ball width off plate.
4. The Infield fly rule is in effect.
5. The uncaught 3rd strike rule does not apply to this division.
6. Special pinch runners are **NOT** permitted.
7. Interlock games will adhere to the Little League rule book (e.g., intentional walks permitted during interlock games) and the PA District 14 interlock rules summary.



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### PITCHING:

1. A pitcher must be removed from the mound (may remain in the game at another position) after the pitch count maximums are reached for the following league age groupings.  
Note: A pitcher may finish pitching to the batter to complete the at-bat in which the maximum pitch count was reached. The additional pitches are not counted against the pitch total.
  - a. Little League Age 11      85 pitches
  - b. Little League Age 9 – 10    75 pitches
  - c. Little League Age 8        50 pitchesNote: Little League Age 12 year old players may not pitch in the minors division.
2. Pitchers must receive proper rest after each game in which they pitched:
  - a. 66 or more pitches - four (4) calendar days of rest
  - b. 51 – 65 pitches – three (3) calendar days of rest
  - c. 36 – 50 pitches – two (2) calendar days of rest
  - d. 21 – 35 pitches – one (1) calendar day of rest
  - e. 1 – 20 pitches – no rest is required.
  - f. No pitcher can pitch three (3) consecutive days regardless of pitch counts.
3. Pitch counts must be maintained
4. Intentional walks are not permitted during 'in-house games'. Intentional walks are allowed during interlock play. The defensive manager must call 'time' and inform the umpire of the intentional walk. The umpire will grant the base. No runners may advance unless forced by the batter runner. Four (4) pitches will be added to the pitch count.
5. A pitcher removed from the mound cannot return to the game as a pitcher.
6. There are no balks in the Minors division; however, an illegal pitch will result in a 'ball' called for that pitch in accordance with the Little League Rules Book.
7. A pitcher must be removed from the mound (may remain in the game at another position) upon the third visit in one inning or fourth visit in the game.

### CATCHERS:

1. When play commences, the catcher must be in full equipment which includes chest protector, leg guards, and mask with dangling throat guard.
2. Catchers must use a catcher's mitt. No gloves allowed.
3. Player catchers must warm up pitchers and, at a minimum, wear mask (with throat guard) and an athletic cup. Managers and/or coaches are prohibited from catching a pitcher at any time (practice, pre-game, between innings, etc.).
4. Pitchers who have thrown 41 or more pitches are not eligible to play catcher for the remainder of that calendar day.
5. Catchers who caught in four (4) or more innings are not eligible to pitch on that calendar day.
6. Players who have played the position of catcher for 3 or less innings may not return to the position of catcher if they have played the position of pitcher and thrown more than 21 pitches.



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### GAMEPLAY – BATTING:

1. Continuous batting order. The batting lineup must be followed in continuous order throughout the game.
2. The use of an on-deck batter is prohibited. The first batter of each ½ inning may take practice swings on their bench side of the field while the pitcher warms up.
3. Players must wear protective helmet when at bat, running the bases, and while in the playing area.
4. The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in the Little League rule book (6.02(c)) occurs.

### GAMEPLAY - BASERUNNING:

1. Stealing is allowed, regardless of the score, although coaches should use good sportsmanship.
2. Base runners can advance on throws back to the pitcher.
3. No leading off of any base until ball reaches the point at which it can be hit by the batter.

### SCORING:

1. Innings 1-5: 5 runs per inning, over the fence home run, all runs will count.
2. Inning 6: Unlimited Runs. The five-run rule is suspended in the last inning of the game. If the game is running long or getting dark prior to the 6th inning, then both teams and umpire(s) will get together prior to the start of an inning to declare the next inning to be the final (unlimited runs) inning.
3. Extra innings allowed IF time permits.
4. No new inning shall start after 2 hours from the start of the game.
5. Complete game is 6 innings; official game is 4 COMPLETE innings.
  - a) 15-run rule is in effect for all games. If a team is up by 15 runs after 3 complete innings, the game is over.
  - b) 10-run rule is in effect for all games. If a team is up by 10 runs after 4 complete innings, the game is over. Note: 3 ½ innings if home team is winning.

### POST GAME RESPONSIBILITIES:

1. **HOME TEAM** managers are responsible for reporting final score and pitch counts for every pitcher in the game.
  - a) After every game, the Home Team Manager **MUST** report the final score and winner of the game as well as the pitch counts for each of the players who pitched in that game. This info must be reported *as soon as possible* following the game but no later than **24 hours** after the end of the game.
  - b) If you or your opponent have a game the following day, scores and pitch counts must be provided before the start of the next games.
  - c) If you are the VISITOR to an away Interlock game, you must report your own score and pitch count (we do not report interlock team pitch counts).
  - d) Scores and pitch counts should be reported to the designated points of contact (to be determined prior to opening day) and the Visiting Team Manager.



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e) Please send the information in this format:

SCORE:

Game Date; Winner, Final Score

PITCH COUNT:

1. Team, Last name, First name (league age), number of pitches
2. Team, Last name, First name (league age), number of pitches
3. etc...

f) In the rare instance of a forfeit, the final reported score will be 6-0.

2. Final pitch count determination:

- a) Managers should have score keepers and a designated pitch counter track pitch counts for their team and their opponent.
- b) Score keepers should touch base between innings to agree on pitch counts.
- c) Managers must confer at the end of the game and confirm final pitch counts for each pitcher in the game.
- d) If pitch counts do not match, the higher of the two numbers will be the official pitch count number; therefore, you are encouraged to be in regular communication on pitch counts with your opponent during the game.
- e) The official final pitch count for each player pitcher is the first pitch to the last batter faced.
- f) Pitch counts are required for SYCLL teams ONLY; therefore, INTERLOCK opponent team pitch counts are NOT reported.
- g) Please pay serious attention to pitch counts and mandatory rest days for your pitchers!

