

# AAA /Minor League Baseball

## Local Ground Rules

### Spring 2019

#### 1. General Guidelines

**1.01** All play should be in accordance with Little League Official Regulations and Rules for Minor League with exceptions as stated herein.

**1.02** AAA is a division within the Minor League, the goal of which *“is to prepare children for eventual selection to a Major Division team.”*

**1.03** Managers and coaches have been screened and approved by the WLL Board and are *expected to set examples of good sportsmanship, build self-confidence and make the game fun for all players.*

**1.04** All managers are required to carry, at all times, medical release forms for all players. These forms will be provided to each manager following the player draft.

**1.05** In the case of injury or incident, please contact the League Safety Officer immediately and assist in the preparation of an incident report.

**1.06** A *maximum* of three (3) *approved* adult volunteers are permitted on the *“Field”* during games for each team. *The “Field” consists of the playing field, dugouts and surrounding areas within the fences.* The intent is to have two (2) adult base coaches and one (1) adult managing the dugout. All approved volunteers must visibly display their league approved identification lanyards while on the “Field”.

#### 2. Ground Rules

**2.01** Home Team. The home team will sit in the first base dugout and is responsible for preparing the field for play (drag/ rake, line, placing equipment, etc.) as well as picking up all trash on the first base side of the field after the game. The home team is also responsible for the keeping the official scorebook and recording the actual game starting time. The Home Team is responsible for providing game-ready baseballs for the game.

**2.02** Visiting Team. The visiting team will sit in the third base dugout and will be responsible for raking the field after the game, returning all-league equipment to the storage shed and picking up all trash left on the third base side of the field. Please leave the field in a better condition than you found it.

**2.03 Eligibility.** League age 8-11. Intended to be predominantly 9- 10-year-olds, with some 8's as required to balance team size. 11-year-olds who do not make the draft into the Majors division will be required to play in the Minors.

**2.04 Tryouts.** Required for all players.

**2.05 Pitching.** All players age 8-11 may pitch in this division subject to Little League rules concerning pitch limits and days of rest.

**2.06 Batting order.** Use continuous batting order, allowing all players present to be included in the team's batting order (Little League Rule 4.04).

**2.07 End of a half inning.** A half-inning ends when three (3) outs are recorded, the offensive team scores five (5) runs, or, per Little League Rule 5.07, an offensive team has batted through its order.

**2.08 Run rule.** Per inning: the offensive team is limited to scoring five (5) runs per inning. The five (5) run rule does not apply to the sixth (6th) inning. ***If in the opinion of the umpire the sixth (6th) inning will not be played due to the time limit (see ground rule 2.09) (time limit only, not due to light or visibility) the umpire may declare the fifth (5th) inning the "last inning" and the five (5) run rule will not be in effect for that inning. In this situation the umpire MUST inform both teams prior to the start of the fifth (5th) inning. If for any reason the fifth (5th) inning starts without the declaration of "last inning" being made the five (5) run rule IS in effect regardless of the score and the inevitable ending of the game. Rule 5.07 may not be exempted and is still in place for the "last inning".***

Per game: the game ends when either team is ahead by 10 or more runs after the completion of four (4) innings (three and a half if the home team is ahead) or 15 runs after the completion of three (3) innings. (Little League Rule 4.10 (e)).

**2.09 Time limit.** 1 hour and 50 minutes. No new inning will begin after 1 hour and 50 minutes. A new inning begins immediately when the previous half-inning ended (See ground rule 2.07 above). The Umpire will note official start time to the official scorekeeper. Note: Managers are not to use stall tactics (needlessly changing pitchers, conferences on the mound, etc.) to prolong the game. The umpires will be especially alert to keep the game moving.

**2.10 Infield Fly Rule.** In effect per Little League Rules 2.00, 6.05(d) & (k).

**2.11 Stealing Home.** Runners may steal home.

**2.12 Minimum Play.** Minimum play is defined to be six defensive outs and one at bat. However, WLL believes that the purpose of the Minors Division is to prepare players for play in the Majors division. To accomplish this, each player should play at least 50% of the game in order to best develop. ***For this reason, no player shall sit out consecutive innings in a game.***

**2.13 Warming up Pitchers.** Managers and coaches may not warm up pitchers before or during a game (Rule 3.09).

**2.14** “On Deck Batters” The “on deck” position is not permitted. (Rule 1.08 NOTE #1). Only the first batter of each half-inning will be permitted outside the dugout between half-innings. (rule 1.08 NOTE #2).

**2.15** Pitch counts for *all* players who pitched in a game, regardless of the number of pitches thrown, will be reported to the AAA Commissioner within 24 hours, or prior to the next scheduled game, *whichever comes first*. Additionally, managers will report all players who played the position of catcher as well.

**2.16** Players Moving to Majors. Unlike Minor League teams, Major League teams must have 12 players on each team at all times during the season. In the event that a Major League team loses a player during the season due to injury or any other reason, the League Player Agent will select a Minor League player to move up to the Majors to fill that vacancy. This is a mandatory move.