



AAA RULES

The league will follow the standard rules as written in the Little League Official Handbook with the following exceptions:

- Each team will be allowed a maximum of (1) Manager, (2) Assistant Coaches and (1) Scorekeeper in the dugout or on the field. No other parents/helpers are permitted.
- Home team will be the official scorekeeper and shall be required to submit the results of the game. Each team (both home and away) is responsible for providing 2 game balls.
- Rainouts: Coaches should communicate using the coaches contact list when determining if conditions are suitable for playing. Managers and coaches are responsible for making the fields ready for play and determining rainouts (regardless of your time slot). All makeup's should be played the very next open date. Please also be sure to be in communication with the umpire in the event of rainouts.
- Game Time- Games will last a maximum of 2 hours or six innings.
- The last inning will be declared at the one hour, forty-five minute mark and the inning must be completed (home team bats if applicable). The last inning shall require three outs. For the purpose of time limits, the umpire may

declare "Last Inning" at the beginning of an inning.

- Pinch Runners: In an effort to keep the pace of play moving. A team may assign a pinch runner to the next innings catcher when there are two outs. This pinch runner MUST be the last batter to have made an out.
- Intention Walks: This is an instructional league and intention walks are NOT allowed.
- Infield Fly: Infield fly rule is not in effect.
- Stealing: Stealing is permitted once the ball crosses the plate. NO LEADS are allowed. There is a maximum of 2 successful steals of home per inning.
- 3rd Strike Rule: In AAA, the catcher does not need to catch the ball on strike 3 for the batter to be out.
- Players: 9 players in the field. All players present are to be placed in the batting order. Unless injured, a player may not spend 2 consecutive innings on the bench defensively. There are unlimited defensive substitutions.
- Run limits/continuation: Maximum of 5 runs per inning. Continuation Rule is not in effect except for an Out of the Park Home Run. In the last inning: the maximum once around the batting order rule will apply. If the teams do not have the same amount of players, the number of batters who bat per team during the bat around inning shall be determined by the team with the most amount of players. Example: Team A has 14 players and Team B has 12 players. Then, both teams would be allowed to bat 14 batters.
- Sliding: Sliding into first base from home plate shall be allowed as it is at any other base provided the slide is feet first. Players must slide into all bases feet first if a play is being made on them. The umpire must call the runner out if he determines that a play was being made and the runner failed to slide or attempt to avoid being put out by the fielder. Head-first sliding is not permitted, and will be deemed an out, except when returning to a base.
- Run Rule Limits: A ten-run rule will be in effect after 4 innings. If the visiting team is ahead by ten or more runs after 4 innings or the Home team after 3 1/2 innings, that team shall be declared the winner and the game over. If after 6 innings the game is tied, there shall be no extra innings and the game shall be recorded as a tie.

- Pitching: Little League pitch count rules apply:
 - If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, 0 calendar days of rest must be observed.

 - If a pitcher throws 41 pitches in a game they are not allowed to play catcher, If a catcher catches 4 innings then they can not pitch. One caught pitch in an inning constitutes 1 inning caught

Maximum # of Pitches per day:

Age 7-8: 50 pitches

Age 9-10: 75 pitches

Age 11-12: 85 pitches

Exception: If a pitcher reaches the pitch limit, the pitcher may continue to pitch until any one of the following conditions occur:

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

- Defensive Conferences: Defensive conferences are limited to one per game

- Umpires- 2 Umpires should be used. Umpires should be AAA
Coaches/Parents from other AAA teams not participating in the game.

- Code of Conduct: Non-sportsmanlike conduct (i.e. swearing, damaging equipment, fighting, berating and/or belittling of players/umpires or taunting) is grounds for a warning and/or ejection from the umpire as well as removal from the League. Any coach or player ejected for any reason will also be suspended for the following game and subject to further league sanction by the Board. The manager listed on the roster will be responsible for the behavior of his/her staff, the players and their fans. League officials may eject any person outside of the playing field whose actions become an embarrassment to themselves or their team. Please remember this is YOUTH athletics.