

APTOS LITTLE LEAGUE 2008 AAA DIVISION GUIDELINES FOR PLAY AND LOCAL RULES

This guide outlines many of the key rules all AAA managers and coaches should understand in order to avoid conflicts and issues during the season. It is recommended that you keep a copy with you during games. It is also recommended that you share these rules with parents so they understand how Aptos Little League wants AAA games to be conducted.

Many of the following rules are restatements of the Little League rules as found in the 2008 Green Book of Official Regulations and Playing Rules. Some are local rules.

First and foremost please keep in mind that we are here for the kids and to keep the experience safe and fun. Per the charter of Little League Baseball, please try to instill the values of teamwork, sportsmanship and fair play in the children. Good sportsmanship and respect for other players, coaches and umpires is a requirement. **Absolutely no verbal or physical abuse of umpires will be tolerated.** Coaches are responsible for keeping parents in line.

Our umpires are 13 years old and up. They will make correct calls and they will make mistakes. Be supportive and respectful. Our league is fortunate to have good umpires who dedicate many, many hours of their time to benefit our children. If there are problems, please bring them to the attention of the AAA Commissioner or the Umpire Commissioner. Remember, our goal should be for all players on our teams to learn the skills of baseball. It is up to the adults to set good examples as citizens and not take ourselves or winning too seriously.

Important Rules for the AAA Division

Weekday games should start on time at 5:30 pm. A new inning shall not be started 2 hours after the game has begun. The goal should be to complete weeknight games by 7:30 pm. The umpire shall have the discretion to end the game at 7:45 pm or earlier due to darkness or field conditions. The official final score in that circumstance would be the score at the end of the last complete inning. Weekend games should end after 2 hours (11:00 am for 9:00 am starts, 1:30 pm for 11:30 am starts) so the next teams get 30 minutes at least for infield and warm ups.

For innings 1 through 4, the side is retired after three outs or four runs, whichever comes first. If the fourth run occurs during a play, the defensive players shall be allowed to complete the play. Coaches will not call "Four runs!" and clear the field prior to the play ending naturally on its own.

Prior to the start of the top of the 5th inning both managers and the umpire shall determine if the 5th inning shall have the 4-run limit or be an open inning with no run limit, or if the 6th will be the open inning (if time permits). The open inning continues until there are three outs, even if the batting team has cycled through its entire lineup. The 10-run rule will apply after 5 innings (4 and one half innings if the home team is ahead by 10 runs or more). If a team is ahead by 10 runs or more under these circumstances, the game is over.

In the spirit of the Little League charter, allow for equal playing time for all players. All players must sit out at least one inning defensively. With a 12 or 13 player roster, that means kids will only have to sit out one or two innings maximum. All players must play both infield and outfield positions in each game during the regular season. All players who want to pitch or play catcher should be given an opportunity to do so.

The batting lineup will consist of the entire roster (continuous batting order) regardless of whether a player is playing defensively. Total at bats for the regular season should be equal for all players. Only exceptions are for players who don't get at bats because they missed games. Players arriving late must be placed at the bottom of the batting order.

There are no restrictions on player substitutions except that the standard Little League rules will apply to pitchers. Refer to Regulation VI - Pitchers which is summarized below.

Any player may pitch, except for 12-year-olds, who are not eligible to pitch at AAA (Minor) level. Once a pitcher has been removed from the mound, that pitcher may not return to pitch in that game. **New rule for 2008 -- A pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that day.** 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:

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

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 put out; 3. The third out is made to complete the half inning.

Pitchers league age 12 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game* must be observed.
- If a player pitches 41-60 pitches in a day, two (2) calendar days of rest and a game* must be observed.
- If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

* A player may not pitch in consecutive games. **Exception:** League Age 12 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.

Pitchers may not wear watches, jewelry or batting gloves, or use catchers' or firstbasemens' gloves or gloves that have been altered or are two-tone with white or gray. Pitchers must not have white showing at the throat from an undershirt. Any shirt worn under the game jersey must be a solid non-white color.

A runner may attempt to advance once the pitched ball has reached the batter. If a runner is off the base when the pitch is delivered (leaving early), the runner will not be permitted to benefit, though s/he may be put out -- Rule 7.13 (b). In brief, if a runner has left early and it put out, the out stands. If not put out, the runner is sent back. If the ball is batted safely, no runner may advance farther than forced by the hit. If the batter is out, all runners are returned to their original bases. If bases are loaded and the ball is bunted or hit safely in the infield and any runner has left early, the runner on third disappears: no run - no out. (This is Little League's unusual "POOF!" play). No head-first sliding. The runner is out when the runner slides head first while advancing.

Little League's "no collision" rule applies at all bases. Runners have four options when encountering a defensive player who has the ball: slide, avoid, give up or return. There is NO "must-slide" rule at the plate or any other base, but the runner must avoid a collision. A defensive player may not block a base without the ball (obstruction).

One base coach may be a player in a batting helmet. Both base coaches may be adult coaches. Base coaches may not touch or assist runners at first or third. This is interference and will cause the runner to be called out.

Managers and coaches shall not come onto the field without first asking the umpire for, and being granted, timeout. This includes warming up pitchers, either between innings or in the bullpen, which shall be done only by players. Coaches may go to the bullpen to observe with the umpire's permission. Only the managers are allowed to represent the team in communications with the umpires and the opposing team. Managers, coaches and players are not allowed to do anything to distract or influence a player on the other team and not allowed to taunt or harass players on the other team.

The home team must provide a "qualified parent" as official scorekeeper. The league provides scorekeeper training. The visiting team provides the assistant scorekeeper to help track the pitch count, work the scoreboard and announce the game. Kids can help with the scoreboard and announcing as long as they do it accurately and do not cause any distraction.

Rule Differences from the Minor League Division:

- Bunting is allowed.
- No coach-pitch in any circumstances.
- Players may attempt to steal home (subject to the same "leaving early" rules at other bases).
- There is no "pitcher's control circle." Play continues regardless of whether the pitcher has the ball within 10 feet of the mound. Rule 7.13 - When a pitcher is in contact with the pitcher's plate (rubber) and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter.

Both teams shall provide personnel to prepare the field prior to the game and to clean out the dugout and the stands after the game. The infield should be dragged; lines chalked; batter's, catcher's and coaches boxes lined and bases set. Note that first and third base are in fair territory as are the "foul" lines. The line should be drawn to meet the outside edge of the bag. THE LINE SHOULD NOT RUN PAST THE BASE, BUT "UNDER" IT.

After the last game of the day, both teams should ensure that bases and other equipment are put away and locked up. **CHECK AND LOCK UP BATTING CAGES, EQUIPMENT SHED AND SCOREBOOTHES.** Hold post-game meetings off the field if there is a game following yours.