



## **AAA MINOR Division Local Ground Rules**

AAA Minor division teams will follow playing rules and regulations as spelled out in the current version of Little League Baseball Official Regulations and Playing Rules book, with the following local additions/clarifications:

### **General Rules:**

All player medical release forms must be in possession of the Manager or Coach at all practices and games.  
Rainouts will be rescheduled within 72 hours.

### **DRESS CODE:**

Players and coaches must be in uniforms provided by the league, a shirt and hat with the team logo. Uniform shirts are to be tucked in at all times. Catchers must wear a protective cup.  
No metal cleats. Only Little League approved equipment may be used.

### **FIELD PREPERATION:**

The Home team is responsible for field preparation before the game fifteen (15) minutes prior to the start of the warm-up period and no later than 35 minutes prior to the start of the game, as well as providing an official scorekeeper.

Volunteers to work the snack shack will be scheduled through Signup Genius, and must arrive no later than 45 minutes before the game start-time. It is the responsibility of the Home Team to provide workers for the Snack Shack in the event the scheduled workers do not show up. The Home team will also ensure that the Snack Shack Workers make it safely to their cars.

The League will provide a minimum of 3 new game balls per game. Should additional game balls be needed, home team will supply the additional balls. At the end of the game, it is the responsibility of the home team managers to retrieve game balls from the umpire. One game ball will be provided to the visiting team, upon request.

Umpires will be provided for each game, and paid by the League, when applicable.

The Visiting team (either local, or inter-league) shall provide the official pitch count recorder. The pitch count recorder will enter all pitch count data onto the official Little League Baseball Pitcher Eligibility tracking form, which will be countersigned by the scorekeeper, or head-umpire at the end of the game and filed with the official scorebook. It is the Visiting Manager's responsibility to have the pitch count tracking form signed off after the game.

The Visiting local team is responsible for field grooming and clean-up after the game, if no other game follows.  
The Visiting local team manager/and, or coaches of the last game of the day must remain at the field until the snack shack is closed, all volunteers are ready to leave, and the field lights have been shut off.

The Home team is responsible for making sure that the official scorebook is signed by the head umpire and scorekeeper.  
Both teams are responsible for cleaning out their respective dugouts and stands.

### **Inter-league games:**

The Home team is responsible for all of the above, except those related to pitch count recorder and dugout cleanup.

**FIVE (5) RUN RULE:**

If in any half-inning, the team at bat scores five (5) runs before the side is retired, the half-inning is deemed over pursuant to the FIVE RUN LIMIT RULE.

**10-RUN RULE:**

If after four (4) innings, three and one-half (3 ½) innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede [Rule 4.10 (e)].

**DUGOUTS:**

No food allowed in the dugouts, other than sunflower seeds. Parents/friends/siblings must stay out of the dugout.

**COACHES:**

Rule 4.05 – Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout. A maximum of 1 manager and 2 coaches are allowed in the dugout. Parents or spectators are not allowed in the dugout or on the field during games.

**PRE-GAME INFIELD:**

Infield warm-ups are limited to fifteen (15) minutes per team, time permitting. A copy of each team's line-up card must be submitted to the Official Scorekeeper before infield may be taken. The visiting team will begin their infield thirty-five (35) minutes prior to the start of the scheduled game time. The home team will take infield twenty (20) minutes prior to the scheduled game time. The home team will move off the field five (5) minutes prior to the start of the game.

Five (5) minutes prior to the scheduled game time, the managers and umpires will meet at home plate to exchange line-up cards and discuss ground rules and any specific rule interpretations.

In the event of a quick turnaround following an earlier game, the above process will be reduced to 25 minutes (10 minutes per team of warm-up and 5 minute manager meeting at the plate).

No live batting practice from home plate before games. Whiffle or foam ball batting practice in the outfield is okay.

**PROTESTS AND PENALTIES:**

Rule 4.19 – Any protests must be resolved before the next pitch or play.

Rule 4.07 – If a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for the next physically played game and may not be in attendance at the game site from which they are suspended.

**PITCHING:**

Days rest and pitching availability will follow Little League Pitch count rules. Players age 7 or 8 may pitch a maximum of 50 pitches per day. Players age 9 or 10 may pitch a maximum of 75 pitches per day.

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days or rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.

Regulation VI (d): If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

The batter reaches base; the batter is retired; the third out is made to complete the half-inning during the at-bat. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

A pitcher who delivers 41+ pitches in a game cannot play the position of catcher for the remainder of the day.

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. Catching 1 pitch in their fourth (4th) inning constitutes catching a fourth (4th) inning.

**MANDATORY PLAY:**

All players must play at least six (6) consecutive defensive outs and bat at least once.

**OFFENSE:**

All players will bat through the line-up.

No leading off is allowed. Players may advance only once the ball has crossed the plate.

Bunting is allowed.

**GAME DURATION – to be agreed by managers and umpire at pre-game home plate meeting:**

No new inning will start after one (1) hour and forty-five (45) minutes from the scheduled start time. No game will continue beyond two (2) hours from the scheduled start time, if there is a game following. For games affecting TOC selection (head to head games with another PVLL team) the two (2) hour rule will not apply, and any inning started before one (1) hour and forty-five (45) minutes will be played to conclusion.

Coaches and managers will take action to ensure the maximum number of innings are played (by keeping play moving quickly and reducing time between innings).

AAA game start times will be 6:00 pm or earlier

**DEFENSE – to be agreed by managers at pre-game home plate meeting:**

An optional 10th defensive player will be positioned in the outfield only, assuming both teams have ten players available.