

## 2012 AAA League Local Rules

**1. SUBSTITUTES:** All players must enter the game defensively by the top of the 4<sup>th</sup> inning. Top of the 4<sup>th</sup> inning shall be defined as "Prior to the first pitch being thrown to the first batter of the 4<sup>th</sup> inning." Refer to Reg. 3.03 - 3.08 in 2010 LL Rule Book for all other playing requirements and penalties.

**2. FORFEITED GAME:** If a team has less than 9 players to start the game after a 10 minute grace period, they lose by forfeiture. A game may not be continued if a team drops below 9 players during the game for any reason. The Board of Directors will review the circumstances and determine if the game will be forfeited or rescheduled.

**3. RAINOUT:** The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.

**4. UMPIRING DUTIES:** Each manager and a coach from that team will umpire "C" or "T" League games! If a manager and/or coach must be absent, it is their responsibility to find a qualified replacement. In order to be considered qualified; the replacement must be reported to and approved by the Umpire-in-chief (Joey Stella) at least 24 hours prior to the game. It will not be acceptable to pick a parent out of the stands when showing up alone. This puts the parents, coaches, players, and Board in difficult situations that could have been avoided with proper planning. These cases will be reported to the B Ball Player Agent to determine proper action. Fines for not showing up for an umpiring duty:

**1<sup>st</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next game**

**2<sup>nd</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next 3 games**

**3<sup>rd</sup> offense: Removal of managerial duties from League**

This rule or violation of will be taken into consideration when appointing All-Star managers and coaches.

**5. DRAFT:** Teams will draw numbers for drafting positions. A blind draft will be used to determine drafting positions. **The draft will wrap**, meaning the team picking 1st in the first round will pick last in the 2nd round. A common pool draft will be used. Eligible candidates 10 year olds and 11 year olds.

Petition to play up: Any 9 yr old petitioning to play in AAA league, must taken by the 7<sup>th</sup> round, if not, placed back in minor League..

**6. OPTIONS:** Every team is awarded one manager and one coach option. **All managers must take their own child as their manager's option.** The options will be weighted based on age as follows:

Any brother/sister options will go in next available round. Any 9 Year old that petitions to play AAA, will be considered the same as a 10 year old for option purposes.

11 yr old – 5 <sup>th</sup> round	11 yr old – 4 <sup>th</sup>	10yr old – 5 <sup>th</sup>
10 yr old – 4 <sup>th</sup> round	11 yr old – 3 <sup>rd</sup>	10 yr old – 6 <sup>th</sup>

**Note: 11 year olds must try out for Major so are not eligible for AAA options unless not drafted in Major League.**

**Trades:** All trades must be announced prior to leaving the draft room.

**7. PLAYER MOVEMENT:** Eligible AAA League players may be brought up during the season as a replacement player on a Major League team. The players may be all 11 yr olds regardless of whether they tried out for Major and those 10 yr olds that tried out for Major but weren't selected in the initial draft. This selection must take place within 4 business days of the Major league player's release. If the selected player refuses to move up to the Major League team when selected, that player will be transferred to the AAA League team that eventually does lose the replacement player. That player also will not be able to go to a Major team the rest of that season. Major League teams must have the same number of players. Managers are obligated to notify the Player Agent in the case of repeated absences of a player. Failure to notify the Player Agent of a player's repeated absences is cause for disciplinary action against the manager. If a player is injured, the coach must notify the Player Agent promptly. **The Board will rule on whether or not the player needs to be replaced.** The replacement player will

become a permanent player for that team. AAA teams will not be open for player movement once they have only 11 players on their roster.

Eligible AA League players may be brought up during the season as a replacement player on a AAA League team. The player may be all 10 yr olds regardless of whether they tried out for AAA and those 9 yr olds that tried out for AAA but weren't selected in the initial draft. This selection must take place within 4 business days of the AAA league player's movement to Majors. If the selected player refuses to move up to the AAA League team when selected, that player will be transferred to the AA League team that eventually does lose the replacement player. That player also will not be able to go to a AAA team the rest of that season. AAA League teams must have at least 12 players unless all AA teams are down to 11 players. Managers are obligated to notify the Player Agent in the case of repeated absences of a player. Failure to notify the Player Agent of a player's repeated absences is cause for disciplinary action against the manager. If a player is injured, the coach must notify the Player Agent promptly. **The Board will rule on whether or not the player needs to be replaced.** The replacement player will become a permanent player for that team.

AA teams will not be open for player movement once they have only 11 players on their roster.

**8. TEAM STAFF:** One manager and two coaches are allowed in the dugout during the game (no batboys/batgirls). Only adult coaches (18 or older) will be allowed in the base coaches' box during the game.

**9. CONDUCT:** If manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 2 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional penalties may be levied by the Board of Directors. The umpires have the authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and can eject that person from the field. The umpire also has the right to order both teams to the dugouts clearing the field and suspending play until such times as league officials adequately address unruly spectators. Failure by league officials to handle unruly spectators can result in a suspended game. Situations such as this would also result in Board investigation.

**10. SLIDING:** A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out. A player that attempts to jump over a player is to be considered as making an attempt to not make contact.

**11. TIME LIMIT:** A game will consist of 6 innings or 2 hours. No inning shall start 1 hour and 50 minutes from the start time. Also, no inning shall start after 10:00 P.M. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after five innings (four and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent. If time permits, tie games will be broken. This means that games that are tied at 1:50 minutes can be played on if there is no team scheduled after them and do not hit violate 10pm rule.

Rule 4.15 – A game may be forfeited by the umpire in chief of the game in progress to the opposing team when a team:

A) being upon the field refuses to start play within 10 minutes after the appointed hour for beginning the game, unless in the umpire's judgment the delay is unavoidable.

B) Refuses to continue play unless the game was terminated by the umpire

C) Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "play."

D) Fails to obey within a reasonable time the umpire's order to remove a player from the game.

E) After warning by the umpire, willfully and persistently violates any rules of the game

F) Employs tactics to designed to delay or shorten the game

**12. SLUNG BAT:** For the 1st offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2nd violation and any subsequent violation the batter will be called out.

**13. PITCHERS:** All pitching rules will be followed according to the 2010 rule book, PAGE 38-40.

2010 Little league Pitching Rules (Major and Minor)

- These are not all inclusive to the Rule book but are pulled from the 2010 rule book. It is each manager's responsibility to know all Pitching rules for obvious reasons.

(A) Any player on a regular season team may pitch. **NOTE:** There is no limit to the number of pitchers a team may use in a game.

(B) A pitcher once removed from the mound cannot return as a pitcher.

(C) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below

League Age	11-12	85 pitches a 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 occur:

1. That batter reaches base
2. That batter is put out;
3. **The third out is made to complete the half inning Note1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(D)Pitchers League Age 14 and under must adhere to the following rest requirements:

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

(E)Each league must designate the scorekeeper or another game official as the official pitch count recorder

(F) The pitch count recorder must provide the current pitch count for any pitcher when requested by either a manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(G) The official pitch count recorder should inform the umpire in chief when the a pitcher has delivered his/her maximum limit of pitches for the game as noted in regulation VI ( c). The umpire in chief will inform the pitcher's manager that the pitcher must be removed in accordance of regulation VI ( C ) **However, the failure by the pitch count recorder to notify the umpire in chief, and/or the failure of the umpire in chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.**

At the end of each game it will be **MANDATORY** for both managers to meet with a board member in the board building and sign off on the pitch count affidavit for each player as well as the score. A pitch Count affidavit sheet will be kept in a secure place throughout the entire season. At the end of every game the managers are to report to

the board building with the completed form and sign off saying they both agree. At the end of the final game for every field, they will also bring in the master book and score board equipment. Failure to sign off on this log after any game will result in the following: First Offense – Written Reprimand; Second Offense – Suspension for 1 game. It is important to follow the Little League rules.

Use of an ineligible pitcher will result in a 2 game suspension plus the remainder of the game in progress.

A 12 year old player cannot pitch in the minor league.

**14. MAKE UP GAMES:** If it will impact the league championship, all ties or make-up games that could not be made up during the regular season, will be made up during the last 2 weeks of the season.

**15. RUN LIMIT.** The 5 run limit will be enforced for every inning.

**16. Field/Equipment Maintenance** – Home team is required to uncover/rake prep field prior to game, Visitor is required to rake/cover after games. Each team is required to clean dugouts to include emptying trash from inside the dugout. Each team is also responsible for ensuring the bleachers are clean and the trash can by their bleachers is emptied. The Board encourages coaches to get parents to volunteer for this although the coach ultimately is responsible. Any holes or other noted field maintenance should be reported to Board official on duty and Safety Officer. In order to be a world class facility, we all, parents included, must take responsibility for keeping park clean and field safe.

**1<sup>st</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next game**

**2<sup>nd</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next 3 games**

**3<sup>rd</sup> offense: Removal of managerial duties from League**

This rule or violation of will be taken into consideration when appointing All-Star managers and coaches.

17. Bunt Rule – Player cannot square up to bunt then pull bat back and hit ball. This will be called a strike if it occurs.

18. Pitch Count – At the end of each game it will be mandatory for both managers to meet with a board member and sign off on the pitch count affidavit for each pitcher as well as the score. Failure to record this information will result in first a written reprimand, second offense will result in 1 game suspension.

19. 2012 Bat Rules- Refer to the 2012 Rule book and LittleLeague.org for all new bat rules.

20. A courtesy runner may be used for the current catcher with two outs providing the player being ran for catches the following inning. This is to assist with the flow of the game and avoid unnecessary delays.