

#### 4.0 “AAA” Division (Major)

Note: Official Little league rule will govern games unless a deviation is noted below.

#### 4.1 Pitching

- .1 After two visits by the coach in one inning, or three in one game, the pitcher must be removed.
  - a. Coaches are allowed to make one visit, per game, to the pitchers mound to confer with any players. All other conferences must be conducted on the baseline, with the exception of a player injury.
- .2 Once a pitcher has been removed he/she cannot return as a pitcher in that game.

##### 4.1.3 Pitchers:

- a. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- b. The coach 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:

13-16	95 pitches per day
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 4.1.3(b) for his /her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

**Note 1.** If the pitcher reaches the limit imposed in Regulation 4.1.3(b) on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

**Note 2. Intentional Walk:** Before a pitch is delivered to the batter, the catcher must inform the umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.

- 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 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 days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required
- c. Each team must designate a scorekeeper who will maintain a record of the pitch count.
  - d. The pitch count recorders must provide the current pitch count for any pitcher when requested by either the coach or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
  - e. The pitch count recorders should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will inform the pitcher's coach that the pitcher must be removed in accordance with Regulation 4.1.3(b). However, failure by the pitch count recorders to notify the umpire, and/or the failure of the umpire to notify the coach, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
  - f. Violation of any section of this regulation can result in protest of the game in which it occurs.

**NOTES:**

1. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
  2. The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.
- .4 If a pitcher hits three (3) batters in one game, the pitcher must be immediately removed as pitcher. If, in the judgment of the umpire, the pitcher's lack of control poses a safety threat to batters, the umpire may require that the pitcher be removed.
- .5 Coaches are allowed to warm up pitchers at home plate or in the bullpen. Players warming up pitchers must wear protective equipment.

**4.2 Batting**

- .1 There will be a running batting order in all games played.
- .2 All roster players present at the game must have at least one plate appearance.
- .3 A batter shall not "swing away" after showing bunt. Penalty: Batter shall be called out.
- .4
- .5 A batter is permitted to only use a "Little League" stamped approved

- bat.
- .6 Throwing of bat while at bat. Penalty: First incident a warning will be given to that team. Second incident the batter having thrown the bat will be called out.
  - .7 One on-deck batter may warm up in the designated on-deck area. All other players on the team batting must remain inside the dugout. On deck batter must wear a helmet.
  - .8 The batter becomes a runner when
    - (b) The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out; Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

#### **4.3 Base Running/Stealing**

- .1 Runners may not leave the base until the pitched ball reaches the batter. Leaving the base early results in being returned to that base.
- .2 Runners may not advance if the pitcher has possession of the ball and foot on the pitchers plate.

#### **4.4 Defense**

- 4.4.1 A maximum of nine (9) players are allowed on the field at one time.
- .2 Each player must play a minimum of three (3) innings or nine (9) defensive outs. The innings or outs need not be consecutive.

#### **4.5 Replacement Players**

- 4.5.1 Replacement players may not pitch or catch.
- .2 Replacement players are only allowed to enable a team to start a game with nine (9) players. If a roster player shows up after the start of the game with a replacement player, the replacement player does not have to be removed from the game. Replacement players must be allowed the required minimum fielding and batting time as defined above.

- .3 A list of potential replacement players will be compiled by a designated AA coach. When it is known prior to game time that a team shall be short a player(s), the list will be referred to and replacement players will be asked to play. Replacement players will be asked on a rotating basis.

#### **4.6 Interference / Obstruction**

- 4.6.1 Fielders may not block any base or the base path with his/her body without the ball. If a base is blocked in the judgment of the umpire, the base will be awarded to the base runner.
- .2 The first basemen must make every reasonable attempt to leave first base accessible to the runner.
- 4.6.3 If a play occurs in the base path, the runner must make a reasonable attempt to avoid a collision with the fielder. Failure to make a reasonable attempt to avoid a collision will result in the runner being called out by the umpire. If the contact was intentional in the opinion of the umpire, the umpire has the option of ejecting the player from the game.

#### **4.7 Overthrows**

- 4.7.1 The ball is in play unless the ball is thrown over the fence or gets stuck in or under the fence.
- 4.7.2 If the ball is stuck in or under the fence, the ball is dead and runners advance one base.
- 4.7.3 If the ball is thrown over the fence, the runner is awarded the base to which he/she is advancing to (or retreating to) plus one.

#### **4.8 Miscellaneous**

- 4.8.1 Mercy Rule: If a team has a 15 run lead after four (4) innings, or three and a half (3 ½) innings if the home team is leading, the game is over. However, if time and conditions permit, this rule can be waived by agreement of the coaches to allow additional playing time for the players.
- 4.8.2 Games are six (6) innings in length. In the event of a tie, additional innings may be played as needed.

- 4.8.3 Each team is permitted to have a maximum of three (3) adult coaches (including the head coach) on the playing field or in the dugout during the game. Coaches must remain near the dugout unless coaching a base. One (1) score keeper/pitch counter will be allowed in the dug out.
- .4 No new inning may start after two (2) hours from the first pitch of the game. This rule may be waived on a weekend in the event the score is tied after two (2) hours or if time permits and is agreed to by both coaches and the umpire.