



## Fall 2016 Minor AA Division Interleague Rules

### Rules

All rules are in accordance with the Little League "Official Regulations and Playing Rules" rule book. Certain rules have been amended by our local rules; explanations and exceptions are:

### Regulation Game

1. A game consists of 6 innings if time permits. Games can end in a tie.
2. If a game is shortened for any reason, it is considered to be a regulation game if
  - a. Visiting team is ahead after 4 innings, or
  - b. Home team is ahead after 3 and ½ innings, or
  - c. The game time limit has been reached
3. No protests shall be made at this level of play. All disputes must be settled on the field before play may resume.
4. No new inning will start after 1 hour and 30 minutes.
5. If a team cannot field 9 players within 10 minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score of 0-6.

### Run Rules

1. An inning is defined as 5 runs or 3 outs.
2. There will be **NO UNLIMITED RUNS** in the last inning.
3. No new inning after 1 hour and 30 minutes.
4. A 10-run rule exists after 4 innings (or after 3 ½ if home team is ahead by 10 or more).

### Coaches

1. Only three (3) coaches are permitted per game in the dugout.
2. One (1) coach **MUST** be in the dugout at all times to oversee the players.
3. Only players and coaches will occupy the dugout.

### Line-up Cards

1. Line-up cards should have each player's first and last name along with their uniform number on them.
2. A line-up card must be given to the opposing Manager prior to each game and the umpire (if requested).

### Mandatory Play

1. Players may only sit for a total of two (2) innings per game.
2. Substitutes sitting the bench must be entered in the game after the completion of the second inning.

### Batting Order

1. The batting line-up shall consist of all players on the roster.
2. Once the batting order is set it cannot be changed.
3. Any player arriving after the start of the game must be placed at the end of the batting order regardless of the status of the game.
4. Any player that leaves during a game will simply be skipped over when their time at bat comes up.
5. Rule 7.14 will not be permitted due to batting the entire roster. There are no pinch runners permitted unless an injury occurs. The last recorded out may run for the injured player and that player may only be removed for a special pinch runner one time during a game.

### Base Running

1. No steals or lead-offs are permitted until the ball has reached the batter.
2. There is NO stealing of the home plate allowed in this division. A runner on 3<sup>rd</sup> base may only advance if forced by a walk, hit batter or if the ball is hit into play by the batter.

### **Defense**

1. All players must play infield and outfield throughout the game so they can get experience in both areas.
2. Each defense will consist of up to NINE (9) players, a pitcher, catcher, first, second, third, shortstop, and THREE (3) outfielders.
3. The infield fly rule will **NOT** be applied in this division.

### **Pitching**

1. Pitching logs must be signed by both teams at the conclusion of each game.
2. Each team's pitch count log must be available for review at all times. A member of the Board of Directors or an opposing manager has the right to review them at any time.
3. The home team's pitch count will be the official pitch count for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning.

**Pitch counts must be submitted to the specified website after each game or the next morning after the game.**

Therefore, any manager that does not record their pitcher's count or uses an ineligible pitcher, that manager may be but not limited to:

- <sup>st</sup>  
1<sup>st</sup> Offense - Suspended for one (1) game.
- 2<sup>nd</sup> Offense - Suspended for three (3) games.
- 3<sup>rd</sup> Offense - Suspended for the remainder of the season.

It is strongly suggested that teams develop 6-8 pitchers during the season. This only helps your team in post season play.

### **Tournament System**

1. A tournament will be played at the end of the regular season for all Minor Division teams. Teams may be seeded according to their regular season standings.
2. The tournament format can be altered each year to accommodate available dates and/or number of teams. Pool play, double or single elimination are options that can be used. The Board of Directors will approve the format.
3. Awards are provided for 1<sup>st</sup> and 2<sup>nd</sup> place tournament teams.

### **Weather**

Teams must show for all scheduled games regardless of weather conditions, unless notified by a league official. Only an umpire or league official can cancel or postpone a scheduled game.

### **First Aid Kits**

First Aid supplies are located in the brown/blue lock-up boxes or at the concession stand.

### **Trash**

Dugouts and bleachers should be clear of any trash at the conclusion of the game. Teams must clean up after themselves.

### **Bases**

The home team is responsible for placing the bases and locking them away at the conclusion of each game.