

## 2017 FCKLL AA Level Special Playing Rules

### 1.0 The Batter

- 1.1 A continuous batting order will be employed. The offensive team must bat all of their available players. It is strongly recommended the batting order be changed from game to game to allow all players an opportunity to bat at different positions in the batting order.

### 2.0 The Fielder

- 2.1 Teams may field 10 players on defense. Only six players, including the pitcher and catcher, may play the infield.
- 2.2 For games, a minimum of eight players per team is required. If a team has eight players, the offensive team will provide a player in the field. This “loaner” player will be the player having batted last for the offensive team in the previous inning, excluding the players who will be pitching or catching in the next inning. At the start of the game, the “loaner” will be the player batting last in the lineup.
- 2.3 No player should sit out a second defensive inning until every player has sat out at least one defensive inning. The only exception is a case involving player discipline or injury. The level coordinator should be notified of any cases of players losing playing time due to discipline issues or injury.
- 2.4 Managers must provide a copy of their planned defensive rotations to the opposing manager at the plate conference, post a copy in their own dugout, and provide copies to the AA Coordinator upon request (see attachment).
- 2.5 Each player must start a minimum of every other game.
- 2.6 Each player must play a minimum of two complete innings in the infield per game. The requirement for the second inning will be satisfied in games which go fewer than six innings if the player is listed in an infield position on the defensive rotation chart for the innings not played (a player must actually play one inning regardless of length of game).
- 2.7 Each player must play a minimum of three positions during the season and a minimum of three innings in each of those positions (all outfield positions count as only one position).

### 3.0 Game Time Limits & Ties:

- 3.1 All regular season games will be played with a “drop dead” time limit of 2 hours from the ***scheduled*** start time. If the game reaches the 2 hour time limit in the middle of an inning, the game is ended and the score will revert back to the previous completed inning. If an inning is completed at or after 1 hour and 45 minutes from the scheduled start time, no new inning will begin and play will be ended.

**Note:** “Stalling” tactics (attempts to slow the game in an effort to reach the “drop dead” time) are unsportsmanlike and will not be tolerated. Managers who use such tactics are subject to discipline by the league.

**Note:** The “drop dead” time limit will not be in effect for the regular season championship game or end of season playoff games. No new inning will begin after 2 hours from the schedule start time, but all innings will be completed.

- 3.2 The umpire will declare an inning beginning at or after the 1 hour and 30 minute point to be “unlimited”; however, if this inning is completed before the 1 hour 45 minute point another “unlimited” inning may be played.

Note: During an “unlimited” inning, the visiting team may concede their remaining outs at any time, in an effort to give the home team their final at bat before the “drop dead” rule takes effect. This is a much better method than having kids intentionally strike out or run into an out.

- 3.3 If a regular season game is ended upon reaching a deadline per rule 3.1 and is tied, the tie game will count as 1/2 win and 1/2 loss in season standings.

#### 4.0 Run Limits

- 4.1 There is a five run limit per inning for each team until the “unlimited” inning is declared according to rule 3.2.

#### 5.0 Runner

- 5.1 With two outs or when 4 runs have been scored in a limited inning, the offensive team will employ a “courtesy runner” for the player who will be catching the next inning. The runner who is removed must catch the next inning. The “courtesy runner” must be the player that recorded the last out in the batting order. There will be no “courtesy runner” for the home team in any unlimited inning.
- 5.2 The following restrictions apply to base runners advancing on a stolen base, passed ball, wild pitch, or a ball hit in the infield:
- a) Runners are allowed to advance a *maximum* of one base on a stolen base, passed ball, wild pitch or overthrow from the catcher to the pitcher. Even if there is an overthrow by the defense attempting to make a play on the base runner, the runner may not advance more than the original base they were going to.
  - b) Runners may only advance to second base and third base. Runners may not advance to home on a stolen base, passed ball, wild pitch or overthrow. A runner may only advance from third to home on a hit ball. If a runner inadvertently tries to steal home it is a dead ball play and all runners should return to their last positions.
  - d) On a ball hit in the infield, the runner may only take one base on an overthrow.
- 5.3 On hit balls that go into the outfield runners cannot advance additional bases once the ball is returned to the infield and possessed by an infielder.

#### Examples:

Ball is hit to right field, Right fielder picks up ball and runs into the infield dirt holding the ball. Runners can keep moving.

Ball is hit to center field and outfielder throws ball back to Second Base, where Shortstop catches it...

- If runner is stepping on third when the shortstop catches the ball, he must then hold up
- If the runner has left third base before the shortstop catches the ball he may continue home.

- If runner has not reached third base and Shortstop attempts to throw him out, but overthrows, the runner must hold at third. See 5.2 b) above.

## 6.0 Pitching

All AA games will be played under the pitching regulations defined in Little League's Official Regulations and Playing Rules with the following amendments and additions:

- 6.1 At the end of an opponent's at-bat, a pitcher who has thrown **30 or more pitches** in that **inning** may not pitch to a new batter in that inning. The pitcher must be removed from the pitcher position and may not return to pitch in that game.

**Note:** If the pitcher legally reaches 30 pitches or more in an inning, but the defensive team records the third out of the inning without the pitcher being removed, the pitcher may return to pitch in the next inning subject to the pitcher's total game pitch count and eligible innings.

### Examples:

With one out and 29 pitches thrown in that inning, pitcher Abel begins to pitch to a new batter. Abel retires that batter on one pitch for the second out. Abel has now thrown 30 pitches for the inning and cannot begin a new batter. He must be removed from the pitcher position.

With two outs and 29 pitches thrown in that inning, pitcher Baker begins to pitch to a new batter. Baker retires that batter on three pitches to record the third out. Baker has reached a total of 32 pitches for the inning, but, because he has recorded the third out without being removed from the game, he is eligible to return to pitch the next inning.

- 6.2 ***During the first half of the season***, at the end of an opponent's at-bat, a pitcher who has thrown a cumulative total of 50 or more pitches in that game may not pitch to a new batter. The pitcher must be removed from the pitcher position and may not return to pitch in that game.

- 6.3 ***During the second half of the season***, at the end of an opponent's at-bat, a pitcher who has thrown a cumulative total of 60 or more pitches in that game may not pitch to a new batter. The pitcher must be removed from the pitcher position and may not return to pitch in that game. Note: League-age 7 and 8 year olds have a 50 pitch limit per Little League Regulation VI (c).

**Note:** If a pitcher is within the pitch count limit at the start of an at-bat, the pitcher can pitch until that batter is retired or the inning is completed with that batter still at bat.

**Note:** While the pitch limits imposed on AA pitchers are lower than the 75 pitch total outlined in the Official Pitch Count Regulations, AA players must still receive the number of days of rest corresponding to their pitch total as outlined in the Official Pitch Count Regulations.

- 6.4 The home team is responsible for providing an official pitch counter for the game. The official pitch counter may be the home team scorekeeper or a separate individual. Even if the pitch counter is a separate individual, per inning pitch totals for all pitchers from both teams must be noted in the official (home team) scorebook.
- 6.5 As noted in Little League Regulation VI (g), the official pitch counter will inform the umpire-in-chief when a pitcher has reached the pitch limit. Additionally, at the completion of

each inning, the official pitch counter will confer with a representative of the visiting team to review each pitcher's pitch count. In the event of any discrepancies in pitch counts that cannot be reconciled at the time, the official pitch count is the count kept by the home team.

**Note:** Having representatives from each team conferring between every inning is designed to avoid discrepancies and ineligible pitchers. Do not skip this step.

**Note:** A pitch count violation is now a protestable offense. However, with proper communication, there is no reason for an ineligible pitcher to pitch. In the unlikely occasion a protest is lodged, please review Little League playing rule 4.19 in its entirety. Playing rule 4.19(d) is noted below:

“Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.”

6.6 The umpires have no authority to rule on a protest. They can only apply the standards of eligibility as communicated to them in the pre-game line up card and by the official pitch counter.

6.7 Pitchers 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 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 days of rest must be observed.

6.8 Pitchers will pitch from a pitcher's plate positioned forty-two feet (42') from home plate. This is four feet (4') closer than the standard forty-six feet (46'). During coach pitch situations, the coach should pitch from 42'.

6.9 A batter may not take a base on balls. The pitcher will pitch to the batter until either they put it into play or they strike out. When the batter gets 4 balls, an “offensive” coach comes in to pitch the remaining pitches from the pitching rubber (i.e. coaches pitch to their own players). The coach pitches until either the ball is put into play or the batter strikes out. The umpire continues to call strikes, balls, and foul balls. Strikes are counted, balls are not, foul balls are treated as they have always been treated. If the batter strikes out, he/she goes back to the dugout. If the ball is put into play, all other rules are followed regarding fair balls. The coach will make every effort to not interfere with the play.

**Note:** To make this efficient, the coach that comes in must already be on the field (i.e. 1<sup>st</sup> or 3<sup>rd</sup> base coach). When a coach comes in, the defensive coach can place that player on either

side of the mound. He/she must remain close to the mound so they continue to act like a pitcher and not another 2<sup>nd</sup> baseman or shortstop. Regarding any runners on base. When the coach is pitching, no runners on base can advance unless the ball is put in play (i.e. no stealing).

## **7.0 Regular Season & End-of-Season Structure**

- 7.1 The regular season will consist of 12 – 14 games as determined by the V.P. of Operations and league scheduler.
- 7.2 The regular season will be split in to a first half and second half.
- 7.3 A champion will be determined for both the first and second halves based on overall record for teams during the respective half of the season. In the case of two or more teams being tied with the best overall record for a half, the tie will be broken as described below in rule 7.7.
- 7.4 The Regular Season Champion will be determined in a one game playoff between the first and second half champions. In the case of the same team winning both the first and second halves, that team will be the Regular Season champion.
- 7.5 The regular season will be followed by single elimination end-of-season play.
- 7.6 End-of-season seeding will be determined as follows:
  - a) The regular season champion will be the number one seed.
  - b) The runner-up team from the regular season championship game will be the number two seed.
  - c) If there was no regular season championship game because the same team won both the first and second halves, the number two seed will be determined by overall combined regular season record in the same manner as the remaining seeds.

d) The remaining seeds will be determined by overall combined regular season records. In the case of ties, seeding will be determined by the tie breaking procedures described below.

#### 7.7 Tie breaking procedures:

In the case of ties with two or more teams having the same record, the following criteria will be used to determine standings.

Two team ties:

- Head-to-head competition
- If the two teams split their head-to-head competition, compare each team's record against the team occupying the highest position in the standings and continue down through the standings until one team gains the advantage and breaks the tie.
- If a tie still exists, the tie will be broken with a coin toss.

Three or more team ties:

- Compare the records of each of the tied teams against the other teams involved in the tie. If one team has an advantage in record against the tied teams, that team earns the highest position.
- If the multiple team tie still exists, compare each of the tied teams' records against the team occupying the highest position in the standings and continue down through the standings until the tie is reduced to a two-team tie (at which time, revert to the two-team process) or until the tie is broken.
- If a tie still exists, the tie will be broken with a coin toss.

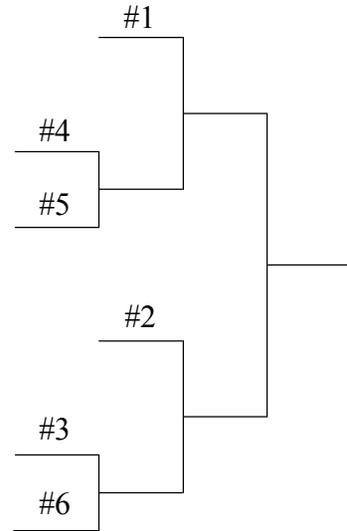
Eight team End-of-Season



Seven team End-of-Season



Six team End-of-Season



Game 4, September 25 – Cubs vs Yankees

<b>FIELD/ BENCH</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>ALEX</b>	<b>3B</b>	<b>1B</b>	<b>LF</b>	<b>X</b>	<b>P</b>	<b>CF</b>
<b>CLINT</b>	<b>C</b>	<b>3B</b>	<b>3B</b>	<b>RF</b>	<b>X</b>	<b>C</b>
<b>DAN A</b>	<b>X</b>	<b>SS</b>	<b>C</b>	<b>3B</b>	<b>LF</b>	<b>3B</b>
<b>DANNY M</b>	<b>1B</b>	<b>C</b>	<b>CF</b>	<b>SS</b>	<b>C</b>	<b>P</b>
<b>DAVID</b>	<b>SS</b>	<b>RF</b>	<b>RF</b>	<b>1B</b>	<b>1B</b>	<b>1B</b>
<b>EVAN</b>	<b>LF</b>	<b>2B</b>	<b>2B</b>	<b>LF</b>	<b>SS</b>	<b>X</b>
<b>JIMMY</b>	<b>RF</b>	<b>X</b>	<b>P</b>	<b>CF</b>	<b>RF</b>	<b>2B</b>
<b>JOE</b>	<b>2B</b>	<b>LF</b>	<b>X</b>	<b>P</b>	<b>3B</b>	<b>RF</b>
<b>LOGAN</b>	<b>CF</b>	<b>CF</b>	<b>SS</b>	<b>2B</b>	<b>2B</b>	<b>LF</b>
<b>TIM</b>	<b>P</b>	<b>P</b>	<b>1B</b>	<b>C</b>	<b>CF</b>	<b>SS</b>

**Pitching Availability:** All available