



MONARCH LITTLE LEAGUE

P.O. Box 270150
Louisville, Colorado 80027

LOCAL LEAGUE RULES 2019 SEASON Minors AAA Division (Kid Pitch)

All Little League International Rules for AAA apply, unless specifically noted below.

GOLDEN RULES

1. Little league is about the kids! It is not for the managers, coaches, umpires or parents.
2. AAA is an instructional division that emphasizes improvement of skills learned at younger ages and preparing players for the Majors division; however, this is a competitive little league division.
3. Read and understand the Little League Rule Book, particularly Rule Sections 1.00 through 9.00, and Regulation Section VI, as well as these local rules. It is to your team's advantage if you are familiar with these rules, and disagreements will be minimized.
4. Focus on teaching good fundamentals instead of winning. If your players develop good fundamentals, they will be successful.
5. Treat the players, managers, coaches, umpires, and parents with respect.
6. Have Fun.
7. The MLL Board of Directors will resolve all disputes based on recommendation from the Kid Pitch Division Coordinator.
8. Play the game! Do not rely on technicalities to determine the outcome of games – let the kids play.

START & END OF THE GAME

1. Line-up cards. Each manager shall prepare a team line-up card that includes:
 - a. Batting line up.
 - b. Starting pitcher.
 - c. Member(s) of the team that may be arriving late and may play.
2. Pre-Game Warm ups.
 - a. 30 minutes prior to the start time: Visitor team warm ups in infield and Home team warms up in outfield.
 - b. 15 minutes prior to the start time: Home team warm ups in infield and Visitor team warms up in outfield.

- c. 10 minutes prior to the start time: Line-up cards delivered to the head umpire. The home team must designate an official scorekeeper and report the identity to the opposing team's manager and scorekeeper, and head umpire.
 - d. Failure to finish a team warm up is not an excuse to delay the on-time start of the game.
3. No team may start a game with less than 9 players. Unless the managers agree otherwise, if a team cannot field 9 players at game time, this team shall forfeit the game. Unless the managers agree otherwise, the game may be played if a 9th player arrives after the forfeit, however, the score will not count.
 4. The 10-run mercy rule will be in effect unless the managers agree otherwise during the game. The official scorekeeper shall notify the home team of the 10 run advantage at the end of the completed inning. The game will be over unless the managers, upon consulting with the head umpire, agree that the game should continue for player development purposes. If the game continues, the score at the time the 10 run mercy rule was applied takes effect. If the team that trailed by 10 runs leads at the conclusion of the game, they will not be declared the winner.

GAME TIME LIMIT

1. Games are 6 innings or 2 hours. No inning may start after one hour and 50 minutes from the first pitch.
2. A new inning begins when the third out is made to end the previous inning.
3. The plate umpire keeps the official time.
4. If there is no following game, subject to agreement between the managers, the inning that was started within the allotted time may be completed.
5. If a following game is scheduled, the game must end at the start time of the following game. For example, all 5:30 p.m. games must end at 7:45 p.m. if there is a 7:45 p.m. game.
6. Extra innings can be played provided the game time limit has not been exceeded.

UMPIRES

1. Arguing with umpires on judgment calls will not be tolerated. Do not argue Balls and Strikes. You may, however, challenge specific rules or rulings in a civil manner with the umpire. However, be prepared to back up your claim with the Little League Rules handbook.

HOME TEAM

1. Dugouts are first come, first serve.
2. The home team is responsible for field setup.
3. The home team provides two game balls to the plate umpire.
4. The home team provides the official scorekeeper.

SCOREKEEPING

1. The home team shall be responsible for keeping the official scorebook and maintain the electronic scoreboard if available. We recommend the visiting team also maintain a scorebook for accuracy.

2. The official scorekeeper is to record the names of the umpires and team managers of both teams.
3. All official scorebooks are to include the record of all pitchers and the official pitch count. Total pitch count shall be recorded for each pitcher by inning.
4. The visiting team shall designate a scorekeeper who shall sign off the official scorebook at the conclusion of the game. The scorebook and pitching log must also be signed by each manager. Each manager shall maintain a catalog record of the scorebook and pitching log for the season.
5. Home team manager must report scores to the Kid Pitch Division Coordinator or post it to the MLL website within 24 hours of completion of game.

BALKS/INFIELD FLY RULE

1. There are no balks in AAA, but there are illegal pitches. If the pitcher commits an illegal pitch, the batter is awarded a ball. Runners do not advance unless forced.
2. The infield fly rule shall be strictly enforced.

FIELDERS

1. AAA Divisions are allowed 3 outfielders (9 defensive players total). All outfielders must be in the outfield (on the grass). Coaches are not allowed in the field in AAA.

DEFENSIVE PLAYING REQUIREMENTS

1. AAA players are required to play a minimum of 3 defensive innings with 1 inning at an infield position.

BATTING ORDER

1. A continuous batting order system will be followed.
2. For safety reasons, no players may be on deck, and no players should be swinging a bat either inside or outside of the dugout unless he/she is at bat or on his/her way to the plate.
3. The first batter in a game that throws his or her bat, in the judgment of the umpire, the umpire will issue a warning to both teams that the next player and any subsequent players, who throw their bat will be called out, and no runners can advance.

ADVANCING RUNNERS

1. Stealing is allowed, but lead-offs are not allowed. Base runners must remain on the base until the ball crosses home plate. Base runners can steal home, including on past balls.
2. Runners may advance and do not have to return to their base until the pitcher has possession of the ball on the rubber and the catcher is ready to receive the pitch (see the Little League rule book). In other words,

throwing the ball to the pitcher does not stop runners from advancing.

3. Half-inning is over once batting team scores 5 runs.

SLIDE RULE

1. Runners must try to avoid the tag. If there is a collision and the runner did not slide, the runner is out. If there is no collision and the runner tags the base safely, the runner is safe. Runners advancing to a base cannot slide head first (the runner will be ruled out).
2. At home plate, if you don't slide and you collide with an opposing player you're out. So, play it safe and slide.

PLAYER/MANAGER EJECTION

1. A player ejected from a game must sit out the next scheduled game.
2. A manager or coach ejected from a game must meet with the league president and Kid Pitch Division Coordinator before being allowed to have contact (practice and/or games) with his team. A decision of the manager/coach's league status will be decided at this meeting.

WEATHER & RAINOUTS

1. **Field Closures:**
 - A. Field Closures are determined by an agreement between the MLL Board of Directors, the City of Louisville Parks & Recreation Dept, and the Town of Superior Parks & Recreation Dept.
 - B. MLL will notify folks that the fields are closed at their earliest possible opportunity
 - C. MLL closes fields on the website, which automatically generates a "Schedule Change" email to all teams who are scheduled to use those fields.
 - D. If a field is closed, no play or practice can take place on those fields.
2. **Game Day:**
 - A. Typically, the City or Town will not close a field after they have prepared it for play.
 - B. This will come into play when team(s) are getting ready to go out to a game or practice, and a storm comes through.
 - C. At this point, it is up to the team coaches on whether or not to play the game.
3. **Lightning:**
 - A. MLL observes a 30/30 Rule as it pertains to lightning and any other storm that could cause a delay. The 30/30 Rule is as follows:
 - If lightning is seen, and thunder is heard within 30 seconds of the lightning, the fields will be

cleared and the game will be delayed.

- If the storm clears within 30 minutes of the delay call, play will resume so long as the field conditions are safe.
- If it is still storming after a 30 minute delay, the game will be called.
- When a lightning delay is called, all players must clear the field and take shelter in a nearby storm shelter or car. Players may NOT stay in the dugouts.

PLAYERS EQUIPMENT

1. Players cannot wear metal spikes.
2. Male Catchers in all levels must wear protective cups. This includes players warming pitchers up between innings.
3. Refer to the “Bat Policy” on the MLL website regarding approved bats for use.

*** Local rules are subject to revision by Monarch Little League Board of Directors**