



## AA Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

### **Recommended league ages: 8-10 year olds**

Ten-year-old players should only play AA if they have not previously played Little League.

Minimum play rules are in effect in the AA division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

### **General Rules:**

1. No new inning may be started after one hour and thirty minutes with a drop dead time of one hour forty five minutes. In the event of a drop dead event the score shall roll back to the end of the prior inning.
2. Taunting of players is strictly prohibited.
3. The team Managers and their assistants from both teams shall work together to prep and tear down the fields each day.
4. Home Team is the official book and must provide a scorekeeper to utilize Game Changer from a league issued iPad. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as score keeper. The home score keeper must sit behind the backstop and not in the stands. Visiting score keepers may also sit behind the backstop, but it is not required.
5. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner may be subject to discipline by Managers and/or Umpires.
6. A side is retired if they score five runs or reach three outs or bat through the entire order. The declared last inning shall be a closed inning.
7. The Home team gets the cages for 30 minutes starting 1 hour prior to game time. Visiting teams get the cages for 30 minutes 30 minutes prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.



### **Offense Rules:**

1. Stealing is allowed. The runner may only leave the base once the pitched ball has reached the batter. Leading off is not allowed. Home may not be stolen during the first round of games.
2. Runners may advance one base per pass ball on the catcher. Runners may additionally advance one base per overthrown ball.
3. Head first slides are not allowed except when a player is returning to a base. Non base-returning head first slides result in an automatic out.
4. Batters are out in the event of a drop third strike.
5. A continuous batting order will be established for all AA games.

### **Pitching Rules:**

1. During the first round of play if the pitcher at any time has a 3-0 count the offensive manager or their coach shall pitch up to four hit-able pitches to prevent walks during early play. Pitches thrown by the manager shall count towards the player's total. During manager pitch the following rules apply:
  - a. 3 strike rule is in effect
  - b. Intentional bunting is not allowed
  - c. Runners may not advance on a pass ball
  - d. Runners may not steal
  - e. Batter is out in the event of a drop third strike
2. Pitch count rules are in effect as follows:
  - a. All AA players shall observe a drop dead of 40 pitches for the duration of the season.
  - b. 11 year olds may not pitch in AA.
  - c. A manager who does not observe pitch count rules or rest days shall be issued a written warning on the first offense and may be suspended at the discretion of the discipline committee on subsequent violations.
3. Intentional walks are not allowed.
4. The catcher cannot pitch after three consecutive innings of catching. Likewise, the pitcher may not catch after throwing more than 40 pitches in a game.

### **Defense Rules:**

1. Eleven players maximum are on the field. Standard infield positions must be used. Up to four outfielders are allowed, positioned in an umbrella formation.
2. All players must play one inning in the infield, per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.