



AAA 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: 9-11 year olds

Mandatory play rules are in effect in the AAA 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. 60-foot base paths will be used for all games.
2. AAA games shall have no new inning after one hour and fifty minutes. The inning, once started, shall be completed. In the event the final inning ends in a tie the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final. Any AAA game that is the last game of the day shall play until a drop dead of 9:30 PM.
3. Taunting of players is strictly prohibited.
4. The team Managers and their assistants from both teams shall work together to prep and tear down the fields each day.
5. 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.
6. 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.
7. The Home team gets the cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get the cages for 30 minutes 1 hour 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.



8. An inning shall end as soon as 5 runs have been scored or 3 outs achieved except during the 6th or declared last inning, which shall be an open inning.
9. If a player arrives late to their game the Manager has no obligation to play them. However, once such player is entered into the game minimum play must be met.
10. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible AA players and obtain consent from the parents of the child to move them up. Players will not be replaced in the final two weeks of play or during the post season.

Batting Rules

1. The batting order shall consist of all players present and must be maintained throughout the game.

Pitching Rules

1. Players age 8 are limited to 50 pitches per day, players age 9-10 are limited to 75, and players aged 11-12 are limited to 85 pitches per day. Rest is as follows: 1-20, 0 days; 21-35 1 day; 36-50 2 days; 51-65 3 days; 66+ 4 days. During the first two weeks of play all players are limited to 50 pitches.
2. If a pitcher reaches the pitch count limit for the day while facing a batter the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made.
3. Any pitcher who delivers 41 or more pitches in a game may not play catcher for the remainder of the day.
4. Players may not pitch in more than one game in a day.
5. Balk rules are not in effect.

Base Running

1. Leading off is not allowed.
2. Stealing is allowed. The runner may only leave the base once the pitched ball has reached the batter. Leading off is not allowed. Stealing home is allowed.
3. Runners may advance bases on overthrows to any base.
4. Head first sliding is not allowed, except when a player is returning to a base. Non base-returning head-first slides result in an automatic out.

Fielding Rules

1. The defensive team shall consist of nine players on the field, with three players in the outfield.