

# CARDINAL LITTLE LEAGUE

## SPECIAL LEAGUE RULES FOR 2017

### AAA Ball Rules 2017

These game rules are established to enhance the development of all players and as coaches you should use the games as an opportunity to help all players develop.

#### General Rules

- The league will provide umpires.
- **Note:** If for some reason there is a no show for umpire, the managers from both teams will select the 2 most qualified people from those available to umpire, and agree to each other's selection. The Home team will be responsible for selecting the home plate umpire.
- The home team returns the bases and visitor team returns the water jugs to the concession stand after the last game of the day.
- The winning team must enter the scores for both teams to the system. All coaches will be required to keep a minimum of a 4 day log of all pitch counts.

#### Game Time/Limits

- Each game will be a minimum of 4 innings and a maximum of 6 innings. If time permits, a 7th inning may be played to break a tie game.
- A 10 run rule applies after four innings. If the home team is winning by 10 runs after 3.5 innings, the bottom of the fourth inning will not be played.
- There is a 2 hour time limit per game. No new inning will start after 1 hour and 50 minutes into a game.

#### Game Play Rules

- Little League does not allow an on-deck circle. Batters are not allowed to have a bat until they are up to bat.
- Players are to wear their uniform shirt tucked into their pants and wear hats when on the field.

#### Hitting and Fielding

- Consecutive batting - all players will bat and will continue to bat in that order for the entire game.
- Each player must play a minimum of 6 outs in the field. This applies whether the game is 6 full innings or ends sooner due to time or the 10 run rule.
- 5 runs or 3 outs constitute a half inning. **Only** the 6<sup>th</sup> inning, and beyond, will be unlimited runs scored, if time permits.
- The infield fly rule does apply.

#### Pitching

- 1-20 pitches in a day = 0 calendar day of rest is required
- 21-35 pitches in a day = 1 calendar days of rest must be observed
- 36-50 pitches in a day = 2 calendar days of rest must be observed
- 51-65 pitches in a day = 3 calendar days of rest must be observed
- 66 or more pitches in a day = 4 calendar days of rest must be observed
- League age 9-10 can pitch a maximum of 75 pitches per day.
- Pitch counts should be verified between innings. This will ensure accurate pitch counts are turned in after each game.
- Pitcher to catcher: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day.
- Catcher to pitcher: Any player who has played the position of catcher in more than 3 innings in a game is not eligible to pitch on that calendar day.

## AAA Rules continued

### Base Running

- No head-first slides when advancing bases. The runner will be called out, if they do. Head first slides are allowed when retreating to a base.
- Share these rules when visiting other non CRCLL parks and any discrepancies please use the visiting parks rules.

## AA LEAGUE RULES 2017:

1. 4 runs max per inning until the 6th inning, when it is unlimited runs.
2. No inning shall start after 1 hour and 50 minutes of play.
3. Only 1 run per inning on a passed ball or wild pitch. All runs can only score on a batted ball, bb or hbp after that. In other words, runs can't score from third after the initial wild pitch/passed ball by drawing a throw from the catcher.
4. Please don't have your runners that reach via walk round first and take off to second. Just have them steal the base on the next pitch. It may seem trivial, but I would rather have kids get used to stealing than taking an extra base that way. It just doesn't fit my eye.
5. Runners can advance on overthrows to any base.
6. The play is dead when the pitcher has the ball in the circle around the mound. No advancement after that.
7. Bunting is allowed.

## A Ball Rules 2017

### Pre-game set-up and general information:

1. The home team sits on the 3rd base bench.
2. The visiting team will sit on the 1st base bench.
3. Regarding umpires: Coaches (at least one rep from each team) will umpire games during the regular season; call it fair and conference if there is a disagreement. Umpires are responsible to call out or safe; no strikes or balls. **Machine operator has final say.** Playoffs: CRCLL will provide umpires
4. Games will be no more than 6 innings or 2 hours long, whichever occurs first. The game will **always** finish in the bottom of an inning. This way both teams get equal at bats.
5. Last inning declaration should happen before an inning starts and it should be mutual. A new inning shall not start after 1 hour 40 minutes from the start of the game.
6. Cancellations due to weather will be made up. 48 hour notice will be my request to the scheduling department.
7. Batters, base runners, and catchers must wear helmets.
8. Coaches will have a complete lineup of batting order for the opposing coach to be able to follow if requested.

### Gameplay: Batting/offense

1. Continuous batting order. The inning will end after the defense gets 3 outs, or the batting team scores 5 runs. The next batter in the order will be first to bat in the next inning. No more than 5 runs per inning.
  - a. Up to 10 runs can be scored the **6th inning only.**
2. There will be no extra bases on over throws to any base from any position. This includes throws from the outfield and throws that go past the first baseman.
3. Batters will get 5 pitches or 3 swinging strikes per at bat; whichever occurs first. Fouling off the last pitch will earn the batter another pitch. This will continue until the batter strikes out or bats a fair ball.

## A Rules continued

- a. If the machine needs to be calibrated due to being bumped/moved, this should be done without the batter in the batter's box. If it is done with the batter in the box, the pitch counts against the "count" I envision this being a beginning of the game or between innings scenario, not a "tailor the machine to every individual batter" scenario.
4. If a ball is hit to the outfield, once the ball is thrown in to the infield and controlled by a defensive player, runners may not advance further than the base they were attempting to gain or currently on. Time will be called once runners have legally advanced a base or are called out due to a defensive play.
  - a. Example: CF throws ball to SS (on the infield dirt/grass). Runner #1 was in process of gaining 3<sup>rd</sup> base, SS throws to 3<sup>rd</sup> base. Runner #2 at 1<sup>st</sup> base tries to gain 2<sup>nd</sup> base when throw is made to 3<sup>rd</sup>.
    - Runner #1 is OK to continue to run and will be called out or safe depending on outcome of play; runner #2 must remain at 1<sup>st</sup> base.
    - Smart, aggressive base running is good and the attempt to make a defensive play is great for growth. Attempting to gain a base after the ball is in an infielder's possession is reckless baseball.
5. If the batter throws the bat more than 10 feet from their batting position they will get 1 warning from their coach. If it happens a second time the batter is out.
6. Any batted ball that hits the pitching machine is a dead ball; a single is awarded and all runners may advance one base. The dead ball rule is for safety reasons.
7. Any batted ball that hits the machine operator or the ball bucket (behind the machine and coach) is live, as long as the ball does not hit the pitching machine; refer to rule 6 for that.
8. Runners may run/leave the base on contact (batted/foul ball) only
9. The batting team may have up to two adult base coaches.

### Gameplay: Fielding/defense

1. No player may sit out more than 1 inning per game until all players have done so. Please try to keep playing time even. Disciplinary action taken by a manager or parent may make this impossible. If a player gets benched due to this, please inform the other coach of the situation.
2. Infielders must keep the baselines clear for the runners. Blatant interference in the base paths will result in that runner involved being called safe.
3. 10 players in the field (4 outfield, 4 infield, 1 pitcher, 1 catcher). If your team is short players you may borrow players from the other team you are playing **for defense only**.
4. Players should be given every opportunity to play all positions. Infield includes P, 1, 2, 3, & SS. Outfield includes C, R, RC, LC, L. A player may not play the same position more than twice a game and must play an infield position at least twice a game and an outfield position at least twice a game. If there is a safety issue that you believe prevents you from doing this, please communicate this to your league director ASAP and other coaches as you play them.
5. Players playing the catcher's position must use the mitt provided UNLESS there is not a mitt available for his/her catching hand.
6. The pitcher must stand to the side of the pitching machine (either side) and no closer to homeplate than the front of the machine. The pitcher also may not start the play any further back than the pitching rubber.
7. Force/tag outs can be made by any infield players at their normal base (1<sup>st</sup> @ 1<sup>st</sup> base, 3<sup>rd</sup> @ 3<sup>rd</sup> base, 2<sup>nd</sup> and SS @ 2<sup>nd</sup> base, and Catcher @ home base) Pitchers may make tag outs only on the first baseline and third base line. For all other situations, the pitcher must throw the ball to

## **A Rules continued**

make an out. They may not run to a base/ home plate for a force out. If a pitcher does this, the runner will be considered safe.

- a. It is of a batter running to first and the runner runs toward/into a pitcher that has fielded the ball in or near the baseline. This would be a normal play in higher levels.
  - b. It is of a base runner advancing from 3<sup>rd</sup> to home base and the pitcher has fielded the ball on or near the 3<sup>rd</sup> baseline. This would be a normal play in higher levels.
8. Outfielders must throw the ball to an infielder to get an out. Tag outs are not allowed by outfielders. If an outfielder does this the runner will be considered safe. This is to promote the pitcher/outfielder to make a throw for an out at a base. If they catch a fly ball it will be an out.
9. Outfielders should be standing a minimum distance of 10 feet behind the infield dirt.
10. Up to two coaches are allowed in the outfield to help position and guide/teach the players.
11. Infield fly rule will not be enforced.
12. **Outfield rules for fields 4 & 5 at Riverview park:** If the batted ball is hit onto or past the paved walking trail or planted shrubbery (by the parking lot), outfielders should indicate this by waving both hands in the air (or some other team designated signal). This will result in a ground rule double.

Little League International rules will dictate unless specifically covered here. Rules may be altered by the league director if at anytime during the season if it is found improvements can be made to our experience.

We will keep standings this year for intra-league play. The plan is to use standings for seeding purposes leading into the playoffs. Playoff rules will be the same as in season unless an appropriate change is deemed beneficial by the league director once coaches have been consulted.

Hopefully, the rules are clear and fair enough to keep us all in line. The point of this level is for the players to learn basics of the game and to have fun; we are not going to the World Series. I hope that when your teams win, they do it graciously and it is because of good hitting, fielding, and throwing, not because of personal aggressiveness of coaches to bend the rules. If a trophy matters that much during the regular season, let Mike know so he can order you one.