

## 2011 "AA" Division Local League Rules

**LITTLE LEAGUE RULE BOOK WILL APPLY WITH THE FOLLOWING ADDITIONAL ITEMS**  
**Age:** League age eight, nine, and ten

**Dress:** T-Shirt and hat are provided and are the required uniform for the entire season. Rubber cleats are required for safety purposes. Baseball or long pants are required for games to reduce injuries

**Batters:** Players will use safety helmets with facemasks provided by SCLL or helmets with safety masks, which are Little League approved.

**Bat Throwing (Unintentional):** Coaches need to make their players aware of the difference between **dropping** and **throwing** the bat after making contact with the baseball. The bat should never be thrown under any circumstances. On the **first** occurrence in a game, the player will receive a warning from the umpire. On the **second** occurrence, the player will receive a warning. On the **third** occurrence, the player will be asked to leave the game. (This rule is for safety purposes.)

**Unsportsmanlike Conduct:** A player who intentionally misuses or abuses any equipment or uses profanity will receive a warning from the umpire (example throwing bats, helmets, etc.). The second occurrence for either equipment misuse or profane language will result in the player being ejected from the game. Sabino Canyon Little League will not tolerate unsportsmanlike conduct.

**Side Retired:** The side will be retired when **five** runs have been scored or three outs recorded whichever comes first.

**Continuous Batting:** At the start of the game all players present are assigned a batting position which will be their batting order for the entire game regardless of who is playing defensively. Players arriving to a game late will be added to the end of the batting order. It is the intent of this league to develop the players and is strongly recommended that the line-up be set for an equal number of at bats per season per player.

start of the game.

**Pitching Rules & Violations:** See Regulation VI (Pitchers) in the Little League rulebook. These rules are very important as they relate to the health and safety of the players. Any violation will be taken seriously. AAA will use Option 2 in the Little League Rule book Page 36, summarized below.

8 year olds                      50 pitches per day

9-10 year olds                75 pitches per day

**If a player pitches 1 to 20 pitches in a day, no (0) day of rest is required.**

**If a player pitches 21 to 35 pitches in a day, one (1) day of rest must be observed. If a player pitches 36 to 50 pitches in a day, two (2) days of rest must be observed.**

**If a player pitches 51 to 65 pitches in a day, three (3) days of rest must be observed.**

**If a player pitches 66 or more pitches in a day, four (4) days of rest must be observed.**

**A pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.**

**Both teams are required to count pitches and record them in the book provided by the league. Prior to the start of the game the managers will advise each other of any ineligible pitchers.**

**The Visitor team will provide an adult as the official pitch counter. The Home team will provide an adult as the official scorer. Managers may be suspended for violating these rules.**

**Pitching Plate.** The pitcher will may use a non-permanent pitching plate placed 40 feet from Home Plate (6 feet from the permanent pitching plate). The pitcher will not change from the permanent to the non-permanent pitching plate or vise-versa during an at-bat.

**Number of Pitches: This is NO WALK division.** After the umpire has called four (4) balls, the batter will be required to hit a ball, either pitched by the coach from 40 feet or soft tossed by the coach. Prior to the start of the game, the coaches must report to the umpire which method will be used. It is the coach's decision which method to use and the coaches do not have to agree to use the same method. Once the game begins the coach's method of pitching from 40 feet or via soft toss cannot be changed. The count remains active during the coach pitch or soft toss. Each pitch or soft toss is a strike no matter where the location of the pitch or soft toss is. Foul balls are allowed. No bunting is allowed during the coaches pitch or soft toss and will be considered a strike.

**Catchers: A pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.** A player may not "catch" more than three (3) innings in any one game. Players may not pitch and catch more than three innings combined in the same game. (This rule is to encourage development of players in these positions.)

**Base Running:** Stealing home on a passed ball or wild pitch is allowed.

When, after a pitched ball, a runner attempts to advance to second base, third base or home without the ball being struck by the batter (a steal), that runner and any other runner may advance only one base even if there is an errant throw or catch at the base to which the runner is advancing. **Example:** A runner attempts to advance to second base after a pitched ball that is not struck by the batter. The catcher throws to second base, but the ball is not caught at second base but continues into the outfield. The runner may not advance any further than second.

Any runner may advance at the risk of being put out on a play beginning with a fair ball being hit, including advancing to home. **Example:** With a runner on 2nd base, the batter hits a ground ball to shortstop. The runner on second advances toward third. The shortstop attempts a play at 3rd but the ball is not caught by the 3rd baseman. The runner may advance to home at the risk of being put out. Further, the batter runner may advance past first base as long as there is a live ball.

**Length of Game:** Six innings. **The game will end one and a half hours from the scheduled start time.** A new inning begins the moment the third out or **fifth run** has been recorded. The Plate Umpires timepiece is official time.

**Protest Rule:** There are no protests in "AA" Division.

**Defensive Play:** It is the SCLL's intent and instruction to all managers and coaches that each player plays at least half the game on defense, with equal opportunity given for infield and outfield play. Ten players are allowed on the field with four outfielders. During the soft toss, the pitcher shall have at least one (1) foot on the pitchers plate. While their team is on the field defensively, one manager/coach may stand outside the dugout in foul territory for instructional purposes. The manager/coach must ask the umpire for time to visit the pitcher.

**Courtesy Runner:** Managers/Coaches may elect to use a courtesy runner for the catcher if there are two outs to move the game along.

**No Forfeits:** If a team is unable to field nine players during a game, they shall borrow player(s) from the opposing team.

**Disciplinary Action:** Before any disciplinary action is taken by a manager resulting in the loss of playing time for a player, the manager must explain such action to the player, the player's parents (s), and the Player Agent. He must also advise the official score keeper before the start of the game.

For instructional and developmental purposes at this level, as well as speeding up the game, managers or coaches may warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

**Rule Reminders:** Rule 1.08 - The on-deck position is not permitted.

Rule 7.08 (a) (4) - The runner is out when sliding headfirst while moving forward. **NOTE:** Applies only when advancing to a base. Does not apply when returning to a base from a run or pick-off situation.

**Game Preliminaries:** Each team shall provide one new ball for each game. At the end of the game each team will receive a ball. **Home and Visitor teams are responsible for field preparation BEFORE the game begins.** Home team is assigned the third base dugout. Scoreboard: an adult representing one of the teams may check out Controls at the snack bar. Controls must be returned

at the end of the game and NOT left for the next team.

**Equipment:** Managers must sign for equipment. At the end of the season, the manager will be held responsible for missing equipment