

2011 "AAA" Division Local League Rules

LITTLE LEAGUE RULE BOOK WILL APPLY WITH THE FOLLOWING ADDITIONAL ITEMS

Age: League Age nine, ten, eleven, twelve.

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

Playing Time: Every player on a team roster must play at least two (2) innings in the infield per game. Any player who does not play two (2) innings in the infield because the game was not allowed to go six innings shall start the next game and play any previous requirement not completed plus the requirement for this game before being removed from the game.

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.

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 offensive side is retired when three outs are made or five runs have scored in that inning, whichever occurs first.

Length of Game: Six innings, however no inning will start after 1 hour and 45 minutes from scheduled start time. **Once started, an inning will be completed.** A new inning begins the moment the third out or fifth run of the preceding inning is recorded. Extra innings for the purpose of determining a winner are permitted provided that no new inning will start after 1 hour and 45 minutes from the scheduled start time. The Plate Umpires timepiece is official time.

During Tournament play only the above time limits are suspended and the following applies: Length of Game - Six innings, however no inning will start after two hours from scheduled start time. Once started, an inning will be completed. A new inning begins the moment the third out of the preceding inning is recorded. Extra innings for the purpose of determining a winner are permitted

Schedule: The regular season is arranged at the discretion of the scheduling committee. Teams will participate in tournament after the regular season ends. Participation awards will be given to those players not receiving a first or second place award. Standings: Wins will count for 1 point and ties will count for ½ point each.

The championship for this division will be decided by a single elimination tournament. Seeding for the tournament will be on the final standings. Awards will be presented to the first and second place teams of the season, along with first and second place teams for the tournament

Lost Player/Forfeit Rule: If for any reason during the season a team is unable to field nine players at the start of a game, that team will forfeit the game. You will play a scrimmage game during that time, but the result will not change the forfeit. The team that cannot field nine players will borrow team player/s from the opposing team. During the season, if a manager feels there is a chance that his/her team will be unable to field nine players to start the game, he/she needs to call the Player Agent. The Player Agent will supply the manager with players' names from the "AA" Division. Players from the "AA" Division should be called on an as needed basis and the "AAA" games should not interfere with their own "AA" Division practice and game schedule. If a manager calls up a player he/she must play them the minimum innings.

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/she must also advise the official score keeper before the 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
11-12 year olds	85 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.

In the event of pitching limit violations the game will be forfeited by the violating team. If both teams commit violations, the game will resort to a double forfeit. Managers may also be suspended for violating these rules.

Bat Throwing: 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 manager will be asked to substitute for the player. If the manager is unwilling to substitute for the player the player will be ejected from the game. (This rule is for safety purposes.)

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 their game begins. Home team is assigned the third base dugout. Scoreboard: an adult representing one of the teams must 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