



## Del Mar Little League AAA Rules of Play

### OVERVIEW of DIVISION

The Del Mar Little League AAA division is an instructional/competitive league for participants' ages 9 to 12, wherein competition is introduced in the form of season's ranking, tournament play and All-Star selections. The AAA division plays according to the 'Official Regulations and Playing Rules for All Divisions of Little League Baseball' also referred to as the 'Green Book' unless specified within this DMLL Rules handout.

The following is a summary of the significant rules and procedures for the Del Mar Little League AAA Division. There are a select number of exceptions to the official rules as adopted by the DMLL Board of Directors, which are noted below.

### RULES of PLAY

#### **Batting:**

- The batting order consists of all players, "Bat around".
- There is no "on-deck batter" position. Players should come from the bench to the plate, after the previous play has stopped.
- Balls and strikes will be called by the umpire from behind the plate and therefore there are both strikeouts and walks. The call by the umpire is to be considered final and cannot be contested.
- There is a 5 run mercy rule per inning. If a play results in more than 5 runs in an inning (e.g. a 2 run homerun is scored after 4 runs are already in) it will be played to completion but only 5 runs will be scored.
- The five-run rule is suspended in the last half inning for either team, by option of the local league.
- A 10 run mercy rule will be in effect. The losing team must bat at least four times.
- Bunting is allowed.
- A helmet must be worn at all times a player is at bat, on the bases, or assisting as a base coach.
- The infield fly rule will be enforced.
- A dropped third strike results in an out.
- Accidental Bat throwing will not be tolerated (one warning). A player will be ejected after second time. Unsportsmanlike throwing of the bat or other equipment is grounds for immediate ejection.
- Official Little League Rules will be enforced if a player bats out of turn.

#### **Base Running:**

- Base runners must stay in contact with the base until the ball crosses home plate; therefore, there is no leading off.
- Stealing is allowed, including home.
- A runner must not slide headfirst into a base.
- A runner is out if the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. No head first sliding is allowed except when returning to a base.
- A player may not advance when the pitcher has control of the ball and his foot is on the rubber. (WAIVER 7.13) The pitcher cannot stop a play or halt an



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advancing runner by placing his foot on the rubber.

### **Games:**

- If a team does not have 9 players that Manager has the discretion to 1) either be subject to a possible forfeit pending Board review and take a player(s) from the other team and play as a scrimmage or 2) play with 8 and play a game that counts for standings. If there are 7 or fewer players no game may take place and the team is subject to possible forfeit subject pending Board Review. (WAIVER 1.01, 3.03, 4.16)
- All games will be 6 innings in length. Extra innings are permitted to break ties, time and light permitting. All games must start on time! On Saturdays, strict adherence to the time limit of two and a half hours is required so that all games may be completed as scheduled. The sixth inning may not start after 2:15 game time. The two and a half hour time limit only applies when there is a DMLL game scheduled immediately after the game in question. It is the intent that all games are played to the duration whenever possible.
- Only the umpire will decide if the game will be called prior to 6 innings due to weather or light.
- Ties or games cancelled due to rain will be made up within two weeks if possible. Care will be given so that teams will not have to play back-to-back games if possible.
- During a game, an injury or other circumstance that leaves a team with less than 8 players must be halted. (WAIVER 4.17)
- All forfeits and other disputes will be settled by the Board of Directors and will be presented to the Board by the AAA Coordinator.

### **FIELD SETUP**

#### **Home Team:**

- The home team will prep the field and put all equipment out including bases, etc.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- The home team will keep the official scorebook.
- The home team will designate an official pitch count recorder who is responsible for maintaining the official pitch counts for all pitchers
- The home team manager is responsible for inputting the official score, pitch count, and player absences upon being prompted to do so by an email that is sent out by the league.

#### **Visiting Team:**

- The visiting team will be responsible for the field breakdown, putting all equipment away, repairing holes on the pitching mound, repairing the batters' box, and cleaning up trash.
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team will keep a scorebook for itself.



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- The visiting team will keep a pitch count for all pitchers.

### TEAM ROSTERS AND PLAY REQUIREMENTS

#### ***Roster Size and Replacements:***

- A team shall consist of 12 players.
- No team may have more than three 9 year old players
- A team reduced to less than 12 players must add a player. The added player shall come from the AA "Play up List", but not from a team in AA who has previously lost a player to AAA, to the degree that this is possible.
- The player chosen must be at least 9 years old.
- Any player in AAA on the AAA "Play Up List" may be brought up to the Majors level as the need arises at any time during the season. Any AAA team losing a player to Majors will not be required to give up a second player until all other AAA teams have done so to the degree possible per the "AAA Play Up List" player availability. The leagues player agent will create the "Play Up List".
- The "DMLL AAA Division Player Additions/Replacement Regulations" describes specific guidelines for how and when a player will be replaced.

#### ***Defensive Field Makeup:***

- Teams will field 10 (regular baseball positions plus extra outfielder). The outfielders shall be positioned on the outfield grass (generally at least 25 feet behind the bases unless outfield is in to prevent a run when the game is on the line) to prevent them from interfering with the infield positions and plays in the infield. (WAIVER 1.01, 4.03(C))
- Outfielder may not be positioned to create a rover immediately behind 2nd base. (WAIVER 4.03(C))
- The catcher must wear full protective gear and use a catcher's glove. Any male player playing the catcher's position absolutely MUST be wearing a protective cup (NO EXCEPTIONS). A neck guard must also be attached to the helmet.

#### ***Substitutions & Rotation of Players:***

- A manager may substitute freely. A player does not have to be a starter to re-enter the game. A defensive fielder must complete an inning to qualify as having played that position during a game.
- Substitutes will rotate each defensive inning so that no player sits more than one inning in a row. All players shall sit out one inning before a player sits out a second.
- Each Player will play a minimum of 2 innings in the infield.

#### ***Pitching:***

The AAA division plays according to the rules defined in the current 'Official Regulations and Playing Rules of Little League Baseball' section IV – PITCHERS. The official rulebook defines the rules of play; the following is a summary for managers benefit:

- A manager must remove the pitcher when said pitcher reaches the pitch count limit for the players age:



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- 12 - Can not pitch in Minors
- 11 - 85 pitches per day
- 9-10 - 75 pitches per day
- However, if a player reaches their pitch limit while facing a batter, the pitcher may finish pitching to that batter, in that inning, but must come out after that at bat and must observe the rest requirements.
- During league pre-season and regular season games pitchers must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days and one game of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days and one game of rest must be observed.
  - If a player pitches 41 - 50 pitches in a day, two (2) calendar days and one game of rest must be observed.
  - If a player pitches 36 - 40 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- During the division playoffs (League Championship Tournament and Division Championship Series) pitchers must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- A player may not pitch in more than one game in a day.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Illegal pitches will be called per Official Little League rules (Rule 8.05). An illegal pitch, whether or not a pitch is actually delivered to a batter, counts as a pitch in determining the pitch count for that pitcher.
- A pitcher once removed from the pitcher's position **may not** pitch again in the same game.
- No curveballs.

### GENERAL and ADMINISTRATIVE RULES

#### **Equipment:**

- The league will provide batting helmets, bats and balls for each game. Report



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- damaged or missing equipment to the AAA Coordinator as soon as possible.
- Each player should be in team jersey, cap and long pants (no shorts) for games. Jerseys must be tucked in.

### **Safety:**

- Prior to start of a game, the home team Manager must confirm the DMLL First Aid Kit provided by the DMLL is present and accessible. Each manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator or Equipment Manager.
- Only LL approved bats, 2 ¼" inch in diameter and having a Bat Performance Factor (BPF) of 1.15 or less are allowed per LL International 2010 Rules. Big Barrel Bats are NOT allowed.
- No player is allowed to pick up a bat without wearing a helmet.
- There is no "on-deck batter" position. Players should come from the bench to the plate, after the play has stopped. If desired, they may practice swing the bat on the way to the plate.
- All offensive players out of the dugout and on the field of play must wear a helmet. The helmet must be worn until the player is behind the fence and back in the dugout. This includes warm-ups.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.
- Managers must carry medical releases for all players at all times.
- The Umpire will strictly enforce safety rules. Only the team Manager may interact with the Umpire. Managers and coaches must strictly enforce all additional safety rules as defined by Little League International and Del Mar Little League. Contact league Safety Officer for full information.
- Players may not leave the dugout or the field of play during the game. The only exception is to use the restroom or in the event of an injury.
- Parents or visitors are not allowed in the dugout.

### **Games:**

- There will be one manager and two coaches in the dugout, maximum during games. Coaches are allowed at first and third bases. The coaches must remain in the dugout unless coaching a base. The opening near first base is considered part of the dugout. The opening near home is not.
- There will be no more than one manager and three coaches allowed on the field for pre-game warm-ups.
- ONLY the manager may interact with the umpire. Coaches may only interact with their players.
- The manager or a coach may visit with the pitcher and include the catcher or other players in the visit. The manager may confer with any other players also. A third visit to a pitcher in the same inning will result in a change in pitchers.

### **Rules Enforcement:**



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The Umpire will be responsible for all on field rule enforcement. Managers will be responsible for all dugout rule enforcement. Register all normal complaints and problems to the Division Coordinator in writing.

### ***Umpire:***

- All calls by an umpire will stand as called. There will be no protests.
- If the umpire has not arrived by game time the Managers will confer and select a mutually agreed volunteer and start the game. If the umpire arrives he will take over the game at the end of a complete inning.
- If the umpire must leave prior to the completion of 6 innings the Managers will confer and select a mutually agreed upon volunteer and continue the game. If the game is tied after 6 innings the Managers have the option of selecting a volunteer as above or play a make up at a later date.

### ***Behavior:***

The league will not tolerate any unsportsmanlike behavior by managers, coaches, players, or parents. Disciplinary actions will be taken at the discretion of the Board of Directors.