



Huntley Little League Baseball Minor AAA Division
Rules of Play Addendum
www.huntleylittleleague.com

League Description

The Minor AAA Division plays under Little League Baseball® rules with some local adapted rules to balance fairness and has a moderate level of competitiveness. More advanced strategy is taught in this league. Stealing is introduced in this division, kids are taught base coaching, score is kept, standings are recorded, and playoffs are held.

Reference

The most current edition of Little League Baseball® Official Regulations, Playing Rules, and Policies shall be used to rule and officiate all games played within this division except where such rules are in direct conflict with the amendments listed herein. In such cases the amendments listed herein shall supersede. Some of these rules are reminders of situational play that is directly taken from the Little League rule book. These rules should be followed for all in-house games and Huntley tournament play. All managers should download and purchase the Little League Rulebook via the Apple or Google App Store. A hardcopy can also be purchased on the [Little League Store](#) webstore.

Amendments & Key Rules

Participation:

- a) No player shall sit out two consecutive innings.
- b) All players are required to play at least one inning in an infield and one inning in an outfield position by the 4th inning. This **includes** the 4th inning. The catcher position qualifies as an infield position. No player shall sit twice before everyone on the team has sat one full inning.
Infield Positions: Pitcher, catcher, 1st, 2nd, SS & 3rd base.
- c) All players must play at least six defensive outs (not necessarily consecutive) per game.
- d) No player shall play the same position for more than three innings in the same game.

EXCEPTION:

- **Catcher Exception:** A team can optionally designate a Catcher for a game, that player may play every inning at catcher for that game but **may not pitch** in that game. This designation must be made at the beginning of the game and declared to the opposing manager and the umpire.
 - **Pitcher Exception:** The starting pitcher will be allowed to continue to pitch to their pitching limit and play the pitching position (considered an infield position) for 3 or more consecutive innings and then will be required, when replaced, shall move to the bench or be inserted into an outfield position. Additionally, all pitchers, once removed from the game, must be inserted into an outfield position or move to the bench, if you only have eight or nine players.
 - **Fielding Exception:** If the visiting team is unable to take the field in the bottom of the 4th inning due to the slaughter rule, there is no violation as the game is considered complete.
- e) All players should be inserted into the game by the end of the second inning unless there is an injury or other unforeseen circumstance.
 - f) A continuous batting order will be utilized. Each team will bat all team members until one of the following occurs: three outs OR five run limit per half inning, whichever comes first.
 - g) The manager is responsible for dividing the playing time equally amongst all players throughout the season.

Note: Violations of the participation rules listed above will result in the manager being suspended for the next two physically played games and will result in a forfeiture of the game in which the rule was violated. Any player that sat twice before another player sat once, will start and play the entire next game. The manager will be brought in front of the DC - Disciplinary Committee.

Coaches:

- a) All coaches and volunteers must have gone through the HLL Background check and be board approved.
- b) Defense: No coaches are allowed on the field when their team is on defense unless a time out has been granted by the umpire. **See mound visitation rule under Pitching.
- c) Base Coaches **CANNOT** interfere or touch/control runners when the ball is in play.
- d) ONLY three HLL Board approved **volunteers** are allowed in the dugout at a time.
- e) There must be at least one HLL Board approved volunteer in the dugout during play (Rule 4.05)
- f) Players can be base coaches, but they **MUST** wear a batting helmet (Rule 1.16)
- g) **NO** HLL Board approved volunteers, parents, coaches can warm up a pitcher (Rule 3.09). **Only catchers wearing full catchers gear can warm up pitchers.**

Game Length:

- a) All games shall be six innings in duration (5 ½ innings if the home team is ahead) Rule 4.10a
- b) There is a hard stop @ 8pm on a school night OR 9:50pm on a non-school night if playing under lights.
- c) There is a hard stop two-hour time limit if there is a game immediately following on the same field.
- d) No new inning shall start after 1 hour 45 minutes of play.
- e) A game will be marked officially complete after the completion of ANY inning that is in progress past the 1:45 Rule d and/or the hard stop two-hour time limit Rule c. Should the game not have a game following, the umpire can still call the game complete due to darkness/safety (Rule g). I.e. If you only have gotten in 3 innings of complete play (1:45 Rule d) or either team was batting and was down and didn't get to complete their at bat (two-hour hard stop Rule c), the game is officially over. There will be no continuance or rescheduling. Manage the game flow appropriately. There is NO score roll back, regardless of incomplete inning or who is at bat.
- f) A game will be considered over (Slaughter Rule) when either team has a lead of ten runs or greater after 4 innings (3 ½ innings if the home team is ahead). NOTE: Both Managers can agree to continue the game to normal length for practice, but the game is marked official and the umpire is not required to stay.
- g) An umpire can call the game in the event of darkness.
- h) If the start of a game is delayed for any reason, the official starting time will be agreed upon by the umpire and managers from each team.
 - a. **Exception:** Games that have a delayed start, must stop play prior to the start of any scheduled game that follows, unless officials decide that all games for the date need to be pushed back based on a weather delay.
 - b. **Exception:** Playoff/Championship Games do not have time limits and should be played to 6 Innings barring a slaughter rule victory.
- i) An inning starts the moment that the 3rd out is made, completing the preceding inning.
- j) In the event a game is suspended prior to being complete, the managers shall contact the AAA Division Director for league rescheduling. The game shall resume where it left off or become final in accordance with the Little League Baseball® Official Regulations, Playing Rules, and Policies.
- k) Rainouts and postponed games are automatically moved to the next available open date within reason. The AAA Division Director will notify both teams after the reschedule or postponed game has been scheduled.

Player Minimum:

- a) A game may proceed and end with as few as eight players. Regulation IIIa
- b) Should a team have less than eight players the game will be ruled a forfeit for standings. The teams can choose to play for experience, but the umpire is not required to officiate.
- c) Teams may utilize "Pool Players" to avoid forfeitures. **See Pool Players Rules and Procedures Document

Scoring:

- a) Score and division standings will be kept with all teams involved.
- b) A five-run limit will be imposed, which will complete the half inning.
Note: If the game reaches the 6th inning and is under noted time restrictions found under Game Length, the five-run limit is removed. This means there are unlimited runs for both teams.
- c) Slaughter rule exists at this level (see Game Length rule f), however, remember these games are meant to be fun and develop our players. Managers should lead by example on the field and exhibit exemplary sportsmanship.

Equipment:

- a) Only [Little League Approved Bats](#) are allowed.
- b) The home team (as listed on League Schedule) shall provide two brand new game balls to the umpire prior to the game.
- c) No metal spikes allowed (Rule 1.11h).
- d) Catchers must use a catcher's mitt (Rule 1.12). They must also have a dangling throat protector (Rule 1.17).
- e) All players must wear a protective cup.
- f) Hats must be worn straight; shirts must be tucked in and socks must match. No player will be allowed on the field of play if they are missing their hat.
- g) Player can use their own helmets if they are stamped "NOCSAE" approved.

Pitching:

- a) Players may not pitch more than seventy-five pitches in a game.
- b) Players cannot pitch three consecutive days, regardless of rest (i.e. under 20 pitches each appearance)
- c) If a pitcher reaches a throwing limit while facing a batter, the pitcher may continue to pitch until any one of the following occurs: the batter reaches base OR the batter is called out. For purposes of tracking the managers will 'roll back' the completed pitch count to the actual limit imposed. The defensive manager must call time out and inform the opposing team and umpire that this is being done.
- d) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that DAY.
- e) Pitchers' league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66-75 pitches in a day, four calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- f) If at any time a pitcher has hit two batters in an inning, or three batters in a game, the pitcher will be replaced.
- g) If at any time a pitcher walks four batters in an inning, the pitcher will be replaced.
EXCEPTION:
 - The pitcher can remain in the game for either rule f or g if both managers agree the quality of the game will suffer from that pitcher's removal. If they do not agree, the pitcher must be removed.
- h) Mound visitation will take place at the mound or the foul line AFTER time has been granted by the umpire.
- i) If a game is in progress or completed and a pitcher is used outside of the above guidelines, the game will be forfeited by the violating team. The manager will be brought in front of the DC - Disciplinary Committee.

Fielding:

- a) The infield fly rule is introduced at this level. Rule 2.00, 6.05 d, k
- b) Defensive substitutions are allowed any number of times per game if the ball is not in play (Rule 4.04). A player may sit out an inning and then go back into the game. A player may play a position, exit the position and play it again any number of times. The only exception being pitcher. **Once a player stops pitching they cannot pitch again in that game (Reg. VI b). Also see Participation Rule d**

Batting:

- a) Only [Little League Approved Bats](#) are allowed.
- b) There are no on-deck batters allowed, regardless of field. Rule 1.08 NOTE 1
- c) Only the first batter of each half inning is allowed outside the dugout between half innings. Rule 1.08 NOTE 2
- d) Warm-up donuts are not allowed in Little League. Rule 1.10
- e) Bunting is allowed and should be practiced. Once a bunt is shown a player may not swing at the ball. The penalty is the batter is called out.
- f) Intentional walks are not allowed.
- g) No throwing of bats by any player will be allowed. **Each team will be allowed one warning.** On additional occurrences, a batter will be called out. If the umpire deems the incident intentional or malicious, the player may be ejected from the game.

Base Running:

- a) Base runners shall slide feet first to AVOID contact at 2nd base, 3rd base and home plate. This is a judgement call by the umpire. There is NO sliding into 1st base.
- b) If a player slides headfirst or runs into a fielder covering a base/home plate without sliding OR slides into 1st base – the player is called out. You can only slide headfirst returning to a base.
- c) Fielders – if there is no play at the base or plate, the fielder must give way and any accidental collision will not be an automatic out for the base runner. Fielders cannot start in or block the base paths with runners on. These decisions/calls will be at the umpire's discretion.
- d) Pinch runners or courtesy runners are not allowed. Rule 3.04
EXCEPTION:
 - With two outs, a courtesy runner is permitted for the **catcher of record**. (Last batted out)
 - Injured base runners may also be replaced by the last batted out.
- e) Stealing of any base, including home, is allowed.
- f) No delayed steals of home are allowed:
 - Once the pitcher controls the exchange, the play is dead and game resumes to next pitch.
 - Teams can steal home on a passed ball or wild pitch. There is a limit of two steal attempts per inning per team.
 - Should the defensive team make an errant throw to the pitcher or another fielder, the runner can try to advance home which will not count toward the attempt limit mentioned above.
- g) There are no lead offs allowed at this level. Base runners must remain connected to the base until the ball reaches the batter. Rule 7.13
- h) No runner shall advance to an additional base after the pitcher has control of the ball and is near the dirt circle of the mound (or the pitching area on Tomaso fields).

Reporting:

- a) The Manager from both teams will record pitchers used, pitch counts per pitcher and the final score of the game on the Huntley Little League's website within 24 hours of the completion of each game.
**Please try to enter counts and score that same night/day when possible.
- b) Each Manager must also verify the opposing side's pitchers and counts. **Someone should check and verify counts each half inning and at the end of the game.**

[Pitch Count User's Guide](#)

[Injury Tracking Form](#)

[Coaching Tools](#)

- includes Lineup Buddy by Division, helps plan positions and batting order.
- includes Pitch Count Log for in game use.