



## **MINOR AAA DIVISION GUIDELINES**

***Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g. unauthorized equipment, pitch count, etc.).***

### **General**

- Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play will end after the next full complete inning. Tie games may continue as long as no new inning is started after 1 hour and 50 minutes.
- The Home Team will use the 3<sup>rd</sup> base dugout and will supply the game balls.
- The umpire/Junior Umpire or designated official for the game will determine the official start time of the game for the purpose of starting a new inning.
- The Manager of the Home Team will provide an official Scorekeeper to keep score in an official scorebook.
- The Manager of the Visiting Team will provide a Game Coordinator/Parent in Charge (PIC) who must be at the game site at all times and seated in a location convenient to both Managers.
  - The PIC is the **only** individual permitted to communicate directly with the Junior Umpire during the game and should remain neutral.
  - If a Manager or Coach has a concern or needs clarification on a ruling, they must address the PIC. The PIC will then communicate with the Junior Umpire and relay any information or decisions back to the Manager(s). At no time should Managers, Coaches, or spectators speak directly to the Junior Umpire.
- If one team is leading by eleven or more runs after the 4th inning, or trails by six or more runs after the 5<sup>th</sup> inning, the game will be called.
- Managers are not allowed to extend games past the run rule. Once the run rule is reached, the game must end immediately, including during the middle of an inning.
- Forfeits will not be made up. Managers cannot cancel games. They must go through Player Agent for any issues (e.g. not enough players due to school activities, etc.).
- A maximum of three adults (Manager plus two registered coaches) will be permitted in the dugout. One adult must be in the dugout at all times.
- Parents wishing to sit players for disciplinary reasons are asked to work with the Manager and the Player Agent.

### **Defense**

- Every attempt must be made to ensure equal playing time for all players. Each player must play at least one inning in an infield position within the first 4 innings except for the pitcher and catcher.
- No player shall sit twice before every other player has sat at least once, with exception to players serving as the pitcher during the game, who have not reached pitching limits for the day.
- Teams short of nine players can borrow defensive players from the other team.
- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.
- No Coaches on the field, except for Volunteer Umpire & Base Coaches.
- No infield fly rule.
- No dropped third strike rule.



### Pitching

- Must Adhere to LLI Pitch Count Rules for individual player age.
- If the Pitcher hits three batters during the game, the Pitcher must be removed from the mound.
- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Manager must report pitch counts, catchers (including jersey number and last name) and score within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

### Offense

- All players on a team will bat in continuous batting order. No substitutions are permitted.
  - Exception: When there are two (2) outs, the manager is encouraged to use a courtesy runner for the player who will catch in the following defensive half-inning to maintain the pace of play. The courtesy runner must be the player in the batting order who made the last out [LL Rule 3.04, 7.14(b)]
- The offensive team is limited to five runs per inning.
- Runners may advance at their own risk on any ball in play.
- No leading off.
- Bunting is allowed.
- Feet first sliding only. [see LL Rule 7.08(a)(4)]

### Fairness

- Managers must rotate which players will sit out. No player except the pitcher and catcher shall have to sit twice before every other player has sat at least once.
- On Field 2, if the sun is in the batter's face, it will be the Umpires and Managers discretion to stop play until it is safe to resume.

### Umpiring

- **Volunteer Umpires:** The Manager of the fielding team will select one representative (e.g. Manager, Coach, or Parent) to call balls and strikes from behind the mound if no official umpire is present. The Volunteer Umpire is the final call on safe/out calls on the bases.
- **Junior Umpires:** Junior Umpires are usually players in the 13-16 year old age range. They must have training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season. Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions using contracted umpiring associations.
- Minor AAA Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.
- **Game Coordinator/Parent in Charge (when a Junior Umpire is present):** The Manager of the Visiting Team will select one representative who is not a manager or coach of either team as an intermediary between the both Managers and the Junior Umpires. The Managers will take all disputed calls to the Game Coordinator who will relay the information to the Junior Umpire(s). The Game Coordinator will not influence the decisions of the Junior Umpire.

**District TOC Representatives:** The overall winner of FunFest will be declared the League Champion and receive the berth in the District TOC.