

HIGHLANDS

~ AAA RULES ~

1. SPIRIT OF THE GAME

Kids play baseball to have fun, and it must be our primary goal to make that happen. When they develop their skills and knowledge of the game and rules within this context, they will come to love the sport of baseball, and value the teamwork, cooperation and sportsmanship that are an essential part of the game.

Coaches are asked to model exemplary sportsmanship and judgment at all times. While it is important that friendly competition be encouraged, for the enjoyment of everyone involved please:

(i) allow all players to rotate through the 'prime' positions but move them if they struggle;

(ii) replace a pitcher that is unable to throw a reasonable number of strikes _ no team wants to earn its runs walking and the pitchers have to learn that it's ok to have an off day;

(iii) do not play too aggressively or pitch only your most dominant pitchers against a much weaker team; and

(iv) do not run up the score unnecessarily.

Please make it clear to your families that any player, coach, spectator or other person displaying poor sportsmanship shall be ejected from the game. Once ejected, the offending person must leave the park immediately or face further disciplinary action.

2. SAFETY

(i) All players must wear a protective cup, regardless of gender, at all times. Mouthguards are recommended to protect teeth and guard from concussion. No player is permitted to wear any form of jewelry.

(ii) Personal batting helmets are strongly recommended for hygienic reasons.

(iii) Back catchers shall wear full protective catchers' gear including facemask, throat mask, chest protector, shin and kneepads regardless of whether they are warming up or playing the game.

(iv) Players not occupying the positions of batter, runner or field shall remain in their dugout at all times. An exception is made for 1 pitcher and 1 batter from each team who may be warming up in the bullpen.

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3. UMPIRES

(i) The home plate umpire is the ultimate authority during the game and will be treated with due respect and courtesy.

(ii) No one, including all coaches, players and spectators, shall make any comment, directly or indirectly, to any umpire at anytime except:

- (a)** as set out in Rule 9 of the Little League Official Playing Rules (where "manager" is replaced by "head coach");
- (b)** to communicate positive comments; or
- (c)** to communicate with the respective league's Umpire-in-Chief or Coordinator of Umpires.

4. START OF GAME

(i) The home team shall supply at least a home plate umpire and a first base umpire. Said umpires must be familiar with Little League playing rules and the rules contained herein.

(ii) The home team shall be responsible for preparing the field of play and shall reside in the dugout adjacent to third base.

(iii) The home team shall supply a minimum of two game balls to the umpire. Such balls will be returned at the end of the game.

(iv) The home team shall provide the official scorekeeper and the visiting team will provide a scorekeeper. Their records shall match.

5. GAME TIME

(i) Whereas it is acknowledged that the start of play begins upon the umpire declaring "play ball", games shall begin promptly as scheduled.

(ii) The umpire's watch shall be deemed correct and will be the official timepiece for the game. If the umpire does not have a watch, the official scorekeeper shall keep the official time.

(iii) Games shall last at least four (4) innings and not more than six (6) innings. Where the home team has recorded a greater number of runs scored, the second half of the last inning shall not be played.

(iv) One-half inning shall be complete when either the defensive team records three (3) outs or the offensive team records six (6) runs. This rule holds true for ALL innings.

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(v) Coaches should be in agreement and make this call: When in the umpire's judgment, weather, darkness or similar conditions make further play impossible, the game will be resumed where it left off at a date agreed upon by both teams.

(vi) The time limit for games will be one hour 45 minutes (105 minutes). That is, no new inning shall begin beyond that time except to play the fourth (4th) inning. For the purpose of this rule, a new inning shall be deemed to begin at the moment of the last out of the previous inning.

(vii) To speed up the game, it is suggested that a returning pitcher be allowed a maximum of six (6) warm up pitches, while a new pitcher be allowed a maximum of 12 pitches. Infielder/outfielder warm up before an inning is limited to the same period as the pitchers warm up pitches. . When the last out is recorded, have your players hustle out to their positions.

6. ROSTERS

(i) Both teams shall provide a written roster to the umpire and opposing team prior to the start of the game.

(ii) Each team shall have a minimum of seven (7) players to start a game and a minimum of eight (8) players by the completion of the second inning. Failure to satisfy these conditions shall result in a game forfeit, and the score will be entered as 6-0 against the forfeiting team. Agreement to continue to play shall not alter the application of this rule.

If neither team is able to field a team, they may agree to replay the game at a later date, as in a rainout situation.

(iii) Where one team has more than 9 players and the other less, the team with fewer than 9 players will be provided with player(s) by the other team to complete its roster.

If the team that is short players refuses to accept such player onto its squad, then rule 4 will apply. If the team with more than 9 players refuses to supply the other with player(s) then rule 4 will not apply.

(iv) All players shall bat in the order provided by the written rosters.

(v) The batting order shall not be altered except to delete a player who leaves the game or to add a player that arrives after the beginning of the

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game to the bottom of the roster. The home plate umpire and opposing team will be apprised of any changes to said roster during the course of the game.

(vi) All players shall play in the field a minimum of one-half of the game as determined by whole innings in the field.

(vii) It is recommended that players be rotated into prime positions, including pitcher, each game.

7. COACHES

(i) Coaches shall not be present on the field of play except between innings, if time is called, or when they are occupying the position of first base or third base coach when his or her team is on offense.

(ii) Coaches can approach the pitcher's mound for discussion with the pitcher three (3) times per pitcher. However, on the third trip to the mound the pitcher must be pulled. Catchers may participate in the on-field discussion.

(iii) Coaches shall remain in the coach's box and may not interfere with any batted or thrown ball, or any batter or fielder. In the case of accidental contact, play will continue. Intentional contact may result in the coach being removed from the game at the umpire's discretion.

(iv) At least one adult shall remain in the dugout at all times.

(v) Coaches shall not stand behind home plate within or outside the backstop.

8. PITCHERS

(i) Scorekeepers shall record the pitchers' names, the number of pitches by each pitcher and the number of batters hit, by inning, by each pitcher.

(ii) Any player may pitch. There is no limit to the number of pitchers that may be used in a game.

(iii) A pitcher once removed from the mound, may not return as a pitcher. (Pitcher pitches the first inning, plays another position in the second inning, may not return to pitch for the rest of game).

(iv) The pitcher must be removed when they reach the limit of pitches for their age group as listed below:

League Age 11-12: 85 pitches per day

10 and under : 75 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches a base or is put out.

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- (v)** All Little League rules with respect to rest periods shall apply;
1 _ 20 pitches in a day_no (0) calendar days of rest must be observed
21 _ 35 pitches in a day_one (1) calendar day of rest must be observed
36 _ 50 pitches in a day_two (2) calendar days of rest must be observed
51 - 65 pitches in a day_three (3) calendar days of rest must be observed
66 or more pitches in a day_four (4) calendar days of rest must be observed

A pitcher who delivers 41 or more pitches during a game cannot play the position of catcher for the remainder of that day. A catcher who appears as catcher in 4 or more innings cannot pitch for the remainder of that day.

- (vi)** A pitcher who unintentionally hits three (3) batters in one inning or four (4) batters in a game, shall be replaced as pitcher. A pitcher who intentionally hits a batter shall be removed from the game.

(vii) There are no balks in AAA. Where a pitcher does not pitch from the rubber, it will be deemed a no pitch. After two warnings (per pitcher) any further “no pitches” caused by not pitching from the rubber, will be deemed a ball.

- (viii)** Intentional Walk - There are no Intentional Walks

9. HITTING

(i). Where an outfield perimeter line or fence exists, a ball hit beyond that line continuously in the air shall be deemed to be a home run.

(ii) Where an outfield perimeter line or fence exists, a ball that goes beyond but not continuously in the air shall be deemed to be a two base hit. If a defensive player touches the ball with the intent to propel it across the line, then the ball shall be live and runners may advance at their peril.

(iii) All other balls hit fair shall be live and players may advance at their peril.

(iv) Batters shall not advance to 1st base on a dropped third strike.

(v) Bunting is permitted.

10. RUNNING

(i) Runners may advance at their peril, either on a hit or stealing, only after the ball has crossed the front edge of home plate.

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(ii) There shall be no leading off of any base by any runner. The base umpire shall indicate an infraction of this rule by raising his or her arm.

(iii) When a runner leads off and there is no hit, s/he must return to the original base. When a runner leads off and the ball is put into play s/he will only advance when forced to by the batter reaching a base safely. (If a hit ball is a double or more (including a home run) it will be deemed a single. Coaches should insure their players are aware that there are no leadoffs.

(iv) Runners shall not advance after the pitcher has control of the ball on the pitcher's mound. The pitcher's mound on grass infields is defined as the circular dirt/gravel area around the pitcher's rubber (does not include the approach) and where the infield is entirely gravel, a circular area approximately 6 feet in radius around the pitcher's rubber.

(v) A runner who safely crosses first base shall not be tagged out unless s/he makes an intentional move toward second base.

(vi) A runner who interferes with the initial defensive player attempting to field a hit ball is out and the ball is dead. Each other runner may advance to the next base to which each s/he was running at his or her peril.

(vii) If there is a legitimate opportunity to put the runner out at home plate, the runner must slide or be ruled out.

(viii) No runner may slide headfirst except to return to the base previously occupied.

11. FIELDING

(i) Fielders shall allow runners access to their respective bases unless they have possession of the ball.

(ii) The infield fly rule is in effect.

(iii) Where a ball is thrown or rolls out of bounds, either in the infield or outfield, or is interfered with by any foreign object or person situated out of bounds, then the runners shall be awarded the base they were running to plus one (1) additional base from where they were when the overthrown ball was released.

(iv) If the overthrown ball remains in the field of play, then the ball is live and runners may advance at their peril.

(v) If the ball is thrown beyond the outfield perimeter then the ball is dead and runners are awarded one additional base.