

**FALL 2011 – LOCAL RULES & GUIDELINES
MINORS AAA DIVISION**

ALL MANAGERS AND ASSISTANTS SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS WITH THE 2011 OFFICIAL REGULATIONS AND PLAYING RULES BOOK (the “ORPR BOOK” or “GREEN BOOK”)

The rules and regulations within the ORPR Book allow the local league some room for modifications. The Summerlin North/South LL policy is to play by the published rules with minimal modifications. The following are clarifications and modifications that Summerlin North/South LL has adopted:

General:

1. The AAA Division is considered a competitive division – Scores and standings will be kept. However, managers and coaches should focus on the development of the players.
2. **There will be a postseason tournament in this division:**
 - Seeding will be determined by the teams’ regular season records;
 - Throughout the tournament and with respect to any particular tournament game, the higher seeded team is the home team; and
 - **Beginning with the Spring 2011 season, tournament rules, as set forth in the ORPR, will govern during postseason tournament play.**
3. ***Regular season games** can be played with eight (8) players or more. If one team does not have eight (8) players or more by the scheduled game time, the game will be considered a forfeit; accordingly the umpires will leave the field.
(*During the tournament, no team may play with less than nine (9) players.)
4. All Managers, Coaches and volunteers must have a background check completed and approved by the board of directors prior to participating in practices and games with the team.
5. 30 minutes prior to the start of the game, the infield should be clear of all players and coaches. All warm-up activity should include a spotter and take place outside of the 1st and 3rd baselines towards the outfield at the warning track, with the catcher standing at the warning track when warming up a pitcher. A Manager/Coach/Parent is NEVER allowed to warm up a player (but managers and coaches may act as the spotter).
6. **Each team can have only one (1) manager and two (2) coaches in the dugout. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. Failure to abide by such rules will result FIRST in a warning, and SECOND in a one-game suspension of the manager. Managers should advise all coaches, players and parents accordingly.**
7. It is a Little League Rule that all players and coaches must remain in the dugout at all times. If a player needs to use the restroom or leave the dugout, the Manager or Coach in the dugout must notify the Umpire and have the player’s parent escort them to the restroom.
8. Players shall not possess in the dugout any of the following: phones, pagers, game boys, etc.; **Exception:** an electronic device **used for scoring purposes only** can be used in the dugout.
9. The infield fly rule is in effect.

Time Limits: No new inning after 1:45 from the **scheduled game time** with NO DROP DEAD TIME.

10-Run Rule: The 10-run rule **will be** in effect. However, the team that is behind must bat at least four (4) times.

Use of Approved Bats: The max diameter and Bat Performance Factor rating (BPF) of bats is 2 ¼ inches and 1.15, respectively. Bats that exceed either of these parameters are prohibited. Moreover, there is currently a Little League-imposed moratorium on the use of **composite-barreled** bats. These are also prohibited unless they have received a waiver from Little League.

The following is a link that contains (1) the current Little League list of composite-barreled bats that have received a waiver of the moratorium and are thus approved, and (2) a further link to a list of non-wood/non-composite bats that are licensed by Little League:

<http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>

For the Fall 2011 season, ALL bats must be approved and bear a SSSL/SNLL/PLL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL/SNLL/PLL. The penalties for the use OR attempted use of any bat without such sticker are as follows: (1) the bat will be removed from the game AND a warning will be issued to the manager, and (2) in the event the manager has already received a prior warning (in that particular or any prior game), then the bat will be removed and the manager will be ejected, coupled with a one-game suspension. If the use of an unapproved bat is not identified until after it has been used by a batter, the course of the game will not be altered. By way of example, if a batter uses an unapproved bat, gets a hit and drives in a run, that bat will be removed from the game and the manager is either warned or ejected, as the case may be. Both the hit and the run will count. The primary objective of these rules is the safety of the players. Managers and umpires are encouraged to identify any unapproved bat as soon as possible and not wait until it has been put in use. As noted, there is no benefit or strategy to waiting for a player to use the bat and then noting the violation as the course of the game will not be altered.

Offensive Rules:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. Once the batting order is set it cannot be changed. Any player arriving after the start of the game is to be placed at the end of the batting order. The penalty for batting out of order will follow the ORPR Book.
2. A player that arrives late must be placed at the bottom of the batting order with no penalty. A player who leaves early will be charged with an out the first time he/she misses an at bat, and no further penalty. If a player cannot bat or finish an at bat because of an injury or illness, the umpire can rule no penalty if he/she feels the injury or illness is legitimate and the player may re-enter in his or her previous batting order if the injury or illness resolved.
3. Pursuant to the definition of an "INNING" in Minors (pg 53 ORPR Book), there is a five (5) run limit per inning, meaning that even if 6 or 7 runs score in an inning, the maximum number runs allowed is five (5). **EXCEPTION:** The fourth (4th) through sixth (6th) innings (i.e. 4th, 5th and 6th innings) ONLY allow for unlimited runs and end respectively only after there are three (3) outs OR the hitting team has batted through its entire batting order, whichever occurs first. The first (1st) through third (3rd) innings (i.e. 1st, 2nd and 3rd innings) never allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.

- Stealing of bases **is** allowed, provided that runners may not leave their bases until a pitched ball has reached the batter. A base runner **MAY** advance **AT HIS/HER PERIL** at any time the ball is live, including an overthrown ball or passed ball by the catcher.

Defensive Rules: Players shall play every other inning. Players may not sit two (2) consecutive innings.

Pitching Rules: Pitching SHALL BE in accordance with the ORPR Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.

- MAXIMUM PITCHES BASED ON AGE:** ORPR Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League age as of 4/30/2012	Ages 11-12	85 pitches per day
League ages as of 4/30/2012	Ages 9-10	75 pitches per day
League age as of 4/30/2012	Ages 7-8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; or (3) The third out is made to complete the half-inning.

NOTE: PITCH COUNT IS BASED ON LEAGUE AGE, NOT NECESSARILY ACTUAL AGE.

NOTE: Notwithstanding the daily pitch count limits above, per Regulation VI(k), a player may not pitch in more than one (1) game per day.

- PITCHING/CATCHING:** A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of the day.

Regulation VI – PITCHERS in the Baseball Rule Book has been amended to read, in part:

- Any player on a regular season team may pitch. *Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.

- REST REQUIREMENTS:** Pitchers league age 14 and under 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 (0) calendar day of rest is required.

All managers must know and abide by this rule for the protection of the pitcher's arms. After every AA, AAA and Majors division game the manager, or the manager's representative, from each team will be required to record the number of pitches pitched by each of his/her pitchers during that game. The manager, or the manager's representative, from the opposing team must sign the other team's pitch log signifying that he/she agrees. The League believes that for the fairness of all teams, and the protection of our pitcher's arms, this is a very important process; if you do not understand how to keep proper pitch count, do not hesitate to ask a League Representative. **Pitch counts and scores must be submitted thru our SAS (Submit a Score) system within twenty-four (24) hours of the end of the game. A link will be sent to each manager once teams are formed.**

The home team's pitch count will be the official pitch count for the game. It is suggested that the visiting team verify the pitch count of each pitcher after every half inning. As volunteers for the league, all team officials (managers, coaches and scorekeeper) should **make every effort to prevent the use of an illegal pitcher** that may result in a protest, a possible forfeiture of a game and suspension of a manager. However, failure by any party to prevent such situations shall not affect the validity of a timely protest.

THE PITCH COUNT LOG FOR ALL GAMES SHOULD BE AVAILABLE FOR REVIEW AT ALL TIMES UPON REQUEST BY A MEMBER OF THE BOARD OF DIRECTORS OF THE LEAGUE, A COMMISSIONER, OR AN OPPOSING MANAGER. REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE ABOVE PITCH RULES may be suspended as follows:

- 1st Offense - Suspended for the next played game.**
- 2nd Offense – Suspended for the next and consecutive played games.**
- 3rd Offense – Suspended for the remainder of the season.**

Multiple violations and/or intentional violations may warrant additional discipline by the League.

Misc. Rules to Remember:

1. **On Deck Batters:** Little League, Inc. does not, **at any time**, permit an "On Deck Batter," **even in between innings.**

ORPR Rule 1.08 provides:

Note 1: The on-deck position is NOT permitted in Tee Ball, Rookies, Minors or the Majors Divisions.

Note 2: Only the first batter of each half inning will be permitted outside the dugout between half innings in Tee Ball, Rookies, Minors and the Majors Divisions.

2. **Reminders re: Catchers:**

Rule 1.12 the catcher must wear a catcher's mitt.

Rule 1.17 catchers must use the extended chest protector.

Rule 1.17 all catchers must wear a "dangling" type throat protector.

3. **Face Masks on Batting Helmets:** Face masks are not mandatory for Summerlin North/South LL teams; however, they are STRONGLY recommended.

4. **Grievances:** From time to time there will be situations before, during or after games that will warrant the Board of Directors of Summerlin North/South LL to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any action taken by any manager, coach, player or spectator that is detrimental to the enjoyment of the game for the kids and their parents will be investigated and acted upon.

5. **Postponement of Games:** The only postponement of games that will be allowed will be due to inclement weather, power failure, acts of God, etc. The Board of Directors of Summerlin North/South LL, only, will make the determination of postponement of a game.

6. **Vehicles:** Vehicles of any type will not be allowed in park areas of any of the Parks at any time with the exception of vehicles conducting official league business. Examples of official league business include delivering of supplies to the concession stand and dropping of league equipment, pictures, trophies, etc. at the main building of the park. A manager or his/her coaches will not be allowed to drive their vehicles into the park area to drop off team gear before, during or after games and practices. Vehicles must remain in the designated parking lot at all times. This is a safety concern to the league and will be strictly enforced.

7. **Ejections:** A manager, coach or player ejected from a game, for any reason, must leave the ball park immediately, and will not be allowed to participate in the team's next PLAYED game per the ORPR Book. The ejected manager, coach or player will not be allowed within the ball park of the team's next PLAYED game at any time during the day of the game. If a manager, coach or player violates this rule, he/she may be subjected to further discipline.