

# **ALL COACHES AND MANAGERS MUST READ THE LITTLE LEAGUE RULE BOOK**

**WE WILL FOLLOW ALL LL RULES AND REGULATIONS UNLESS STATED ON THESE LOCAL BYLAWS:**

## **AAA Division**

### **General Rules**

- 1. All games shall have two hour time limits. No new inning shall start after the one hour, forty five minute mark (1:45) has elapsed. Ties are allowed in the regular season if the time limit has been reached. If the game is on a field without lights, then no new inning should be started after 7:45.**
- 2. Games will be played regardless whether there are umpires. Coaches and or parents should be used to umpire the game.**
- 3. Teams will be comprised of 9 and 10 year old players. Teams will be selected by way of a player draft. All 10 year old players that are not selected in the National League draft must be selected in the AAA League Draft. Remaining spots will be made up of 9 year old players.**
- 4. Sandwich Little League mandates that each player plays at least three innings (half the game) which is greater than the Little League Rule. All players should get the opportunity to play full games.**
- 5. Coaches must “clear the bench” each inning, meaning if a player is on the bench one inning, he must be in the field the next inning. At no time should a player sit on the bench for consecutive innings.**
- 6. Unlimited substitution shall be used to ensure optimum play time for all players.**
- 7. Playing positions should be rotated between the infield and outfield on an inning by inning basis. All players should get an opportunity to play all positions on the field.**
- 8. There will be scores kept in this division however there are no standings.**
- 9. The first weekend in June will be the Debettencourt Cup. This tournament will be played as a single elimination format by all the AAA teams. Seedings for this tournament will be drawn from a hat. Special rules will be used for this tournament.**
- 10. Field lights must be off no later than 10:00 PM.**
- 11. No more than (3) individuals shall be permitted on the team’s bench during games. Any combination of head coach, assistant coach, and or score keeper – a total of 3. These 3 people will be in addition to the regular players.**
- 12. No coach or volunteer will be allowed on the field at any time without having filled out a CORI form**

## **Pitching**

1. There will be no pitch count in this league
2. A pitcher may pitch only 2 innings in any game or throw a maximum of 50 pitches before they must be replaced.
3. A pitcher may not pitch more than three innings in any one calendar week. A calendar week shall be Monday through Sunday. One pitch constitutes one inning.
4. All players should be given the opportunity to pitch at some time during the season.

## **Batting**

1. A continuous batting order shall be used for all players present at the game for the entire game.
2. There shall be only nine batters in any one inning.
3. If the fielding team secures three outs prior to the nine batter rule then the inning shall be over.
4. There is not bunting or half (check) swings.
5. When the ninth batter is up the team in the field should be notified by the umpire and play should take place as if there are two outs. Any out will complete the inning or the fielding team can throw home plate at which time the umpire shall declare the inning completed. If no outs are made then the last batter should continue to round the bases until he/she reaches home plate.

## **Stealing:**

1. Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> bases are allowed.
2. Stealing of home will not be allowed during the first half of the season. Stealing of home will be allowed only after the halfway point in the season has been reached. At this time the league commissioner will notify all teams that stealing of home will be allowed.
3. The base runner cannot leave his/her base until the catcher has caught the ball.
4. There shall be NO stealing by the team in the lead when one team is ahead by 6 runs. The trailing team may steal at any time.
5. No stealing on any type of catcher's over throw back to the pitcher.