

2021 MYBSA AA LEAGUE RULES

(Updated: 04/13/2021)

Unless otherwise noted by the following rules, the **2021 Official Regulations and Playing Rules of Little League Baseball AA Division** will apply.

I. GENERAL RULES:

A. Teams

1. Each team can field 10 players (6 infielders and 4 outfielders).
2. Each team must be able to field a minimum 7 players at all times during the game or will forfeit the game.
3. All players must alternate sitting out and no player shall sit out for more than 2 innings per game, unless injured or due to disciplinary reasons. The objective of this rule is to prevent coaches from repeatedly sitting out the same players. **(TRI TOWN Rule)**
4. No manager or assistant coach is allowed on or near the field of play during a game. Managers and all assistant coaches must remain in the dugout area during all times unless coaching a base.
5. Coaches must confirm score and pitch count at the end of each half inning (with coaches from the opposing team).
6. Wins and losses will be maintained by each team manager and submitted to the League Director for the purpose of determining league standings and playoff matchups.

B. Games

1. Games will begin promptly at the scheduled times and will consist of six (6) innings, or five and one half (5 1/2) innings if the home team is winning the game.
2. No inning will be allowed to be started **after 1 hour and 15 minutes** following the scheduled start time of a game (ie: 7:15 PM for a weekday game that was scheduled to begin at 6PM). Also note rule #4 below. Time limit will be 1.5 hours.
3. A complete inning shall consist of each team batting and making three (3) outs. **Extra innings** will occur if teams are tied after 6 complete innings and time limits have not expired as noted in rule #2 above.
4. Games will be suspended or stopped when in the sole judgment of the umpire if weather, darkness or other conditions make further play unsafe or impossible.
5. A game must reach four (4) complete innings or the home team is leading after three and one-half innings in order to be considered a regulation game. **(Rule 4.10(c), page 61)**
6. If **rule # 5 above has been satisfied AND** a game is stopped due to weather or time requirements during an incomplete inning and the home team has not made 3 outs, the winning team will be the home team if leading the game. If the home team is not leading the game, the winning team will be determined by the score at the end of the last completed full inning. **(Rule 4.11(d), Page 62)**
7. TRI TOWN will NOT follow Rule 4.10(e), Page 61, regarding **conceding games** when one team has a lead of ten (10) runs or more after four and one-half innings.

II. PLAY

A. Pitching (See Regulation VI, Pages 34-37 for further details):

1. The pitcher's mound will be forty (40) feet from home plate (**adjustments +/- 3 feet are allowed, can move in for weaker arms**). Pitchers may pitch from 46 feet, if desired and capable (e.g., 9 year olds).
2. Any player on a team may pitch and there is no limit to the number of pitchers that a team may use in a game.
3. In each inning, a team is limited to no more than 3 walks and/or hit batters, in combination.
 - 3a. After a team reaches the limit of 3 walks and/or hit batters in an inning, and after a ball is thrown with a 3-ball count, a coach from the hitting team will throw the next pitch(es) to the batter. **The count on the batter will reset to 0 strikes.** The batter can still strike out but he cannot walk and can reach base only by putting the ball in play.
 - 3b. If a batter is **hit by a pitch** after the team has reached the limit of 3 walks and/or hit batters in an inning, the player will have the option to take their base **OR** to remain at the plate and hit. **This will be at the discretion of the player/coach. The decision should not be based on score/run opportunity.** If the decision is made to stay at the plate and hit, a coach from the hitting team will pitch to the batter as described above for the "over-limit" walk situation.
4. **A pitcher will be removed from the mound after the pitcher hits three batters.**
5. Intentional walking is not allowed. (*TRI TOWN Rule*)
6. Balks do not apply.
7. **A pitcher once removed from the mound cannot return as a pitcher.**
8. **A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (b) 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.**
9. A player may not pitch in consecutive days unless the player delivered 20 or less pitches in the previous game. Rest requirements noted below also apply.
10. A pitcher may not pitch in more than one game in a day.
11. The team manager (head coach for the game) is solely responsible for knowing when the pitcher reaches the limit for his/her age group as noted below, and must be removed. The pitcher may remain in the game at another position. If a pitcher reaches the limit for his/her age group while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

Pitch Limits by League Age:

9-10 y.o.: 75 pitches per day

7-8 y.o.: 50 pitches per day

League age is determined by a player's age on or before August 31st. For example, a player turning 10 on September 1st is considered 9 for purposes of the above rule.

12. All pitchers 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 10 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 10 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 10 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard *to pitching eligibility*.

4. Managers may designate someone to track pitches during the game and must provide the current pitch count for any pitcher when requested by either the opposing team’s manager or any umpire. Managers are directly and solely responsible for knowing when a pitcher has reached their pitch count limit and must be removed from a game. *Managers are responsible for maintaining pitching records verifying adherence to all of the above rules and must provide appropriate documentation when requested by either the opposing team’s manager or any umpire. (TRI TOWN Rule)*

B. Base Running:

1. Bases will be 60 feet apart. Games will be played at base distances as fixed at the home field.

2. Time out will occur when a player has control of the ball at the end of a play and stops within the “pitching mound”. Base runners that are more than half-way to the next base will be allowed to

continue to that base at their own risk. **Time out** will also occur when requested by a player and granted by the umpire.

3. Base runners may advance *only one base as a result of an overthrow to a base.*

4. Runner(s) may **not** advance on ANY overthrow by the catcher to any base or back to the pitcher. Note: If any runner(s) does advance safely on an overthrow, "time" will be called and the runner(s) will be returned to their previous base.

5. Base stealing: Base runners cannot **lead**. A team total of 3 successful "steals" will be allowed each inning, with advancing on a passed ball or wild pitch counting as a "steal". Only one successful "steal" of home per inning may occur as part of the 3 successful steals/inning. Note: If after three successful steals any runner is successful, "Time" will be called and the runner(s) will be returned without penalty. If caught stealing, the runner is "out". Base runners may not advance an additional base on an overthrow by the catcher who is attempting to throw out a base runner stealing a base.

6. Batters will not be able to advance to first base on a passed ball following a strikeout.

7. Obstruction by a fielder occurs when the fielder blocks off a base, base line or home plate from a base runner while not in possession of the ball. *(Rule 2.0, page 54) If a play is being made on the obstructed runner*, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out. *(Rule 7.06 (a), page 73) If no play is being made on the obstructed runner*, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction. *(Rule 7.06 (b), page 73)*

8. Interference by a batter or runner occurs when the runner fails to avoid a fielder who is attempting to field a batted ball or intentionally interferes with a thrown ball. If in the judgment of the umpire interference has occurred, the batter or runner will be ruled out and all other runners shall return to the last base that was legally touched at the time of the interference, unless otherwise provided by these rules. *(Rule 7.09 (j), page 74-75 & 2.0 page 54) Interference* also occurs when a base runner or batter willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play. If the *interference is committed by the base runner*, the base runner AND the batter will both be ruled out. *(Rule 7.09 (f), page 74)* If the *interference is committed by the batter*, the batter AND the base runner who advanced closest to home plate will both be ruled out regardless where the double play might have been possible. *(Rule 7.09 (g), page 74)*

9. Courtesy/substitute base runners will be allowed for injured players. The substitute base runner for the injured player **MUST** be the player that made the last out. For the regular season, a courtesy runner for the pitcher and/or catcher of record will be allowed when there are two (2) outs. The courtesy runner **MUST** be the player that made the last out.

10. Infield fly rule will NOT apply at AA level. Runners may attempt to advance at their own risk.
11. “Tagging up” is allowed. Runners may attempt to advance at their own risk.

C. Batting:

1. Each team will bat all available players utilizing a “**continuous batting order**” system. Teams must establish a fixed batting order and at the conclusion of each game, the on- deck batter will be the first batter of the next game and the same batting order will be followed for each subsequent game. Teams will be allowed to re-establish their batting order after every *fourth* game and after *each* game of the playoffs. (**TRI TOWN Rule**)
2. For safety purposes, **on-deck** batters are **NOT** allowed.
3. **Bunting is not allowed**
4. During innings 1-5, each team will bat until they make **3 outs OR until 5 total runs have scored**. In the 6th inning, each team will be allowed to score as many runs as possible before they make 3 outs.

III. MISCELLANEOUS

1. It is the home team’s responsibility to provide 3 game balls for each game. **We will use hard baseballs (NOT Level 5 balls).**
2. All players, managers, assistant coaches, volunteers and parents must adhere to the **TRI TOWN Code of Conduct** at all times.
3. All players, managers, assistant coaches and volunteers must complete and sign a **TRI TOWN Participation Waiver** form before they will be allowed to participate in any capacity.
4. All managers, assistant coaches, and any volunteers must complete a **Little League Volunteer Application** and be deemed eligible by the **TRI TOWN Board of Directors** before they will be allowed to participate in any capacity.
5. **Regular Season Standings** will be determined as follows:
 1. Most points earned in a season (win = 2 points, tie = 1 point).
 2. Head to head records vs. opponent with identical point totals.
 3. Coin Toss.
6. **Playoff Tournament: TBD**