

## CRCLL “AA” Division Playing Rules

The AA division of CRCLL baseball is designed to continue the development of players. The players range in age from 7 to 9 years of age. This level of play will help the players gain a better understanding of the game and continue in their development of the fundamentals of baseball so that they can advance to the Major/Minor Division in the league. Encouragement and good sportsmanship from all is expected.

These game rules are established to enhance the development of all players, and as coaches, you should use the games as an opportunity to advance that goal. *Little League International* rules will dictate unless specifically covered here. Rules may be altered by the league director if at any time during the season it is found the improvements can be made to our player experience. This is the first divisional level that we will keep official standings for intra-league play which will ultimately be used for seeding purposes in the playoffs. The following rules are set in place to work in conjunction with the Little League Official Regulations and Rule Book.

### Pre-Game Setup and General Information

- **Umpires:** The league will provide umpires. **Note:** if for some reason there is a “no show” for umpire, the managers from both teams will select the two most qualified people from those available to umpire and agree to each other’s selection. The Home team will be responsible for selecting the home plate umpire.
  - The umpire’s interpretations of all rules are final in any game situation. All rule questions or discrepancies are to be discussed with the Division director, and not argued with the umpire.
  - Most of our umpires are teenage kids and likely alumni of our program. In general, they make the correct call – there will be instances where they do not. In that event, call time and have a calm discussion with the umpire about your concerns. Give them advice, help them to understand the correct call, and the next time around they will likely get it correct. Under NO circumstance are you to berate, intimidate, or otherwise mistreat an umpire of the league. Any deviation from that rule will be strictly enforced under our code of conduct policies.
- The winning team should submit the final scores within the Sports Connect App
- The Home team sits on the 3rd base bench, the visiting team will sit on the 1st base bench. It is each team’s responsibility to leave the dugout clean following the game.
- The Home team is to return the bases to storage following the last game of the day
- One manager and two coaches maximum per team may be in the dugout.
- If a manager knows that they will be short players for an upcoming game, they may “call-up” substitute players from the “A” Division. All substitute players must be assigned to the end of the batting line-up and play any position on defense with the exception of pitcher/catcher (this is an exception to the mandatory position rules).
  - A manager may only “call-up” a number of players to field a roster total of 10. In the event that a player arrives that was not expected, the “call-up” shall not be sent away and will play as expected.

## Pregame

- Home team gets first use of batting cage. The batting cage corresponding with the field number that game is being played. Visitor team is to have access to batting cage the last half hour before game time.
  - 6pm game example: Home team 5:00-5:30. Visitor 5:30-5:55
  - Note, if multiple cages are open to use, both team should have access

## Game Time/Limits

- Games will be a minimum of 3 innings and a maximum of 6 innings
- A 10 run rule applies after 4 complete innings. If the Home team is winning by 10 runs after 4.5 innings, the bottom of the inning will not be played.
- There is a 2 hour game time limit. No new inning will begin after 1 hour and 45 minutes have elapsed. If an inning ends prior to the cutoff, the next inning will be played – the team does not need to take the field or issue a pitch for the inning to begin.

## Pitching

### Pitch Count Limits

All pitchers ages **7 and 8** are limited to 50 pitches in a single day

- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed
- If a player pitches 1 to 20 pitches in a day, no calendar day of rest is required before pitching again

All pitchers ages **9 and 10** are limited to 75 pitches in a single day

- If a player pitches 66 to 75 pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no calendar day of rest is required before pitching again.

The pitcher is permitted to finish pitching to the current batter if they reach the maximum number of pitches during an at bat. For example: If a pitcher starts a batter with 49 pitches and finishes that batter at 54 pitches, his/her pitch count, for the game, is 50 pitches.

Per Little League rules, no pitcher is permitted to retake the mound during a game after being relieved by another pitcher. No pitcher is permitted to pitch in more than one game per calendar day i.e. pitcher may not take the mound in both games of a double header.

### Pitcher to Catcher

- Any pitcher who delivers more than 40 pitches will not be allowed to play the catcher position for the remainder of game.
- Any player who has played the catcher position in more than 3 innings in a game is not eligible to pitch on that calendar day
- No player should play both Pitcher and Catcher position within the same inning in order to keep the game moving along

### Recording Pitch Count

Each team is responsible for tracking the number of pitches thrown by all pitchers. Following each inning, managers will compare and reconcile pitch counts. In the event that the teams do not agree on the count, the Home team count will be used as the official count.

- Once a pitcher has reached their respective Little League Age maximum (50 or 75 pitches) and complete pitching to current batter, the pitcher will be removed from the mound. If the team is unaware of limit being reached, call timeout and discuss with opposing manager and umpire.
- All interested players should be given opportunities to pitch during the season regardless of skill or ability. This is the **ONLY** way to begin developing player pitching skills. If a player has no interest in pitching, please have the parent inform the Division Director. **Failure to rotate pitchers WILL impact whether you are selected to coach in more advanced levels of play.**
- Exceeding max pitch count will result in forfeiture of the game and a recorded loss.
- Adherence to pitch count rules is of the utmost importance for player safety. Managers will be responsible for submitting accurate pitch count logs to the AA Division director. **Failure to retain accurate pitch count logs WILL impact whether you are selected to coach in more advanced levels of play.**

## **Batting / Offense**

- Teams will bat the entire lineup each game in a continuous batting order. All players present for the game will bat in the order set at the beginning of the game. If players arrive late, they will enter at the pregame assigned batting position, if that number has been passed they should be added to the end of the line-up.
  - Please alert opposing manager if change is made as a result of arrival time.
- Maximum 4 runs per inning, except for the 6th inning which allows for unlimited runs. There is a ten-run rule after 4 complete innings.

- If your game is going to be cut short due to weather or unforeseen event, both coaches and the umpire should agree on what inning will be declared the “last inning”, at which time, the unlimited run rule applies.
- There is no bunting allowed in the AA Division. An obvious attempt at a bunt will result in a called out.
- Walks will be **ELIMINATED** until a point in the season determined by the AA Director or will end just prior to Little League Day. In place of walks, a Tee will be brought in for hitting following the 4<sup>th</sup> called ball. The player receiving the Tee will be awarded one swing to put the ball into play.
  - The rule is in place to create a more exciting game and further develop player fielding skills.

## Base running / Offense

- Little League International rules do not allow head-first sliding when advancing bases. Any attempt at a head first slide will be immediately called out.
  - Players are permitted to dive head first when retreating to a base during play.
- Players may advance only one base on an overthrow on a ball in play. If there is a play on the runner as they attempt to advance on the overthrow, the player may not advance another base, even in the event of another overthrow. We want to encourage the defense to throw the ball to earn an out, rather than hold the ball or return to pitcher.
- Only one base is allowed at a time on a steal, no matter whether the steal takes place on a passed ball or not – in other words, no extra base may be taken after a steal attempt on an errant throw by the catcher or misplayed ball by a fielder on a steal attempt (CRCLL is encouraging catchers to get used to throwing the ball to base – this rule removes the fear of making bad throws).
- Stealing of any base, including home, is not allowed on an overthrow from the catcher back to the pitcher. No stealing of bases is permitted on called ball 4. No dropped 3<sup>rd</sup> strike live runner, if the batter swings or the pitcher delivers a called 3<sup>rd</sup> strike the batter is out regardless of catcher completion.
- Stealing of home plate will be limited to only one run per inning. A steal of home is defined as any time a run crosses the plate without the ball being put in play by hit or by walk. In other words, whether the run is scored on a passed ball or on a straight steal, this is only allowed once per inning.
  - If a second home steal is successful, the run will **NOT** count and the player shall be returned to 3<sup>rd</sup> base
  - Stealing of home is **NOT** permitted when the offensive team enters the inning with a lead of 6 runs or more, unless by walk. If the lead falls back to 5, the normal rules will revert.
  - Any runner improperly running the bases contrary to the rules/limits who is tagged out by the defense will be out. Runners always advance at their own risk, and we will reward the defense for making a “baseball” play.

## Fielding / Defense

- There will be a 2 minute time limit between innings or 8 warm up pitches by the pitcher, whichever occurs first.
  - A coach may warm up the pitcher between innings at the 'AA' division. A player on the bench may warm up the pitcher in the catcher's box provided they have a catcher's mask on. Please keep in mind, all levels following 'AA' do not permit the coach to warm-up a pitcher. **This is a Little League rule**, not a CRCLL rule.
- The AA Division does require mandatory playing time. Each team shall provide mandatory playing time above and beyond that stated in the Little League Official Rules and Regulations.
  - No player may sit out more than 1 inning per game as rosters allow. No player will EVER sit a 2<sup>nd</sup> inning until all other team members have sat for an inning.
  - All players are required to play an infield position for a minimum of 2 full innings. Infield positions are defined as 1st base, 2nd base, shortstop, 3rd base, pitcher, or catcher.
  - A limit of two innings per game may be played at any one infield position; this includes catcher. The pitcher is allowed to pitch more than two innings as long as he/she does not exceed the pitch count rule. Please do your best to rotate players evenly – this level is more focused on fun and player development.
  - The AA Division does allow for up to 10 players to play defense unless only 9 players are available for the game. Each player should be fielding 5 innings per game.
  - In the event that a pitcher started a game, and is removed from the mound in the 6<sup>th</sup> inning, that player should be placed on the bench unless available player numbers require them to take the field.
  - Coaches should make efforts to not have players start consecutive games on the bench. Coaches should also make every effort to sit players, rotate positions, and provide at-bats equally throughout the season.

Please remember, while AA Division is more competitive we are still prioritizing **FUN** and **DEVELOPMENT** over winning. Building a strong league requires both, and coaches should always keep this in mind during games and practice. Players will make mistakes, umpires will make mistakes, YOU will make mistakes. Keep calm, provide praise, and teach your players the game.

If you are too competitive to lose in the AA Division with grace, you may not be the right person for the job. Your attitude and performance **WILL** impact whether you are selected to coach in more advance levels of play.

Play Ball!

If you have issues with anything else that you feel needs to be addressed, please feel free to contact your Division Director