

**HLL AAA Division
2018 Local Rules
February 2018**

**HLL AAA DIVISION LOCAL RULES & RESPONSIBILITIES
2018 SEASON**

Philosophy of AAA Division Play

This Division is an introduction to "real" baseball. Players begin to compete, with scores and won-loss records kept. Playoffs are introduced and trophies are awarded to recognize the Regular Season and Playoff Champions. AAA is comprised mostly of 9 year olds, with a few 10 year olds and 8 year olds. Rules are largely the same as in Minors, with a handful of exceptions. Players bat against live pitching for the first time, kids pitch for the first time, and players all play a minimum of 3 innings. Umpires are also introduced.

Teams will play pre-season and regular season games and then are seeded to the post-season round-robin, double- elimination tournament according to their regular season win/loss record.

Little League Rules, as set forth in the 2018 Little League Rule Book, are adhered to in Hillsborough Little League, and are not duplicated herein. Coaches should have a copy of the Little League Rules and apply them. We will also adhere to Little League Rules and the following HLL Local Rules approved by our local Board of Directors:

DRAFT

1. Managers and Coaches.

Each team is permitted a maximum of one Manager and one Coach named to each AAA team prior to the beginning of the tryouts. No additional coach can be named after the tryouts begin until draft night (when a player must be drafted in order to get the Parent/Coach). If a team desires a third coach, they must draft the player in order to get the Parent/Coach. Managers will inform the Player Agent of their "official" coaches (maximum two) prior to Opening Day. Little League rules dictate that a maximum of one Manager and two coaches are permitted on the field of play or in the dugout during a game. Two adult coaches may coach the bases provided there is an adult coach in the dugout.

2. Draft Eligible Players.

To be eligible for the draft (and therefore, eligible to be drafted onto a AAA team), a player must try out (no exceptions). To try out, a player must be registered and at least 8 years old. A Manager who permits an unregistered player to play will be suspended from HLL.

3. Drafting Brothers/Siblings

Sibling Pairs Available in the Draft: If there are sibling pairs available in the AAA Draft, and the parents require their kids to be drafted onto the same team

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(Player Agent to obtain parental desires prior to Draft night), HLL requires a team to draft the siblings as a pair. The second sibling is placed in the Draft order, according to his/her rating. If the parents do not require that they be on the same team, they are considered individually.

4. Player Trades.

Trades in HLL must be completed on draft night. Upon completion of the Draft, the Player Agent will permit trades. A time limit will be set. If a deal is made, it will be announced that night. No trades are permitted once the Draft meeting has ended.

Local Rules

5. Batting Order

We use a continuous batting order in our games. All players (1 to 12) will bat, whether they are playing in the field or not.

6. 3-Inning Play Required

HLL has adopted a 3-inning minimum play rule. This means that every player must play 9 defensive outs in every game. We use a continuous batting order throughout the game so all players bat whether or not they are playing in the field.

Note: If any player does not receive the required nine (9) defensive outs, as a result of being on a losing visiting team, the player(s) who didn't receive the league mandated field time must start the next game and play at least the first three innings.

7. One Inning in the Infield

Each player must play at least one defensive inning in the infield (P, C, 1B, 2B, 3B or SS).

8. No 8-Player Games

No play with fewer than 9 players is permitted. If during the course of game, the team with only 9 players loses a player for any reason, the game is forfeited.

Little League "**Rule 4.16: NOTE:** A game may not be started with less than 9 players." It is not an automatic forfeit, as the Board can decide that the game can be played at a later time, but the Board cannot decide that a game can be played with less than 9.

Little League "**Rule 4.17:** If a player becomes injured during the game and cannot play, and the team cannot field 9, then they forfeit."

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In the event of an 8 player team, HLL encourages the game to be played as a scrimmage, but the 8 player team would forfeit for the purposes of league standings.

9. Player Leaves Game

If a Player leaves the game, it is allowed without penalty; however, the Manager of the affected team must notify the Umpire and opposing Manager prior to the player's departure.

10. Banning of stealing of signs

HLL adopts rule 9.01(d) which prohibits the stealing of pitch signs and location and relaying them to the batter. The consequence is ejection.

11. Pitchers.

AAA Pitchers are permitted to pitch a maximum 75 (9, 10) or 50 (8) pitches per game, dependent on their age. A pitcher once removed from the mound cannot return to pitch in the same game.

A pitcher who hits 3 batters in a game is to be removed from the pitcher's mound for the remainder of the game.

Pitchers are recommended to wear Head Savers.

12. Visiting the Mound.

A pitcher must be removed after the 2nd visit by the manager in the same inning. The pitcher will also need to be removed from the game after the 3rd total visit to the same pitcher in a game. The catcher and other players may join the Manager/Coach on the mound. Reminder: it is considered a visit if the coach or manager goes to the mound even when teams are changing sides.

13. Infield Fly Rule

The Infield Fly Rule is not enforced the AAA Division. All fly balls in the infield are considered live balls.

14. Intentional Walks

Intentional Walks will not be allowed in the AAA Division.

15. Stealing

a. Catcher must have full possession of the ball

A runner may not begin to attempt to steal a base until after the catcher has picked up the ball. The catcher must have full possession of the ball (in his glove or hand) before the runner leaves his base. A runner who violates this rule must be sent back to his original base. If the catcher performs an unnatural baseball act such as paddling, pushing, or kicking the ball to gain advantage, the runner shall be rewarded the next base.

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b. No Advancement on an overthrow

A runner who steals second base shall not be permitted to advance to third on an overthrow to second base. This rule is intended to encourage catchers to try to throw out runners, and to make the offensive team earn its runs by batting them in.

c. Stealing 3rd Base

A runner who steals 3rd base shall not be permitted to run home if the catcher overthrows the third baseman. This rule also is intended to encourage catchers to try to throw out runners, and to make the offensive team earn its runs by batting them in.

d. Stealing 2nd base with runners on 1st and 3rd

In the same spirit as rule (b) above, with runners on 1st and 3rd, when the runner on 1st base attempts to steal 2nd base, the runner of 3rd base MAY NOT go home under any circumstances.

e. No Stealing Home

In the same spirit as rule (c) above, a runner on 3rd base MAY NOT attempt to steal home or run home under any circumstances including a passed ball, a wild pitch, or an overthrow to the pitcher.

16. Fastballs and Changeups Only

Managers will communicate to players and coaches that HLL AAA Division allows only fastballs and changeups.

1st illegal pitch - the umpire will call a NO PITCH. However, the pitch will count against the pitchers pitch count total.

2nd illegal pitch - the umpire will call a NO PITCH. However, the pitch will count against the pitchers pitch count total. **Note:** the Umpire will issue a FINAL warning to the pitcher & the Manager

3rd illegal pitch - the Umpire will call a NO PITCH. However, the pitch will count against the pitchers pitch count total. **Note:** after the third offense the pitcher will be removed from the game, the Manager will be suspended for one game after the completion of the current game and the pitcher will be required 4 calendar days rest regardless of pitches thrown. Reminder, any Manager suspended for any reason is automatically ineligible to manage or coach any HLL tournament teams.

17. No Bunting

Bunting is not permitted in AAA. In addition, a batter is out if he/she fakes a bunt and then takes a swing at the pitch.

18. Stopping Play

On a batted ball, play stops when a throw from an infielder (1B, 2B, 3B, SS or catcher) is intended for pitcher, regardless of the pitcher's location and is either

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caught or passes the point where it should have been caught. A runner who is not more than half way to a base at the time the ball either arrives or passes the pitcher shall return to the previous base. In the event that the pitcher receives a thrown ball from an outfielder (LF, CF, or RF) or picks up a ball on the ground that has not been thrown, then he/she must move to and touch the pitching mound to stop play. This rule does not apply with respect to attempted steals on a pitch. The intent is to teach players to throw to a cut-off man from the outfield. If coaches are deemed to be circumventing the intent of the rule, the league can change the rule and discipline the offending manager or coaches.

19. Double 1st Base and Break-Away Bases

A double 1st base will be used in AAA. On close plays at 1st base, the base runner is expected to cross on the orange base to avoid collisions. The white base is the formal base that the fielder uses to make the play.

Break-away bases will be used for safety in AAA games.

20. Game Play

Games are 6 innings in length, but no full inning can start after 1 hour and 59 minutes from when the game began. Managers must confirm the start time of each game with the head umpire, and log it into the scorebook. Ties are permitted during regular season. An inning starting after 1 hour and 45 minutes from the beginning of the game will be considered the last inning.

21. Weather/Daylight.

If a regular season game is stopped due to weather or lack of daylight prior to the conclusion of the fourth inning, the game will be continued **at the point in which the game was previously delayed** the next time the two teams are scheduled to play each other, one-hour prior to the regularly scheduled game, or as determined by the Scheduling Director.

Pre-season games called for darkness or rain will not be completed.

22. 5-Run Rule

Pursuant to **Rule 5.07**, HLL waives the 5-run rule for both teams in the last inning.

23. Ties

Ties are permitted in the regular season. AAA teams are not permitted to continue playing beyond inning 6 innings in order to break the tie. Ties count toward the standings (see point system below). All games during the post-season tournament must be completed and may not end in a tie. Therefore, in the event of a tie at the end of a regulation 6-inning tournament game, teams will play extra innings in order to determine a winner.

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24. Standings

Teams will play pre-season and regular season games, but only regular season games count toward the standings. Standings will be kept and will be based on total games played within the Division. Teams are seeded to the post-season tournament according to their regular season record. Because of ties, standings will be based on a point system, with 2 points awarded for a win and 1 point for a tie. At the conclusion of the regular season, the team with the best record overall will be considered the regular season Champion.

25. Post-Season Tournament

A post-season double-elimination tournament will be held with teams seeded as outlined below. The winners will meet on Championship Saturday and will play an additional game the next day, if required. Championship game #1, home team is from the winner's bracket. Home team for championship game #2, if needed, is the winner of game #1.

Win/Loss standings will determine the post-season tournament seeding. If there is a tie, the tie-breaker will be as follows:

- 1) Aggregate head to head win/loss record among tied teams
- 2) Fewest runs allowed against all teams in AAA Division
- 3) Flip of a coin

RESPONSIBILITIES

26. Batting Cage Practice.

AAA Teams will have drafted for field practice and batting cage times once the scheduler determines that there is availability. Majors teams have priority over use of the batting cage for one hour prior to the start of a Majors game (this includes all originally scheduled games as well as make-up's and tournament games).

27. Game Set-up Responsibilities.

The home team uses the designated bench (3rd base side) and the visiting team uses the guest bench (1st base side).

The home team is responsible for raking (or dragging) and watering down the infield immediately prior to the commencement of the game (10 minutes prior to the official start), removing bases from the equipment box and installing them on the field of play. The black base plugs should be placed next to the lock box so that they can be found easily at the conclusion of a day's play. The home team is responsible for providing game balls to the umpire prior to the start of the game.

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The home team is the official scorekeeper. It is suggested that both sides keep a scorebook & track the Pitch Count and compare and resolve inconsistencies every inning. The home team will report the game score to the AAA Division Director after each game.

At the conclusion of each game, the visiting team is responsible for cleaning up any trash on or around the field and the home team is responsible of dragging the infield. During the week and at the conclusion of the last game on a weekend, the home team is also responsible for returning the bases to the lock box and replacing the base plugs in the infield at the conclusion of the game. The scoreboard and remote should also be placed in the lock box. Finally, the lock box needs to be locked.

28. Team Warm-Up.

Each team has 10 minutes to warm up on the field prior to the start of the game. The home team takes field warm-up 30 minutes prior to the start of the game. The visiting team takes field warm-up 20 minutes prior to the start of the game. Games are to begin promptly. Failure to take the warm-up on time will cause that team to forfeit the warm-up so the game can begin on time.

29. Keeping Record of Pitch Counts

Each team should have a pitch counter who counts pitches of all pitchers on both teams. The pitch count recorder must provide the current pitch count for any pitcher after each half-inning and when requested by either manager or any umpire. **However, the manager is responsible for knowing when his/her pitcher must be removed.** Violation of any pitching rules can result in protest of the game in which it occurs. Any protest shall be made in accordance with Little League Playing **Rule 4.19**. The home team will report the game score, pitch count (both official and actual, homeruns, and umpire rating in the HLL website. Manager should make every effort to report the data on the same calendar date as the game occurred.

30. HLL Code of Conduct and Zero Tolerance Policy

All persons associated with the team, including players, managers, coaches and spectators, shall support the umpires. No one is to address the umpire during the game with the following exceptions:

1. Managers or players responding to the umpire who addresses him or her,
2. Managers making substitutions,
3. Managers, coaches, players or spectators pointing out emergencies or safety issues.
4. Managers asking for a rule interpretation.

A manager may ask an umpire in a polite and constructive way to explain a rule. Polite and friendly feedback can be given to the umpire after the game. Absolutely no demonstrative behavior, sarcasm, harassment or intimidation by managers, coaches,

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players, parents or spectators will be tolerated. Any such behavior should be reported to the Umpire Director.

1st infraction: Umpire may ignore or give warning or take any other appropriate action, including reporting the incident to the Umpire Director and the President of the League.

2nd infraction: Umpire shall record one (1) out against the offender's team. Umpire shall report the incident to the Umpire Director and the President of the League.

3rd infraction: Umpire will take action as appropriate which may include recording an out or having the Offender ejected and asked to leave the area.

If a Manager or Coach is ejected from a game, he/she will also be suspended for the team's next game as well.

The Board of Directors retains discretion to enforce these actions as well as the authority to administer other disciplinary actions as it deemed necessary.

31. Challenges to Umpire Calls.

Judgment Calls – cannot be argued or challenged under any circumstances.

Rule Interpretations – Only a Manager may express disagreement with an Umpires rule interpretation. To do that, the Manager must follow the following steps:

- a. Must ask permission to approach and speak with the Umpire;
- b. Must discuss their views citing the specific rule in a current edition of the Little League rule book;
- c. Must present the page and paragraph in a rule book or a reference to local rules.
- d. Must be timely in the challenge. Once play has resumed no further challenges may take place on that specific call/play.
- e. No extended delays in the play of the game will be permitted, particularly if the rule book cannot be immediately produced.

32. Backstop Clear.

No one is permitted to watch the game from behind the backstop or within 10 feet on either side. This is to avoid distractions to the pitcher on the mound and the catcher and umpire behind the plate.

33. Good Sportsmanship.

Managers, coaches, players and fans are to show good sportsmanship and proper conduct at all times. No one except a manager is allowed to speak with the Umpires during a game. *Arguing or attempting to influence umpire decisions (strikes and balls or any judgment call) is specifically prohibited and will not be tolerated.*

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34. Player Responsibilities.

No players are allowed in the stands during a game. They are limited to the players' bench behind the respective home and visitor fences. *There is no "on-deck" circle and players are not permitted to take practice swings until they are up at the plate.* Also, no adults (except team Manager and 2 Coaches) or siblings are allowed on the bench or around the players' bench during the game.

35. Field Etiquette.

Players are not permitted to swear, throw hats, bats or helmets, otherwise they are subject to a one-game suspension and, if continued and approval obtained from the Player Agent, ejected from HLL for the balance of the season. The same is true for Managers and Coaches. By National Little League rules, *anyone ejected from a game is suspended for the next game also.*

36. Heckling, Taunting, and Teasing.

Players, coaches and parents are not permitted to heckle, taunt or tease players on the opposing team. They may not yell or heckle the pitcher and catcher, nor talk to the batters during the pitch. . **Once a pitcher has come to a set position and is ready to pitch, the opposing team shall refrain from causing a distraction to the pitcher.** Umpires may remove a player, coach, or Manager from the game for unsportsmanlike conduct. Umpires may stop the game and enlist the support of the Managers and Coaches if a parent needs to be requested to cease their heckling or taunting or be requested to leave the field. *Cheer for your players, not against the other team's players.*

37. Uniforms.

All players must be in full and proper uniforms in order to play in a game. This means team uniform, pants, hat and cleats (and soft cup for boys).

38. Make-Up Games.

Regular Season Games will only be made up if it is determined that the game will impact the division standings. The Division Director, working with the Scheduler, will determine the date of the make-up and arrange with the Director of Umpires to schedule umpires. *Pre-season games will not be made-up.*

39. Little League Approved Bats:

The Managers and Coaches will verify the "approved" bat **with a USA Bat stamp and conforming with** the latest issued list of Little League of America, as per their website, www.littleleague.org.

40. Medical Forms.

Managers are required to have medical release forms at all practices and games. Cold Packs must also be on-hand.

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41. Player Call-Ups.

Permanent: If a team is required to replace a player on the Roster, as defined by **Rule III(d)**, and the Board has approved the replacement, the team is required to call-up a player from the AA Division. All permanent player call-ups must be completed by April 15; there are no call-ups after April 15. (Exceptions to this rule must be approved by the HLL Board)

The Manager must first notify the Player Agent of their need for a permanent player call-up. The Player Agent will review all eligible players from the AA division and select a pool of players for the AAA Manager to choose. An eligible call-up is any 8 9 or 10 year old who is eligible to be drafted into the AAA Division and NOT a Manager or Coaches' child, unless the AA Manager or Coach agrees to complete the season without his son or daughter on the team. The pool of players shall consist of three to four players that fulfill the following intent. The intent is that the call up will NOT disrupt the competitive balance in either AAA or AA. With this in mind, the pool will be determined by including players that are similar in ability to the AAA player who left the team. It is understood that this may be difficult to achieve, but the Player Agent will be as diligent as possible to achieve the stated outcome. The Players agent will submit the pool to the Competition Committee for approval before giving the names to the affected AAA Manager. Once the AAA Manager makes the selection from the pool, the Player Agent then notifies the AA Manager and family affected. If the family of a player does not want their child promoted to the AAA Division, then the family can request that their child not be called-up. If the family rejects a promotion, then the AAA Manager will select another player from the pool until the vacancy is filled.

Temporary Call-Up Program: In addition, in the case wherein a AAA team knows in advance that it will have less than the required nine (9) players in attendance for a game, the Board strongly encourages the team to arrange a call-up of a player from the AA Division for that game. If a team is not able to field nine (9) players for a game, then the team forfeits the game. The AAA team may request as few or as many players required to reach the minimum of nine (9) to field a team or the maximum of eleven (11), the roster size. Temporary player call-ups can occur throughout the entire season and playoffs.

The purpose of the Call-Up Program is threefold:

- 1) To ensure that games can be played at their scheduled time and date
- 2) To eliminate forfeits due to not have the required 9 players
- 3) To give the opportunity of playing a game at a higher level to a broad base of players

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The process shall function as follows:

When a manager needs to add one or more players to his roster for a single game due to absences of players from his formal roster, the manager (i) selects a replacement player from a “pool” of players from the AA Division as determined by the Player Agent and the League President and (ii) contacts the family(ies) of replacement players to complete his single game day roster. Once the pool of players are identified, the AA Division Director will populate a spreadsheet that can be accessed via a link on the HLL website. The spreadsheet will have each player's name and contact information as well as a field next to each player for noting “call ups”.

The manager in need will access the spreadsheet and choose any player from the pool that has a blank field in the “call up” column. Once the manager confirms with the player’s family that the player will play in a game, the manager will populate the field in the call up column with the date of the game and the name of the AAA Division team.

A player cannot be called up again during the regular season until all eligible pool players have been called up to play a game in the AAA Division or the Division Director elects, by notice to all managers, to make all pool players eligible for another call-up. All players in the pool will be eligible to be called up during the post-season tournament, subject to the foregoing procedures.

In the spirit of avoiding forfeits, the “parking lot call up” may be used in extreme circumstances. For example, if a team is at the field for a regularly scheduled game and does not have at least 9 players, and the manager has not been able to secure a 9th player using the call-up process described above, the team may suit up and play any HLL AA Division player that is willing to play in the game and does not create a safety risk to such player.

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Addendum A: Selected Excerpts from Little League Rules

Regular Season Pitching Rules – Baseball

VI – PITCHERS

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher.
- (c) 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

11 -12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Exception: 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; 3. the third out is made to complete the half-inning.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. The LL Rule is 40 pitches/4 innings. After 40 pitches, there is no catching or after 4 innings of catching, even if only one batter in a fourth inning, there is no pitching. It is not based on 12 full outs, but catching in all or part of the 4th inning.

- (d) 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.

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- 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 day of rest is required.

(e) A pitcher may not pitch three (3) consecutive calendar days, regardless of the number of pitches thrown the previous two (2) calendar days.

(f) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(h) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. **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 11 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 11 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is

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eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest. **Example 3:** A league age 11 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 85 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.