## AAA Division Philosophy

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 composed mostly of 9 year olds, with some 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.

Standings are kept and the season culminates with a postseason playoff tournament. Games and practices generally take place at Crocker Field. There is one weekday afternoon game and one weekend game, and also one weekday afternoon practice and one weekend practice.

## 1. Player Selection System

HLL chooses Tryout Plan B of the Little League Player Selection System as defined in the Resource Guide https://www.littleleague.org/playing-rules/position-policy-statements/local-league-draft-methods/.). In addition, HLL chooses the alternate method for Plan B, which allows for all eligible players to be picked from one pool with the requirement that all returning players and 10 year olds are chosen before the end of the draft. Managers' children will be slotted in the draft based on skill as determined by the Player Agent. The League secured a waiver from the D52 President for these adaptations to Plan B.

**Managers and Coaches**

Each team is permitted one Manager and one Coach named prior to the draft. All other coaches are selected upon completion of the draft based on the players selected by each team. Before participation is allowed, all managers and coaches must complete and submit the Volunteer Form to the appropriate member of the Board, and be cleared to participate. Not more than one manager and two coaches are allowed in the dugout at any time during a game. The Manager must remain the Manager for all games unless not able to attend the game. If the Manager is not present at the game, the first assistant Coach may manage the game.

## 2. Game Length

Games are **5 innings** in length, but an inning starting after 1 hour and 30 minutes from the beginning of the game will be considered the last inning. Managers must confirm the start time of each game with the head umpire, and log it into the scorebook (preferably at the home plate meeting).

## 3. Nine (9) Defensive Outs (Local Rule)

HLL requires all players to play a minimum of nine (9) defensive outs. HLL has historically adopted a more generous requirement for minimum play based on the philosophy of maximum participation by the players.

Therefore, every player must play a minimum of nine (9) defensive outs as opposed to six (6) defensive outs as required by **Rule 3.03**. However, the consequences for not adhering to this rule do not deviate.

However, HLL also recognizes that the official substitution rules were developed based on minimum play requirements of six (6) defensive outs and therefore HLL makes the following accommodations to the minimum play requirement:

- When the visiting team has 12 players participate in the game, Managers may play up to 3 players only six (6) defensive outs innings if the game is shortened due to loss. Those players who only played six (6) defensive outs, must, upon the next time the team is Visitor, start the game and play nine (9) consecutive defensive outs.
- The visiting team with 12 kids may not play a child in the field only six defensive outs in a winning effort because there will be 6 innings of available field play;
- When the visiting team has fewer than 12 players, all players are required to receive minimum play of nine (9) defensive outs, of which six (6) defensive outs must be consecutive.
- 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.

The visiting manager will be responsible for notifying the home team manager if he played 3 kids only 2 innings. The home team manager is ultimately responsible for verification and reporting. The home team manager will be responsible for reporting the kids' names who only received 2 innings of playing time (along with the score and pitch counts). The Division Director will notify the opponent of the kids who need to start and play 3 consecutive innings the very next game.

Violation of Rule (assuming a completed six (6) inning game)

**First offense:** Manager will receive a written warning from the Board;
**Second offense:** Manager will be suspended by the Board for one game;
**Third offense:** Manager will be suspended by the Board for the season.

The ONLY exception to this rule is a disciplinary problem. A Manager, after previously discussing the issue with the Player Agent and receiving concurrence, may reduce a player to 2 innings of play if there are consistent attitude, attendance, and/or unsportsmanlike conduct issues. In this situation, the Player Agent and the Manager must inform the opposing Manager and home plate umpire of the situation before the game begins

## 4. One Inning in the Infield

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

## 5. Continuous Batting Order

AAA will be a continuous batting order division. This eliminates the availability of special pinch runners. All players (e.g., 1 to 11 or 1 to 12) will bat, whether they are playing in the field or not.

## 6. Minimum of Nine Players

Games may not be played with fewer than 9 players. If, during the course of a game, the team with only 9 players loses a player for any reason, the game is forfeited.

- This rule will only apply to Regular Season and Post-Season play. HLL will allow Pre-Season games to be played with a minimum of 8 players on a team
- 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."
- The score for any game decided by forfeit shall be recorded as a 1-0 win for the non-forfeiting team.

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.

## 7. Dropped Third Strike

There is no dropped third strike rule in the AAA division.

## 8. Mercy Rule

As provided by **Rule 4.10(e)**, HLL will adopt a mercy rule for the AAA division. If there is a differential of ten (10) runs or more after four (4) innings of play [3.5 innings if the home team is ahead], the game is final. Teams may choose to continue to play out the remaining innings as a 'scrimmage,' but official scoring and pitcher pitch tracking will not continue after the game is official.

## 9. No Bunting, No Fake (or "slash") Bunt

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.

## 10. One Foot in Batter's Box Rule

HLL adopts rule 6.02(c) which requires the batter to keep one foot in the batter's box throughout the at bat. The batter will receive a warning for the first offense. A strike will be recorded against the batter (and a pitch added to the pitch total) for each additional offense. There are 8 exceptions to this rule: See Rule 6.02(c) in the Little League Rule book.

## 11. Pitching

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 pitcher's pitch count total.
- 2nd illegal pitch - the umpire will call a NO PITCH. However, the pitch will count against the pitcher's 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 pitcher's 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.

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 highly recommended to wear Head Savers.

## 12. Coach Pitch After a Walk

If a Pitcher walks a batter, the batter's Manager / Coach will come into the game and Pitch to the batter. The number of strikes the batter has will remain when the Manager / Coach comes in to pitch (ie: if the batter walks on a full-count, the batter will have two strikes on him/her when the adult comes in to pitch). If the batter swings and misses on the third strike, the batter is out and the out counts. If the batter fouls off a pitch with 2 strikes he/she 'stays alive' (like real baseball). There are no balls and therefore no walks possible when an adult is pitching.

A temporary rubber will be placed on the field by the Home team prior to the game beginning. On Crocker field, the temporary rubber shall be placed approximately two feet in front of the portable pitching mound (providing just enough room for the adult Pitcher to stand in front of the portable mound and step to deliver a pitch to the batter.. At Minors Field the Home team shall place the rubber in front of the dirt mound and confirm with the opposing team where the teams to pitch.

The kid 'pitcher' will remain on the field as a fielder and must stay in the vicinity of the mound (recommendation that the kid Pitcher stands within 5 feet on either side of the portable mound. He/she may not switch positions with another player, nor move into a position on the field that provides a 'shift' of the Defense. The intent is that the kid Pitcher is playing the position of Pitcher, and not in the position of an intermediate shortstop or second baseman.

There will be no steals allowed on ball four (when the Adult enters the field), or while an adult Manager / Coach is on the field.

Adult pitchers *must* make all attempts to get out of the way of a batted ball (suggestion is to take a knee when the ball is in play). If a batted ball hits the Coach pitcher (either in the air or on the bounce), the ball is dead, and it is considered no pitch, regardless of what happens in the play after it hits the Adult Pitcher. Runners will go back to a base they previously occupied and the batter will hit again.

## 13. Stealing

There are several important parameters in the AAA division regarding stealing:

- 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/her 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 awarded the next base. If the catcher makes an attempt to create an unnatural delay, 'pump-fake' the arm motion when picking up the ball and otherwise try to make a non-earnest attempt to pick up the ball, the runner shall be awarded the next base.
- No Advancement on an overthrow following a steal- (e.g.: 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.
- 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 earns its runs by batting them in.
- 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.
- 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.
- No delayed steals - A runner may not intentionally steal, stop, wait for the catcher to throw it and then decide to steal or return to the original base.

## 14. Stopping Play

On a batted ball, play stops when a throw from an *infielder* (1B, 2B, 3B, SS or catcher) is intended for the pitcher, regardless of the pitcher's location and is either caught or passes the point where it should have been caught. A runner who is not more than halfway 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 rules and discipline the offending manager or coaches.

## 15. Infield Fly Rule

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

## 16. Intentional Walks

Intentional Walks will not be allowed in the AAA Division.

## 17. 5-Run Rule

**Rule 5.01**, there is a 5-run max per team per inning.

Pursuant to **Rule 5.07**, HLL waives the 5-run rule for both teams in the last inning, when the last inning is the fifth inning or another inning determined by time limit (for example, the 5-run limit is not modified if the game is shortened by weather or darkness.)

## 18. Ties

Ties are permitted in the regular season. AAA teams are not permitted to continue playing beyond 5 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 regulation 6-inning tournament game, teams will play extra innings in order to determine a winner.

## 19. Challenges to Umpire Calls Restricted.

Any challenge to our youth umpires must be handled with respect and in a manner consistent with our zero-tolerance policy below. Judgment calls cannot be argued or challenged under any circumstances. For example, a Manager **may not** ask for youth umpires to meet and review a judgment call to determine if it was seen differently by a different umpire than the one that made the call. If no call was made on the play, the Manager can ask the Plate Umpire to make a call. To do so, at his or her own discretion, the Plate Umpire can meet with other youth umpires.

Rule Interpretations – Only a Manager may express disagreement with an Umpire's rule interpretation as applied to the previous play. (*See* Rule 29 herein for proper process for challenging a rule interpretation.)

## 20. 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.

## 21. 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. After one warning the consequence is ejection.

## 22. Sportsmanship

In accordance with the HLL Player Contract, all Managers, Coaches, players, and spectators 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.***

## 23. 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 permanent call-ups after April 15. (Exceptions to this rule must be approved by the HLL Board)

The Manager must first notify the Player Agent and AAA Division Director 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 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 AAA 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 Player Agent will submit the pool to the Competition Committee for review before giving the names to the affected AAA Manager. After the AAA Manager selects from the pool, the Player Agent notifies the AA Manager and the affected family. If the player's family does not want their child promoted to the AAA Division this season, then the family can request that their child not be called-up for the remainder of the season. If the family rejects a promotion, then the AAA Manager will select another player from the pool until the vacancy is filled. A AA player may not be called up if they have a conflicting AA game. The player and family can elect to play up during a current team practice, if conflicting.

**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 twelve (12), 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

Call-up Player restrictions: (1) A call-up may not play the position of Pitcher or Catcher in the call-up game; and (2) a call-up must bat in the order after all regular players in the line-up. If a team calls up a player, and the team has nine or more regular players in the line-up, the call must be limited to three innings of field play.

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 Minors 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 is identified, thePlayer Agent Minor's 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, provided the call-up does not conflict with a scheduled Minors game for that player. Once the manager confirms with the player's family that the player will play in a game, the manager will inform the Player Agent of the call-up, which will then be documented in the spreadsheetwill populate the field in the call up column with the date of the game and the name of the Majors Division team.

In the spirit of avoiding forfeits, the "parking lot call up" may only 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 9$^{th}$ player using the call-up process described above, the team may suit up and play any HLL Minors Division player that is willing to play in the game and does not create a safety risk to such player. The use of such player must be reported to the Player Agent after the game and noted on the spreadsheet

The purpose of the player call-up system is not to provide any team a competitive advantage through the call up of a player from a lower division. If the Player Agent, through the tracking of call-ups, determines one player is being called-up to one team multiple times, or is being used for a competitive advantage, the Player Agent, in his/her discretion, may block any further call-ups of that player to that team.

## 24. Pre-Game Batting Cage

AAA teams will not have access to the cages prior to games.

## 25. 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.

## 26. Game Set-up Responsibilities

The home team uses the 3rd base bench and the visiting team uses the 1st base bench. The home team removes bases from the equipment box and installs the bases on the field of play. AAA has elected to use a double first base. In addition, 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). The home team provides game balls to the umpires. The home team is also responsible for dragging the infield at the conclusion of the game. Once the game begins, no music may be played by either team (ie: no "walk-up music").

## 27. GameChanger Team Manager

The home team is the official scorekeeper and the team is required to use GameChanger Team Manager to track the score of the game and the number of pitches thrown by each team . Furthermore, it is required that both sides use GameChanger Team Manager to track the pitch count and compare and resolve inconsistencies at the end of every half inning. The home team will record the game score, official and actual pitch counts, home runs, and umpire ratings in the HLL Website no later than 24 hours afterwards.

During the week and after the last game on weekends, the home team is responsible for replacing the base plugs on the infield and returning the bases to the equipment box after the conclusion of the game. The home team also should rebuild the mound and cover the mound and home plate with a tarp. Each of the home team and the visiting team is responsible for clearing all trash in and around the dugouts and the playing field.

## 28. Speakers, Music, Walk-up Songs Prohibited

Coaches, players, and spectators are prohibited from using a speaker to play any music during games and pregame warm ups.

## 29. HLL Code of Conduct and Zero Tolerance Policy

### A. Policy Regarding Proper Communications with Umpires

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.

Rule Interpretation Process: A Manager may ask an umpire in a polite and constructive way to explain a rule and its application to the preceding play. In such an instance, the following procedure must be followed: (1) the Manager asks for time to be out; (2) the Plate Umpire indicates that time is out and the play is dead (a field umpire cannot indicate time is out); (3) the Manger may then approach the Plate Umpire and ask for a rule interpretation on the prior play; (4) if the umpire is unfamiliar with or disagrees with the Manager's rule interpretation, the Manager must present a copy of the rule; and (5) it is then the Plate Umpire's discretion whether to change a call on the field. If a copy of the rule is not presented, the appeal could be denied outright.

HLL does not permit a Manager to request that youth umpires review a play call to determine if another youth umpire saw the play differently then the call on the field. Doing so could be considered an ***infraction*** of these rules.

Absolutely no demonstrative behavior, sarcasm, harassment or intimidation by managers, coaches, players, parents or spectators will be tolerated. Any such behavior will be considered an unsportsmanlike ***infraction*** subject to the procedure outlined below in (B).

Player behavior is also regulated by the ***HLL Player Contract***, to which all Managers and Players have agreed. Under the heading Player Conduct & Enforcement, players are not allowed to throw or kick a bat, helmet, or any equipment in anger (on the field or in the dugout). Players are not allowed to bully or threaten other players or purposely do things that might injure another player.

If an Umpire should (1) observe any Player behave in such a way towards another player or (2) observe or hear a player throw, kick or otherwise mistreat equipment or field fixtures in anger, the behavior will be considered an unsportsmanlike ***infraction*** subject to the procedure outlined below in (B).

### B. Procedure for Enforcement of Unsportsmanlike Infractions

If an Umpire believes an ***infraction*** has occurred, then the following warnings and penalties may be applied to the offending team. (1) In the Umpire's discretion, the Umpire may provide a warning to the offending team, player, manager, coach or spectator. Any warning must be clear, verbal and acknowledged by the offending party. However, HLL has a zero tolerance policy regarding unsportsmanlike conduct. As a result, (2) the Umpire has discretion to remove the offending individual from the game and field without a warning, if the conduct is egregious. "Egregious" conduct includes, but is not limited to, the use of profanity, behavior resulting in injury (even if unintended), behavior resulting in the unpermitted touching of another person, or conduct that otherwise impedes the orderly process of the game.

Umpire rulings on unsportsmanlike infractions are final and not subject to protest or appeal. The very nature of sportsmanship is subjective, and therefore some inconsistency is unavoidable. Assessing penalties and ejections are a last resort, and the League objective is to have all Managers, Coaches, and Players behave in a sportsmanlike manner where no penalties are required. Any unsportsmanlike infraction, whether it results in a warning or ejection, identified by an Umpire must be reported to the Umpire Director and the Player Agent immediately following the game.

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 HLL Board retains discretion to enforce these actions as well as the authority to administer other disciplinary actions as it deems necessary.

If a Player is ejected from a game more than once, the Player will become ineligible to compete in the HLL Division tournament or to be selected for a HLL postseason all-star team. The Player and Players parents are allowed to, and encouraged to meet with the HLL Competition Committee to apologize for the infractions, demonstrate awareness of why certain behavior is not acceptable, and what steps the Player and Player's parents will take to ensure such behaviors will not occur again. In the Competition Committee's sole discretion, the Player's eligibility for HLL Division tournament and HLL postseason all-star teams may be reinstated..

## 30. Division Championship and Post-Season Playoff

For post-season play, all teams in the AAA Division will be seeded for the post-season tournament. The first place team will be awarded the top seed and the remaining seeds will be determined per Win/Loss standings and tiebreakers as described below.

A postseason double-elimination playoff will be held with teams seeded as outlined below. The winners will meet on Championship Saturday in the finals and will play a double header if required. Championship game #1, the home team is from the winner's bracket. Home team for championship game #2, if needed, is the winner of the game #1.

During playoff games, with the exception of the 'what if' game (if necessary), the higher seeded team shall be designated as the Home team.

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

## 31. Pitch Count Limitations

All pitchers will be held to a maximum total pitch count of 400 pitches during the regular season. The beginning pitch count of record for the player in question will be that expressed by the HLL website on the day

that pitcher takes the mound. Upon reaching the limit of 400 pitches, that player will be ineligible to pitch for the remainder of the regular season.

If a pitcher reaches the 400-pitch limit 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.

Pitches during pre-season or post-season play do not count towards a player's 400 pitch limit.

[New for 2025] All pitchers will be limited to a maximum of 50 pitches per game until March 15, 2025. Little League Rules on pitching rest and any other pitch limitations still apply.

## 32. District 52 Umpires

Please note that during the season, umpires from District 52 will officiate several games. These umpires do NOT enforce Local Rules that deviate from Little League Rules.

## 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) Pitchers are recommended to wear Head Savers.

(c) A pitcher once removed from the mound cannot return as a pitcher.

(d) 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**: 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.** Receiving even *one pitch* in an inning is considered having caught the entire inning.

**Note 2: Any player who has played the position of Catcher in 4 or more innings in a game is not eligible to pitch for the remainder of that calendar day.** Receiving even *one pitch* in an inning is considered having caught the entire inning.

**Little League Official vs Actual pitch count limits apply to the Catcher position.** If a Pitcher begins pitching to a batter with 40 or less pitches thrown, he/she may continue to pitch, and retain eligibility to play the position of Catcher that day, 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.

(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.
• 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 the 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 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.

**Posting Pitching Statistics to The HLL Website - Official vs Actual**

Per Item 30 above, The HOME TEAM is responsible for recording the game score and official and actual pitch counts, home runs, and umpire ratings in the HLL Website no later than 24 hours afterwards. The home team will record both the Actual and Official pitch count for each Pitcher. These terms are defined as:

**Actual Pitch Count**: is defined as the total number of pitches thrown by the Pitcher that day.

**Official Pitch Count:** *only* differs from Actual Pitch count if a Pitcher reaches a Little League Pitch threshold while pitching to his/her final batter. Little League Pitch thresholds are at *20, 35, 50, 65, 75 & 85* pitches thrown. The official pitch count reverts back to the threshold *only* if a Pitcher passes the threshold while pitching to their last batter.

*Official Pitch Count* determines the required days of rest per Little League rule.

**1-20** Pitches requires **0** days rest

**21-35** Pitches requires **1** days rest

**36-50** Pitches requires **2** days rest

**51-65** pitches requires **3** days rest

**66+** pitches requires **4** days rest

As noted above: If a pitcher reaches a pitch count limit 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 (Example 1 below)

If a Pitcher finishes pitching to a batter ***at*** a threshold limit (20, 35, 50, 65, 75, 85 pitches thrown) he/she may not pitch to another batter and revert back to the LL threshold (Example 2 below)

Example 1: A Pitcher begins pitching to a batter with 19 pitches thrown. The Pitcher throws 4 more pitches to the batter and records the final out. The actual pitch count would equal 23 and the official pitch count would equal 20. The required rest for the Pitcher would be 0 days

Example 2: A Pitcher begins pitching to a batter with 20 pitches. The Pitcher throws 1 more pitch to the batter and records the final out. The actual and official pitch count would equal 21 pitches and the Pitcher would be required to rest 1 day.

Example 3: A 10-yr old Pitcher begins pitching to a batter with 74 pitches thrown. The Pitcher throws 5 more pitches to the batter and records the final out. The actual pitch count would equal 79 and the official pitch count would equal 75. The Pitcher has reached his/her LL Pitch Count threshold and may no longer continue in the game as Pitcher. 4 days rest would be required.

Example 4: A 12-yr old Pitcher records the 2nd out of an inning by throwing his/her 85th pitch. Per Little League rule he/she has reached his/her maximum pitch count and must be removed from the position of Pitcher. The actual and official pitch count would equal 85 and 4 days of rest would be required.