



AAA MINORS RULES

The AAA Minors Division of Lynn Valley Little League will consist of players ages 9-10. The regular season will be a balanced or near balanced schedule of games versus all other teams. At the conclusion of the regular season there will be a post-season double knock out tournament.

Team Rosters & Evaluations

AAA teams shall be composed of nine and ten year-olds who are drafted by AAA coaches after pre-season evaluations. Teams will be formed each year with every effort being made to keep them as balanced competitively as possible. Parents should recognize that “special team assignment requests” are not accepted.

Equipment

1. Helmets and gender protectors are mandatory.
2. Each team will receive a Team Bag with bats, helmets, balls, and catching gear.

Field Set Up

1. The Home Team is responsible for:
 - (a) preparing and lining the field with chalk before a game;
 - (b) putting out the bases and umpire equipment and storing them after the game; and
 - (c) cleaning the field (raking) after the game.
2. The Visiting Team is responsible for: inspecting the field for and picking up dog poo before the game.

Final Scores/Standings

The Home Team is responsible for:

- (a) reporting the score to the AAA Division Coordinator; and
- (b) recording and reporting the number of pitches thrown by each pitcher in each game.

AAA Division Rules

Official Little League rules shall apply, except as indicated with an *.

Batting Circle Only the batter may have and swing a bat. This means there is no on deck circle, no practice swinging, and no bats being swung in or behind the dugout.

Batting

Teams shall bat in a “Continuous Batting Order”, which means that all players including those not currently assigned a fielding position receive a turn.

Home Run Rule

*The home run line will be set at 170'. A home run will be recognized as any fair ball that is hit over the 170' line in the air. Any other ball crossing the home run line on the ground will be considered a double and all base runners may advance a maximum of two bases.

Fielding

1. Only nine players are allowed on the field at any one time.
2. No game can start with less than eight players per team. There will be no automatic out for the missing ninth player if a team plays with eight.

Pitching (REVISED 2010)

1. A pitcher must pitch consecutive innings within one game (e.g. cannot return after another pitcher has taken his place).

2. Pitch Count Rules:

For 11 year olds – maximum 85 pitches

For 9-10 year olds- maximum 75 pitches

3. Rest requirements:

66 pitches or more 4 calendar days rest

51-65 pitches - 3 calendar days rest

36-50 pitches – 2 calendar days rest

21-35 pitches – 1 calendar days rest

1-20 pitches – 0 calendar days rest

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

NOTE: A player who has played the position of catcher for more than 3 innings is not eligible to pitch in that game.

Intentional Walk. Defensive team can call an intentional walk by announcing the decision to the plate umpire. 4 pitches will count towards pitcher's pitch count.

5. *An umpire may remove a pitcher if the umpire deems the pitcher has lost control.

6. A pitcher must be removed after the coach has visited the mound two times in one inning (for the same pitcher).

Running

Base runners cannot advance forward after initiating movement back (one step back) to a base, unless the defensive team continues the play, at which time the runner is free to advance.

Stealing

1. Base runners cannot leave the base until the ball has crossed home plate.

2. Base runners must return to their base once the pitcher has the ball on the mound unless a steal is occurring on the throw back to the pitcher.

Player Substitution

*Players must be substituted in such a way that playing time remains relatively equal. For example, in a six inning game with twelve players, each player should play a minimum of four innings, including two innings in the infield and one inning in the outfield.

Umpires

1. The League will provide the Home Plate umpire. The Home team is responsible for the Base Umpire, if available.
2. Each team will supply one new game ball for each game.
3. Umpires may eject a player or coach for inappropriate behavior. The coach is responsible for the actions of the parents.
4. Coaches must not bring a rulebook onto the field at any time.
5. Coaches may request a rule interpretation from an umpire.
6. Criticizing an umpire's judgment decision may be grounds for immediate ejection.
7. An umpire will call the runner out if a head first slide is made to any base, unless the runner is returning to a base previously held.
8. An umpire can rule a player ineligible to play if a proper uniform is not worn.
9. An umpire may rule on "blocking the base" instances: A fielder may "block the plate" or base if he has possession of the ball and is trying to make a tag. If contact is made with the runner before the ball arrives then obstruction will be called and the runner will be awarded the base the runner was advancing to.

Miscellaneous

1. Make-up game times are at Kilmer Park during the Home Team's practice time
2. The team roster bats offensively (until three outs are reached).
3. The Four Run Maximum rule is in effect for the 1st, 2nd, 3rd, 4th and 5th innings, but not the 6th (or last) inning. The final inning shall consist of either three outs or batting once through the order whichever occurs first.
4. *Certain AAA players occasionally may be invited to play in the Majors Division. When this occurs the player will wear his AAA Division team uniform for the Majors Division game. Under no circumstances will a player accept such an invitation if there is a conflict with a scheduled game of their AAA Division team.
5. *AAA Minors Division Teams may add players drawn from the AA Minors Division on a game-by-game basis (eight year-olds are not eligible). The invitee must play at least three complete innings in the requested game. The invitee will compete with his current team uniform, thus clearly distinguishing him as an invitee for that game. **The invitee may not pitch.** The AAA Minor coach must register each invitee player with the AA Coach of the player and the AAA Co-ordinator. There is no invitee maximum, but failure to play the invitee for the required allotment can be considered as grounds for appeal for the opposing team in the event of a loss. AAA Minor games and practices take precedent should there be a scheduling conflict.
6. The two team scorekeepers should work co-operatively. Each team coach should indicate on his Batting Order Roster the "pitchers available" for their team and the player's baseball age.
7. Each team must have a Pitch Count Recorder, who may be the team scorekeeper.
8. *The Play-Offs will be arranged according to the order of finish during the regular season, with the following tie-breaker sequence in effect:
 - (a) Season's adjusted division standings according to won-loss percentage (NOTE: Games that are postponed or rained out will be entered into the adjusted division standings as ties with each team receiving equal credit numerically);
 - (b) Head-to-Head won-loss records;
 - (c) Head-to-Head run differential;

- (d) Season's run differential; and
- (e) Coin toss.

Last Inning

During the regular season, no inning shall begin after 8:00 pm for evening games (7:30 pm in April). All weekend games must not begin a new inning one (1) hour before the beginning of the following game. If the outcome is undecided at that point, then the score at the end of the last completed inning shall determine the winner. Although the sixth inning is deemed to be the "no run limit" inning, the "no run limit" shall apply to any inning that, in the opinion of both coaches, with confirmation by the Home Plate Umpire, appears to be the last inning due to the approach of darkness or the onset of the following game. Playoff games must be played until completion.