

**HALF MOON BAY LITTLE LEAGUE BASEBALL**  
**AAA DIVISION RULES**  
**2010 SEASON**

*The following is a summary of the local rules in the AAA division in Half Moon Bay Little League baseball. A full explanation of all league rules can be found in the **Official Regulations and Playing Rules of Little League Baseball.***

- 1) Managers/Coaches pitch to their own teams.
- 2) There are a maximum of eight pitches or three strikes per batter. There are no walks. There are no called strikes. If the batter fails to hit the eighth pitch, they are out. If the eighth pitch is fouled, batters get another pitch until they get a hit or strike out. There are three outs per inning. Games will be played for six innings (Rule 4.10) or two hours - whichever is reached first.
- 3) Only ten defensive players are allowed on the field. The tenth and extra player must be an outfielder. Every player must play for a minimum of three defensive innings. Each team must field at least nine players per team per inning. All players get one inning of infield play accumulating for a total of 12 infield innings over the course of the regular season. The infield position does not include the catcher. During tournament play each player must play one inning of infield per game. The exception being if the mercy rule is in effect and a player scheduled to play in the 5<sup>th</sup> or 6<sup>th</sup> inning is unable to do so. (Tournament only).
- 4) There is a continuous batting line up, meaning every player bats whether they have played defense or not. There will be a five run rule per inning. Upon fifth run being scored, play is over and offensive team will take the field in a defensive role. If Rule #5 is not in effect, and the sixth inning is played, there is no run limit in the sixth inning and each team can bat through the order. Home team gets to bat last to make a complete inning or until they score the go ahead run. Time limit per game is two hours. Game is allowed to go over time limit in order to complete a full inning.
- 5) After four complete innings of play, 10-run mercy rule goes into effect. Game is over when winning team is ahead by ten runs after four complete innings.
- 6) Game scores will be kept and reported to the HMB Review. The Manager or Scorekeeper of each team also must report game scores to AAA Player Agent after every game.
- 7) No base stealing. No advancing on pitches that get past catcher.
- 8) Coaching: There are only four adults allowed on field / dugout during a game for coaching purposes only. No one except those four coaches are allowed on the field while the game is in progress. They may coach, pitch, and monitor the dugout. No coaching from the stands. There is to be one coach in the dugout at all times.  
- Offensive Team: Base coaches may be players or coaches (if a player is used, they must wear a batting helmet). **The manager/coach who pitches may not direct base runners.**

- Defensive Team: One adult is allowed in foul territory or behind the outfielders for the first half of the season, and one is allowed behind the plate to back up the catcher for the entire season.

9) Overthrows: Overthrows can occur at any base (including pitchers mound), except home plate, and are determined by an umpire ruling only. When the umpire rules that there has been an overthrow, he must stop play immediately, declare the ball dead, and award the runners their bases. Only one base shall be awarded to the runner(s) on all overthrows, even if the ball remains in fair territory regardless of whether or not the base is being backed up.

10) There will be a 15-foot diameter circle around pitchers mound. Player pitcher (not coach) must have control of baseball and be inside of pitchers circle for ball to be dead. If advancing runner is past the halfway mark to the next base, he will be awarded that base upon umpires ruling. **Coach Pitcher must also pitch from within this circle.**

11) No infield fly rule in AAA League.

12) Bunting will be allowed.

13) For the last three games of the season , teams will have team pitchers pitch. When the count of four balls is reached, coach will come in immediately and pitch for the remainder of the strike count (no walks except for a hit batter by a player pitched ball). Only a maximum of 50 pitches per player per game is allowed for seven and eight year olds and 65 pitches per game for nine year olds. Please see International Little League for days and games of rest per amount of pitches thrown by each player:

[http://www.littleleague.org/Assets/forms\\_pubs/media/PitchingRegulationChanges\\_BB\\_11-13-09.pdf](http://www.littleleague.org/Assets/forms_pubs/media/PitchingRegulationChanges_BB_11-13-09.pdf)

Manager is responsible for keeping track of pitch count and not allowing player to go over maximum number of pitches. Manager is also responsible to keep track of days / games of rest.

14) For AAA tournament, coach-pitching format will again be used.

15) Season Champion will be determined by a postseason double elimination tournament. Tournament seeding will be based on the team's won/loss records and the HMBLL AAA Player Agent will place teams.

**Unless stated above, all other Minors Division rules apply**

All parent volunteers must fill out a volunteer application, provide a photo id and be approved by the league before participating in practices and games.

For additional clarification on rules regarding field maintenance, safety, batting cages and snack bar duty, please see the following league publications:

- STANDARD PROCEDURES*
- SAFETY MANUAL*
- BATTING CAGE PROCEDURES*
- SNACK BAR DUTY*