

HALF MOON BAY LITTLE LEAGUE BASEBALL

AAA DIVISION RULES

2012 SEASON

*The following are local rules in the AAA division in Half Moon Bay Little League baseball. Full explanations of all league rules can be found in the **2012 Baseball Official Regulations and Playing Rules of Little League Baseball**.*

The intent of these local rules is to have all players in the AAA play as many innings and to bat as many times in a game.

The AAA DIVISION is a coach pitch league. The teams in the AAA play one or more games per week and may have one or more practices per week.

The purpose of the AAA is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the PLAYER PITCH MINOR DIVISION.

1) *Managers/Coaches pitch to their own teams.* 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.

2) Only ten defensive players are allowed on the field. The tenth player must be an outfielder. Every player must play a minimum of three defensive innings. Each team must field at least nine players per team per inning. All players *shall play* one *defensive* inning of infield play accumulating a total of one inning for each regular season game. *The catcher is not considered an infield position for this rule.* During TOURNAMENT play each player *shall* play one *defensive* inning of infield per game. The exception being if the mercy rule is in effect and a player scheduled to play in the 5th or 6th inning is unable to do so. (Tournament Only)

3) 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.

4) After four complete innings of play, the 10-run mercy rule goes into effect. Game is over when winning team is ahead by ten runs after four complete innings. Exception: *The game may continue if agreed to by the managers. The score is suspended and the game continues in a regular manner to its completion or the time limit is reached.*

5) Game scores will be kept and reported to the HMB Review. The Manager or Scorekeeper of each team *shall* report game scores to AAA Player Agent after every game.

6) No base stealing. No advancing on pitches that get past catcher.

7) Coaching: There are only four adults allowed on field / dugout during a game for coaching purposes only. No one except those four coaches is 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, and one is allowed behind the plate to back up the catcher for the entire season.

8) Overthrows: Overthrows can occur at any base (including pitcher's 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.

9) There will be a 15-foot diameter circle around pitcher's mound. 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.

10) No infield fly rule in AAA League.

11) 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). There shall be a maximum of 35 pitches per day for each AAA Division pitcher.

The manager is responsible for keeping track of the 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. AAA Pitchers Rest Requirements:

1-20 Pitches in a day no (0) calendar days of rest.

21-35 Pitches in a day two (2) calendar days of rest.

12) If a batter throws a bat in a manner that the umpire deems to be unsafe, that batter will be issued a warning. The second time a batter throws a bat in an unsafe manner; the batter will not be allowed to bat for the remainder of the game. If a batter becomes ineligible during an at bat, the next batter in the lineup will then bat and assume the ineligible batter's ball/strike count.

13) All bats must comply with the Little League rules describing approved bats. For example, as of 1/10/2012, the bat rules are described on the following website:

<http://www.littleleague.org/Page58622.aspx> In addition, Half Moon Bay Little League restricts all bats with a composite barrel; bats with a composite handle are acceptable as are composite wood bats such as bamboo bats.

14) The visiting team shall be responsible for the placement of five (5) marking cones. One cone shall be placed at a distance of 165' from home plate on the third base foul line. One cone shall be placed at a distance of 165' from home plate on the first base foul line. One cone shall be placed in a directed line from home base through second base at a distance of 165'. One cone shall be placed at a distance of 165' from home plate in right field in a direct line half way between first base and second base. One cone shall be placed at a distance of 165' from home plate in left field in a direct line half way between third base and second base.

A ground ball that goes beyond the imaginary line: Two bases (Ground Rule Double) ---

A fair fly ball that passes over the cones is a Home Run.

Any fly ball caught by an outfielder is an out.

14) There shall be no standings in the AAA Division.

15) Season Champion will be determined by a postseason double elimination tournament. Games will be coach-pitch only. Tournament seeding will be by blind draw.

Unless stated above, all other Minors Division rules apply

All managers must attend the Positive Coaching Alliance (PCA) workshop provided by Half Moon Bay Little League. All managers who fail to attend the workshop will forfeit all games until PCA certification is attained.

All parents and players must read, understand, and agree to abide by and agree to the consequences, by signing the Half Moon Bay Little League guidelines of the Code of Conduct.

The home team will use the dugout along the third base line and will be responsible for preparing the field for play. The home team will also be responsible for dragging the infield after the game.

Season champion will be determined by a postseason double-elimination tournament. Tournament seeding will be determined by regular season standings.

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

Teams are responsible for providing the snack bar with four parent volunteers for the duration of their assigned snack bar shifts. Failure to do so will result in a forfeit of the game that coincides with that shift.

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

SUGGESTED DEFENSIVE PLAYING TIME

The HMBLL has a local rule of players playing a minimum of nine (9) defensive outs. All managers shall see that as many innings as possible are played by the players in attendance. Managers shall see that all players play as many different defensive positions as possible.

14 players = 12 defensive outs (4 defensive innings)

13 players = 12 defensive outs (4 defensive innings)

12 players = 15 defensive outs (5 defensive innings)

11 players = 15 defensive outs (5 defensive innings)

10 players = 18 defensive outs (6 defensive innings)