

HALF MOON BAY LITTLE LEAGUE BASEBALL
AAA DIVISION LOCAL RULES
2024 SEASON
Updated 01.29.24

This document defines the Half Moon Bay Little League (HMBLL) Local Rules for the AAA Division. The Local Rules have been adopted by the HMBLL Board of Directors as additions to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball® (AKA The Green Book).

The intent of these local rules is to have all players in AAA play as many innings and to bat as many times as possible in a game. The AAA Division is a coach pitch league with an introduction to kid pitch. The purpose of the AAA division is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the Minors Division. If a rule is not specified, please default to the rules in The Green Book specified for minors.

- Game Duration** Games will be played for only 6 innings (Rule 4.10) or 2 hours - whichever comes first. No new inning is allowed to begin after the 2-hour time limit has been reached. Game is allowed to go over time limit in order to complete a full inning. AAA games are allowed to end in a tie.
- Schedule** Teams play one or more games per week and guaranteed one practice a week
- Team Roster / Pool** Player Pool will be maintained per Regulation V(c). Teams playing with 8 players will be forced to take an out. If coaches agree upon something different at the start of the game, that is up to the two coaches who both must agree. Also, the umpire should be made aware of the change at the start of the game. If a player leaves a game, they are allowed to but must inform an official (i.e. umpire and other team coach); otherwise it will be deemed an out.
- Mandatory Play** Only ten defensive players are allowed on the field. The tenth player must be an outfielder. The catcher is not considered an infield position for this rule. If unable to field a regulation team of nine players, guest players are allowed and they must play in the outfield.
- Each team must field at least nine players per team per inning. Every player must play a minimum of 9 defensive outs. All players shall play 6 defensive outs of infield play per game for each regular season 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. If a player fails to meet minimum play or infield play due to mercy rule, minimum and infield play from the previous and current game must be fulfilled before said player's removal from current game.
- Defensive Play Time** 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. Player must remain in the same position for the entire defensive inning. No player shall have more than one inning of sitting on defense than another player at any time. (e.g. Sam cannot sit 2 innings before Bob sits 1 inning) (Spirit of the rule: Players should be rotated and ideally not play more than 2 innings at any position).
- 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)
- A player must remain at their position for an entire defensive inning.** Managers cannot "shift" stronger players to different positions based on the batter. (spirit of the rule: any shifting is an attempt to minimize a player's opportunities to make a play and is an attempt to circumvent the infield requirement by hiding a player).

No player shall have more than one inning of sitting on defense than another (e.g. Sam cannot sit two innings before Bob sits one inning). Spirit of the rule: The point of this addition is to protect the "All managers shall see that as many innings as possible are played by the players in attendance." part of the rule in case of extra innings.

Players shall be rotated and not play more than two innings in a position. This is to give a number to this part of the current rules: "Managers shall see that all players play as many different defensive positions as possible."

Approved Bats Bats must meet USA Baseball Bat standard (USABat).

Continuous Batting AAA uses continuous batting lineups defined as all Players participating in the game bat continuously; i.e. all Players in the dugout at the start of the game must bat before any other batter bats twice. Guest players must be the last batter in the batting order.

Throwing Bats A batter throwing a bat in a manner the umpire deems to be unsafe is issued a warning. A batter throwing a bat in an unsafe manner again in the same game, is not allowed to bat for the remainder of the game. If a batter becomes ineligible during an at bat, the next batter in the lineup bats and assumes the ineligible batter's ball/strike count.

Pitching The AAA Division is a coach pitch league. Managers/Coaches pitch a maximum of 6 pitches or 3 strikes to each their own batters. There are no walks and no called strikes. If the batter fails to hit the 6th pitch, they are out. If the batter fouls the 6th pitch, they continue until they get a hit or strike out.

Pitcher's Circle There will be a 15-foot diameter circle around the pitcher's mound. Coach Pitcher must pitch from within this circle. Player Pitcher must have one foot inside the circle prior to the release of the pitch. **Any ball that is carried into or passes through the "circle" shall be called a dead ball by the umpire.** The umpire may award bases based on the advancing runner(s) position relative to the halfway mark, but the play is dead as soon as the ball penetrates the circle.

Kid Pitching "Youth Pitching" will commence mid-way* of the "Regular Season" will be "Youth Pitch". The designated Pitcher must pitch from a temporary rubber that is 42 feet from home plate. This is 4 feet shorter than the rubber used by other Minor's divisions.

Once "Youth Pitch" starts, a pitcher is ONLY allowed to pitch 2 innings or 40 pitches total per game, whichever comes first. Games where "Youth Pitching" is effect, it will encompass of the first 3 innings to be "Youth Pitch" and the remaining innings to be "coach pitch". This will allow the opportunity for kids to get exposure to "Youth Pitching" but also give opportunity for kids to hit off of the coach pitch. "Youth Pitch" will remain in effect through the remaining season but will go back to all "Coach Pitch" for playoffs.

Players (based on coaches discretion, ability and safety) should be given the opportunity to pitch a maximum 1 inning per game. There are scenarios where this might not work and will be discussed with the division player agent.

No Walks. Pitchers allowed up to 4 pitches that are ruled "Balls" by the umpire before the Offensive Coach steps in to pitch up to three (3) additional pitches. *The strikes carry over into the coach pitching (e.g. if the batter has 2 strikes and swings and misses at the first coach pitch, it is strike three.)* The intent is for the batter to connect with a pitch delivered by the coach and for this reason pitches delivered by the coach are not to be ruled a ball or strike. A third ball pitched and hit foul is ruled foul. The batter is called out on strikes if he/she swings and misses at a third strike or does not connect with the ball after the last Coach pitch. The youth

playing the "Pitcher" position will play at safe distance from the batter and shall play to the right of the mound for a right handed batter and to the left of the mound for a left handed batter (facing home plate).

Each team must use the same Manager/Coach (on your team) to pitch for instances where the coach is required to step-in to pitch. The purpose is to assure fairness and consistency. A batter hit by a pitch will be awarded first base if the pitch was thrown by the opposing youth pitcher or may choose to allow the coach to come in and continue batting (the count will carry over to the coach).

*mid-way is determined by the division agent (usually after the 3rd regular game of the season)

Game Play 5-Run Rule Upon fifth run being scored, play is over and offensive team will take the field in a defensive role. If the sixth inning is played, there is no run limit in the sixth inning and each team can bat once through the order. Each team can only bat once through the rostered players present and playing at the game for their team only. Home team gets to bat last to make a complete inning or until they score the go-ahead run. The five-run rule is suspended in the last inning of the game (note: if a team is behind by 10 or more runs after 3½ through 5½ innings, the umpire will declare to both teams that the teams turn at bat will be considered the last inning of the game and that the game is over once the inning is complete). The half inning concludes once the entire lineup has batted once through the order present at the game. After scoring a fifth run in an inning, the team's at bat is over. Umpires must notify both managers and scorekeepers at the beginning of the inning that it is to be the last inning (4th, 5th, or 6th inning) played and game will end once the inning ends per Rule 5.07 or home team scores a winning run.

Base Stealing No base stealing and no advancing on pitches that get past the catcher.

Overthrows All runners may attempt to run to ONLY one additional base on an overthrow. If there is an additional overthrow, play is ruled dead and runners cannot advance further. (Spirit of the rule: Minimizing additional bases or home runs due to continuous overthrows. Runner must make an attempt at the next base to be awarded the base at the discretion of the umpire. We want to encourage defense to make plays and encourage runners to be aware of situational plays.)

Infield Fly Rule No infield fly rule in AAA League.

Home Run A ground ball beyond the cones (165 ft): Two bases (Ground Rule Double). A fair fly ball that passes over the cones: Home Run. Any fly ball caught by an outfielder is an out.

Defensive Positions Outfielders must start in the Outfield position prior to the start of every pitch.

Standings: There shall be no standings in the AAA Division.

Game Scores 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.

Mercy Rule The game is over when the winning team is ahead by 10 runs after 4 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 (as a scrimmage) to its completion or the time limit is reached. Games won by "mercy rule" are automatically reported to the Players' Agent via the HMBLL game score system for review by the Players' Agent. In the course of a team winning by "mercy rule," the Players' Agent will suspend for 1 game any manager or coach deemed to have encouraged players to continue to run the bases to "run up the score," or in an otherwise unsportsmanlike manner.

Field Prep The home team uses the dugout along the 3rd base line and prepares the field for play. The away team drags the infield after the game, and puts all field equipment away after the game. Five (5) marking cones delineate limits of the outfield all 165 feet from home plate: (1) on the

3rd base foul line, (2) on the 1st base foul line, (3) on a line through second base, (4) in right field in a line halfway between first and second base, and (5) in left field in a line halfway between second and third base. The pitcher's circle is 15-foot in diameter, where the center of the circle is at the front of the pitcher's plate ("rubber"). When there is no pitcher's plate ("rubber"), then the center of the circle is 46 feet from the back of home plate.

Postseason Play

AAA champion is determined by a postseason double-elimination tournament. Tournament seeding will be by blind draw. Guest players are not permitted during the HMBLL tournament.

Managing/Coaching

Only the four rostered adults* per team are allowed on field or in the dugout during a game for coaching purposes only. No one except those four rostered coaches are allowed on the field at any time while the game is in progress. Coaches may coach, pitch, or monitor the dugout. No coaching from the stands. There must to be one adult rostered coach in the dugout at all times. *Official Scorekeeper may also be on field.*

- 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 coach and 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. *All other coaches must be in the dugout during defensive play.*

Hats: All managers and coaches will wear the league-provided hats during games.

*unless by exception due to child need and approval by the division player agent

Positive Coaching Alliance (PCA)

All managers and at least two coaches must attend the PCA workshop provided by HMBLL. Managers that fail to attend the workshop forfeit all games until PCA certification is attained.

Other information

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

If a player leaves a game, they are allowed to but must inform an official (i.e. umpire and other team coach); otherwise it will be deemed an out.