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## **FULL MINORS AA AND AAA LOCAL RULES**

**UPDATED 3/7/20**

### **Game Rules:**

1. Managers or coaches arguing with umpires are subject to disciplinary action by FTLL. Managers and coaches must remain in the dugout at all times unless coaching a base.
2. No inning to start past 9:45 PM for Minors AA and 10:00 PM for Minors AAA.
3. Team must have minimum of nine players throughout entire game.
4. Three and one-half innings completed with home team winning or four innings completed constitutes an official game.
5. The League Director will reschedule all rainouts, postponements, and shortened "unofficial" games to be played or completed within 2 weeks of the original date if possible.
6. **GAME TIME IS START TIME!** Please be on time and work to move the game along. Two minutes maximum between innings. Games may go to extra innings within the game time limit.
7. No inning to start after 1 hour and 45 minutes of published game time. The clock starts at game time! No time limits for playoff games.
8. All innings started will be completed regardless of game time limit. Exception for weather shortened games that meet the official game rule. Games may end in a tie due to time limit.
9. Mandatory two out courtesy runner for catcher: With two outs, the catcher must be pinch-run for by the last batted out in the lineup – no exceptions. Please have catcher dressed and ready for start of the inning. NOTE: If you use a courtesy runner on the bases for your catcher (and only the catcher) then you must use that player as a catcher in the following defensive inning.
10. Infield fly rule will not be called.
11. No dropped or uncaught third strike.
12. 4 run limit per inning. No run limit in final inning.

### **Safety Rules:**

1. All catchers must wear the dangling throat protector; regardless of mask style.
2. Catchers gear must be worn during warm-up pitches.
3. Manager and coaches are NOT permitted to warm-up pitchers.
4. Pitchers must warm up in foul territory of the outfield. When warming up in foul territory, the catcher must wear a mask, and a third player must be used to protect players from foul balls. Third player shall wear a helmet and glove.
5. Base runners must wear batting helmet until they return to the dugout.
6. All equipment must be kept off the field of play.
7. On-deck batter must remain in dugout. Exception: Lead-off batter may warm up outside the dugout.
8. No head first slides into bases, this results in the runner being called out. Exception: You may slide head first when going back into a base.
9. Any runner shall be called out when a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. There is no "must slide rule".

### **Player Participation:**

1. No player shall sit two innings in a game before every player has sat at least one inning in the game. Exceptions will be made for the current pitcher and catcher while they remain in those positions.
2. Rotational Batting order – all players bat in order throughout the game. Players who leave the line-up will be skipped without penalty and no automatic out shall be recorded.
3. Players should have the opportunity to play multiple positions over the course of the season. Please consider player safety when determining player positions.

### **Pitching Rules (per Little League Baseball):**

#### **All Divisions:**

1. No hit by pitch limit (discretion should be used to remove pitcher).
2. Pitcher must pitch from the rubber at 46', no moving closer.
3. Pitcher must be removed upon 2nd mound visit per inning or 3rd visit per game per pitcher.
4. Pitch Limits by age \*:

Age 8:	50
Ages 9-10:	75
Age 11:	85

Note: \* pitcher can complete batter when max pitch count is reached

## 5. Rest Requirements \*:

66 or More Pitches:	4 Days
51-65 Pitches:	3 Days
36-50 Pitches:	2 Days
21-35 Pitches:	1 Day
0-20 Pitches:	0 Days **

Note:

\* pitcher can complete batter when rest pitch count is reached

\*\* pitcher cannot pitch on three consecutive days regardless of rest requirements

5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Pitcher can complete batter when catching pitch count is reached.

6. Any player that catches for 4 or more innings may not pitch on the same day.

Refer to the complete LLB pitching rules at [littleleague.org](http://littleleague.org) for further details

## **Batting and Base Running**

1. Bunting is allowed.

2. No leading. No stealing until the pitch has passed the batter.

3. **Minors AA Only**: Stealing – Runners can only steal one base at a time (second and third), and cannot advance on any overthrow from the catcher. Runners at third base cannot advance home on any wild pitch or passed ball, and cannot steal home.

4. **Minors AA Only**: Overthrows (Ball In-Play) – Runners can advance one base only, at their own risk. Runners cannot advance further on a second overthrow on the same play. Regular LLB rules apply for overthrows resulting in ball going out of play.