2022 AAA Baseball Rules Addendum

Little League Rule Book: Our rules are based off the Little League "minors" baseball rules. Little League offers a rulebook app for your mobile phone, \$2.99 with lifetime yearly rules updates.

District 9 Interlock Rules - District 9 rules supersede the Little League Rules:

https://valleylittleleague.org/wp-content/uploads/sites/2886/2022/03/BB-ELL-RNLL-Valley-Interlock-Rules-2022.v1.0.pdf

Game Length

- Time limit: If you have a game behind you time limits apply, no new inning after 2 hours. Otherwise you're free to go 6 innings. If you don't make 6 innings, coaches need to agree before the final inning start that this will be the last inning.
- 2. An inning ends with 3 outs or after the offensive team scores 5 runs. The 5-run limit is suspended in the 6th inning.
- 3. Mercy: 15 after 3, 10 after 4
- 4. Official game is 3 completed innings (2 ½ if home team is ahead).

Playing Time

- 5. Continuous batting order, all players present are in the batting order.
- 6. No one sits 2 innings before every other play has sat one inning. You need to rotate your fielding positions every inning.
- 7. Minimum infield play: Each player should play at least 1 full inning (3 consecutive defensive outs) at an infield position(1B, 2B, 3B, SS, P, C)
- 8. 8 players is the minimum roster to play, if you know you won't have enough players for a game please reach out early to try to re-schedule. Alternatively, an opponent can donate a player to a team who is short of the minimum number of players if both coaches and the player's parents agree.

Pitching & Catching

- 9. **Kids have max pitches per day based on age** and the number of pitches thrown determines rest days: <u>https://www.littleleague.org/playing-rules/pitch-count/</u>
 - a. A rest day is a full calendar day. For example if your game ends Monday at 8PM and your next game is Wednesday at 6PM, Tuesday is considered a rest day. It must be a full calendar day(s) of rest. It is not hour based.
- 10. Pitching Innings Limit: **No pitcher can pitch more than 3 innings per game**, even if the player has more pitches available in their pitch count limit.
- 11. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) **Exception**: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- 12. The **Strike Zone** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

- 13. Walks
 - a. Once a batter receives 4 balls, the batter's coach comes in to finish the at bat as the pitcher. The count when the player received the 4th ball remains. For example if the count is 3 balls and 1 strike when the batter receives the 4th ball, the batter's coach comes in to pitch and the batter still has 1 assessed strike. Coaches can strike out their players looking or swinging. We want the kids to hit.
 - b. If the above scenario occurs 4 times in an inning the hitting team's coach comes in to finish the inning. The pitcher will no longer pitch in that inning.
 - c. On hit by pitch the batter is awarded first base. The batter has the option to forego taking first base and continue hitting. If the batter continues their at bat it will be pitched by their coach with the current strike count. If the player is hit a 2nd time the player must take first base.
 - i. A hit by pitch from a player-pitcher is counted towards their inning (4) walk limit.
 - d. There is no stealing when the coach is pitching
- 14. Pitcher/Catcher courtesy runner: To help with pace a play you can use your last recorded out to courtesy run for you catcher and pitcher after 2 outs are recorded in an inning.

Base Running

- 15. Overthrows: Runners may only advance 1 base on an overthrow. If additional overthrows are made on the same play, the runner may not advance beyond the initial 1 base.
- 16. Stealing Bases: Runners may only steal 1 base per pitch, even if the catcher overthrows.
- 17. Scoring Runs: Once a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, runs can only score as a result of obstruction, being forced in, or a batted ball.

Valley Little League AAA Baseball General Info:

- 1. Umpires and field prep
 - a. The visiting team is required to provide an umpire. The umpire may stand behind the pitcher or behind the catcher.
 - b. Home team must ensure the field is prepped with a chalked batters box and baselines, and a mound. Mariner and Tolt 2 mounds are located in the field storage sheds.
 Combination is 1985. The mound should be 46' from the back point of home plate.
 - c. At Big Rock 3 you can use the tractor to drag the field as long as the field is dry. If you drag it wet it will clump up and make a mess. The key for BR3 big gate is in a lock box on the outside of BR2's backstop. The code is: 8102
- 2. Rainouts
 - a. King County calls rainouts on Mariner and Tolt 2.
 - i. Call (206) 296-1420 and listen to voicemail to determine if field is rained out for that day specifically.
 - b. For Big Rock it is up to the coaches to call the game based on the weather.
 - c. If your game is rained out please do the following:
 - i. Confirm with the opposing coach 2-3 dates that would work for a reschedule
 - ii. Email <u>rainouts@valleylittleleague.org</u>
 - iii. The league will confirm the reschedule via TeamSnap

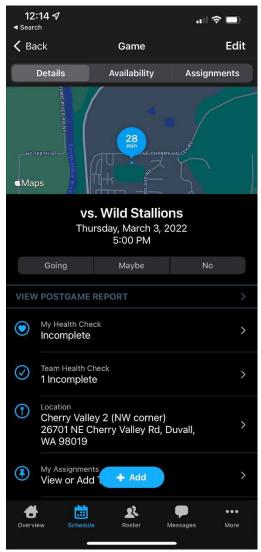
- 3. Scorebooks and Game Reporting
 - a. Both teams should keep paper book during the game and record your pitchers pitch counts in the book.
 - b. Anyone can be a scorekeeper, coach, parent, etc.
 - c. Teams should exchange lineups before the game to ensure scorekeepers have the batting order.
 - d. At the conclusion of the game please record the score in TeamSnap
 - i. Via the web, go to your team's schedule tab in TeamSnap, find the game and click on the game title

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ii. Via the mobile app – Go to your team's schedule tab in "Team Snap" click on the game and press the "View Postgame Report" banner



And then press "+Enter Results"

