

2024 Valley Coast & AAA Baseball Rules

Special Rules: Coast, and AAA Baseball Divisions

- (1) **Teams consist of** (modification of rule 1.01): 1 manager and up to 3 rostered coaches may be in the dugout of games. Any additional coaches must not coach during the game and remain outside of the dugout.
- (2) **Time Limits:**
 - a) The game starting time is at the first pitch, noted by the plate umpire and recorded by the official scorekeeper. Time limits are managed by the official scorekeeper.
 - b) When time limits apply, once the No New Inning Time Limit of 1 hours 45 minutes is reached, no new inning may begin. Note: a new inning begins the instant the 3rd out is made on the home team.
 - c) When time limits apply, once the No New At Bat Time Limit of 2 hours is reached, no new at bat may begin and the game is called at the conclusion of the in-progress at bat.
 - d) In the cases when time limits apply only due to the field being in use following the game, the time limit will not be enforced unless the teams for the following game are present and ready to use the field.
 - e) Any timing rules specific to the playing field ground rules must be honored.
 - f) Umpires and managers shall try to avoid time limit restrictions by minimizing unnecessary delays.
- (3) **Lineups:** Prior to the game, each manager shall provide a lineup to the official scorekeeper. This lineup shall include eligible pitchers and their Little League ages, expected position by inning for each player (can be modified as needed during the game), and bench innings. Players that are not in the lineup due to scheduled absence or injury should be listed.
- (4) **Reporting:** After the game the final score sheet and pitching log (paper or electronic) must be reported to the designated location. When GameChanger is used for scoring, reporting is not necessary as VLL officials have access to all scores and pitch counts.
- (5) **Batting Order:** All games shall be played using the continuous batting order of rule 4.04.
- (6) **Minimum Play:** No player shall sit two innings in a game before every other player on the team has sat out one inning (exceptions to this rule will be made for the starting pitcher who is continuing to pitch).
- (7) **Minimum Infield Play:** Every player must fulfill the minimum of two innings played at an infield position within the first five innings of the game.
- (8) **Season Pitching Minimum:** All players shall pitch to a minimum number of batters during regular season game(s) (unless they have officially opted out of pitching and agreed upon with parents).
 - a) Coast minimum batters is 5.
 - b) AAA minimum batters is 4.
- (9) **10 and 15 Run Rule:** Rule 4.10(e) applies in Coast, and AAA Division play.
 - a) 15 runs after 3 innings (2 ½ innings if home team is leading)
 - b) 10 runs after 4 innings (3 ½ innings if home team is leading)
- (10) **Pool Players:**
 - a) Pool players may be used to fill one-time vacancies when a player misses a single game.
 - b) Pool players must come from another team within the same division or lower.
 - c) Pool players must hit at the end of the batting order.
 - d) Pool players may not pitch.
 - e) Coast only, pool players may not play in the infield, including catcher.
 - f) If anyone sits out, pool players must sit out before any non-pool players sit out.

- (11) **One Foot in the Box:** Rule 6.02(c) does not apply. The batter may leave the box.
- (12) **Stealing Signs:** Valley Little League does adopt the optional provision of Rule 9.01(d). Stealing and relaying of signs is not considered unsportsmanlike behavior.
- (13) **Plate Umpire Location:** Valley Little League adopts the option for Rule 9.04(a). Balls and strikes may be called from behind the pitcher.
- (14) **Eight Players:** Valley Little League adopts the eight-player option for Rules 1.01, 4.04, 4.16, 4.17, and 6.05. A game may not start with fewer than eight (8) players on each team. A game may not be continued with fewer than eight (8) players on each team. When playing with eight (8) players, a team may skip over the ninth (9th) position in the batting line-up without penalty.
- (15) **Courtesy Runner:** Valley Little League adopts the option for Rules 2.00, 3.04, and 7.14. We permit a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. Because we use the continuous batter order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.
- (16) **Umpires:** Umpires for Valley Little League games will be provided by the away team if a paid umpire is not provided. 2 volunteer umpires are preferred for every game if a paid umpire is not present.
- (17) **Infield Fly:** Rule 6.05(d) (the infield fly rule) applies in Coast, and AAA Division play.
- (18) **Max Run limit:** 5 run limit per team, per inning unless it's the last inning. Coaches may agree on last inning (due to time, weather, darkness) prior to the 6th inning. Must be agreed before first pitch of last inning.
- (19) **Protests:** All protests must be resolved before the next play per the option in Rule 4.19(g).
- (20) **No delayed stealing:** No delayed stealing - runner may not advance a base when catcher is throwing the ball back to the pitcher unless there is an error on the return throw. Once the pitcher is in possession of the ball (even if not on the mound/rubber) runners may not advance.

Special Rules: AAA Division

- (24) **Pitching Innings Limit:** No pitcher can pitch more than 3 innings per game. Otherwise, all the Little League Baseball Rulebook pitching rules for pitching limits apply.
- (25) **Stealing Bases:** Base runners can steal on any pitch, they are not restricted to past balls.
 - a) No baserunner can steal home.
 - b) Baserunners that steal may not take an extra base after a wild throw.
- (26) **Overthrows:** Runners can attempt one extra base after an initial wild throw. For example, a runner makes it to second after a wild throw to first. If the defense makes another wild throw to second, the runner should remain at second.
 - a) Baserunners that steal a base are not allowed to advance on a wild throw.
 - b) No baserunner can take an extra base if it would advance the runner to home.
- (27) **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.
- (28) **Walk Limit:**
 - a) Players will not walk after 4 balls in an at bat. After the 4th ball the batting team's coach will come in at the same count after the walk to complete the at bat. For example, if the batter was at 3-2 when the 4th ball occurs, the coach comes in with a 3-2 count. The player will either strike out or put the ball in play to complete the at bat.

- b) On the 4th walk of an inning (doesn't need to be 4 in a row) the batting team's coach will come in and pitch the remainder of the inning.
- c) After 3 walks in an inning, a batter hit bit pitch is treated as if the batter was walked, and the coach will come in and pitch to the batter if they are able to hit.
- d) When the player-pitcher is pitching, if the batter is touched by a pitched ball, this is always handled per Rule 6.08(b) and is not affected by the Walk Limit.
- e) When the Walk Limit rule is in effect, no batter may be awarded a base on balls. If the player-pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, the coach-pitcher takes over, and the at bat continues.
- f) The umpire will call balls and strikes when the coach-pitcher pitches. Any strikes against the batter carry over when the coach-pitcher steps in. If the coach-pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, and the at bat continues. The batter can strike out.
- g) The player-pitcher starts every new at bat prior to reaching the 4 walks limit per inning.
- h) No runner may advance on a pitch thrown by the coach-pitcher unless forced or the ball is batted. A coach-pitched ball that is not batted becomes a dead ball once it passes the batter and the plate.
- i) If the coach-pitcher hits a batter with a pitch, the ball will be declared dead. The pitch is "no pitch" and is neither a ball nor a strike and base runners may not advance. The batter does not advance to first base but stays as the batter and the at bat continues.
- j) Once a coach-pitched ball is batted, Rule 7.13 applies normally: When 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, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- k) Bunts are not permitted when the coach-pitcher is pitching. If the batter bunts, the ball will be declared dead. The pitch is "no pitch" and is neither a ball nor a strike and base runners may not advance.

Pitch Counts and Minimum Play

- a. Every pitch thrown by the player-pitcher counts toward the player-pitcher's pitch count, even if that pitch results in a base on balls that is not awarded.
- b. No pitch thrown by the coach-pitcher counts toward the player pitcher's pitch count.
- c. An at bat that is completed by the coach-pitcher counts as an at bat toward the player-pitcher's season minimum play pitching time.

The Coach-Pitcher

- d. The coach-pitcher must be either the manager of the offense or one of the offense's three coaches.
- e. Per Rule 4.05, one adult must be in the dugout at all times.
- f. Exception to Rule 4.05: while a coach-pitcher is pitching, the offense may choose to field only 1 base coach.
- g. The coach-pitcher must not coach from the mound except during a time-out.
- h. The coach-pitcher has the option of pitching from the pitcher's plate or from within 5 feet of the pitcher's plate. While the coach-pitcher is pitching, the player-pitcher remains on the field as a fielder, standing behind and to either side of the coach-pitcher. The player-pitcher must be within a 10-foot circle of the pitcher's plate at the time of the coach pitch.
- i. Coach-pitches must be delivered overhand.

- j. The coach-pitcher must not interfere with the defense or touch a live ball. If a batted ball is unintentionally touched by the coach-pitcher, the ball will be declared dead. The pitch is “no pitch” and is neither a ball nor a strike and base runners may not advance. Other situations involving the coach-pitcher are potentially interference and are subject to the umpire's judgment.