

## **Capitol City Little League AAA Division Rules Modified Spring 2022**

To the extent not covered by the following local rules approved by the Board of Directors, Little League International's Official Regulation rule book and Little League Operating Manual standard will apply to Capitol City Little League's ("CCLL") AAA division. Managers are responsible for familiarizing themselves with these rules and should have access to them (Little League App) at games.

### **Players allowed on the field**

All players must be officially registered and assigned by CCLL. No one who is not registered, and whose name does not appear on the official league roster may EVER play in a League game or practice with a CCLL team. Due to insurance requirements, no other persons (including siblings or non-volunteer parents) are allowed on the field or in the dugout during a game or practice.

All players on a team shall wear numbered uniforms in identical color, trim, and style and a hat. Jerseys shall be tucked into the pants. (Rule 1.11). Failure to wear the appropriate uniform or hat shall not disqualify the player from playing a game. Players must not wear jewelry such as, but not limited to, rings, watches, bracelets, or necklaces unless the jewelry alerts medical personnel to a specific medical condition. (Rule 1.11).

All male players must wear athletic supporters (Rule 1.17)

### **Managers, Coaches and Volunteers**

No one is allowed on the field, the bench, or dugout, whether during a game or practice, unless they are a rostered player or have been cleared as a volunteer following submission of a volunteer application and background check. Violation of this rule contravenes Little League's Children Protection Plan and can result in disciplinary review. Managers are required to report to the Umpire and Volunteer Coordinator a list of any parents or other volunteers who will have repetitive access or contact with players or the team, and such parent or other volunteer shall submit a volunteer application and be approved prior to participation.

### **CCLL Local Rules**

*Note that some of the Rules contained herein are a restatement of Little League rules that are included for added emphasis. All Little League Rules apply, regardless of whether restated.*

1. A team must have eight (8) players and a coach ready to play at the umpire's official start time. If either team has fewer than 8 players, the umpire will not participate. In that case, see below.
2. Only the umpire can declare a dead ball or grant a request for time.
3. A player must slide or attempt to get around a fielder who has the ball and is waiting

to make the tag. Rule 7.08(3).

4. A player may not slide head first, except in returning to a base. A runner will be out for sliding head first while advancing. Rule 7.08(4).

5. The infield fly rule WILL be in effect.

6. Bunting is NOT permitted (*new rule for 2022*).

The batter must take a reasonably full swing at the ball (check swings are allowed but intentionally half swinging the bat into the strike zone to make contact is not). Any attempt ruled a bunt shall be a dead ball and count as a strike.

7. There are NO per half-inning run rules, however, game mercy rules will be in effect according to the following mercy limitations:

- (i) 20 runs after three complete innings,
- (ii) 15 runs after four complete innings, and
- (iii) 10 runs after five complete innings.

If a team wins by a mercy decision, but there is still time left in the 2 hours, the teams should continue playing, however, the game score will reflect the score at the time of the mercy decision.

8. Dropped third strike rule is NOT in effect but may or may not be put into effect at a date as determined by the AAA Commissioner in consultation with coaches and the CCLL Board (*new rule for 2022*). When in effect, a batter may run to first on a dropped third strike, provided first base is unoccupied or first base is occupied with two outs. In the case where first base is occupied with two outs, normal force play rules are in effect for all runners.

9. Teams should strive to give players at least two infield positions per game. There is no requirement that teams give multiple positions to players. A continuous batting order shall be in effect; all players must be placed in the batting order.

10. No player will be asked to sit out for a second inning until every other player on the team has sat out at least one inning. The goal is that there should never be a situation where some players have played the entire game and other players are sitting out more than one inning. This rule does not supersede the rules regarding pitchers or catchers below. This rule is effective in both the playoffs and the regular season.

11. Pitchers will use the pitcher's plate on the field conforming to normal Little League distances of 46 feet. The teams may place portable pitcher's mounds onto the field at the start of a game, as available.

12. Little League rules for pitchers will be enforced. See Regulation VI. League age 9-10 years may pitch a maximum of 75 pitches. League age 11-year olds may throw

85 pitches

13. The following pitching rest requirements must be strictly enforced. Managers should consult with parents of players who play travel baseball:

66+ pitches: 4 calendar days rest

51-65 pitches: 3 days rest

36-50 pitches: 2 days rest

21-35 pitches: 1 day rest

1-20 pitches: no rest

Calendar days are whole days irrespective of game times. Calendar days do not include the day pitched. For example, a pitcher throwing 24 pitches on Saturday in an 11 am game is not eligible to pitch until Monday. The pitcher may not pitch in a Sunday game scheduled for 4 pm even though more than 24 hours have elapsed.

The pitch counts allow the pitcher to finish the batter when the pitcher reaches the threshold. If the pitcher has thrown 19 pitches, he or she may throw to the next batter, and the pitch count is recorded as 20 pitches. See below for restrictions for pitchers/catchers.

14. Under Little League rules, any player that has played the position of catcher in four or more innings may not pitch. Receiving one pitch to a batter in a fourth inning constitutes having caught four innings. A pitcher who delivers 41 or more pitches in a game, cannot catch in that game. A catcher that has caught at least three innings and then pitches 21 or more pitches may not return to the position of catcher for the remainder of the game. The pitch counts contained in this paragraph allow the pitcher to finish the batter when the pitcher reaches the threshold.

15. Regardless of pitch count, pitchers may not pitch more than three innings in one regular season game.

16. Home/visitor designation will be as indicated in the season schedule. The home team has the first base dugout. It is the responsibility for home team to set up equipment and away team to put away if no game or practice immediately after (teams must be present at the conclusion of the game to not put away equipment). The home team shall be responsible for supplying the baseballs for use during the game, including at least two alternate balls. Before the game, the home team manager shall be sure that all playing lines are marked with non-caustic lime, chalk, or other white material if available at the playing field and should preferably drag the field. Rule 3.01.

17. Game length is six innings or 2 hours, whichever comes first. No new inning should be started after 1 hour and 45 minutes. An inning shall be counted as started as soon as the final out is recorded in the previous inning. For the purposes of determining the outcome of a game, any game that: (i) either completes three or more

innings and is then ended due to reaching the two hour time limit, or (ii) completes four or more innings and is then ended called due to weather, darkness, or any other reason will be considered a complete game. Rule 4.10 Once an inning is started, it should be fully completed. If it cannot be completed, the score shall revert to what it was at the completion of the last full inning.

18. During the regular season, if teams cannot field 9 players using children on their roster, they may use substitute players (league age 9 to 11) to get to 9 from the Player Pool. If any AAA division team does not have enough players for a regular season game, the manager may request one or more players from a “pool of players” from existing teams comprised of players willing to participate in extra games during the regular season. These players must be assigned by the Player Agent or Commissioner, under the following Little League guidelines (regulation V(c)): 1 – The Player Agent will create and run the pool. The pool may include AAA and AA players. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. 2 – Managers and coaches will not have the right to pick and choose players. 3 – Under the option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch or catch in that game and will bat last in order 4 – Pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once. All players must be officially registered and assigned by CCLL. No one who is not registered, and whose name does not appear on the official league roster may EVER play in a League game, or practice with a CCLL team.

19. Enough games must be played to meet the 12 game requirement that is needed to be reached for players to be eligible for all-star tournament play. Forfeits do not count toward this requirement so coaches must find a way to get games in.

20. Teams must use bats that conform to little league guidelines (The bat must meet the USA Baseball Bat standard (USABat) as adopted by Little League). USSSA-stamped bats are prohibited. Coaches from each team should review all player bats prior to game start and immediately remove any non-conforming bats from the area. Coaches need to be extra vigilant as certain travel programs may permit the use of the old bats and USSSA bats, and it is easy to make an innocent mistake.

Use of an illegal bat shall result in the player using the bat being called out. Runners must return to the previously occupied base.

21. Teams must bat in continuous order—no batting out of order or substitutions. If a player has to leave early, inform the opposing bench that said player is leaving and ineligible to bat for the remainder of the game. The vacated spot will be skipped and not result in an out. Any player arriving late to the game shall be placed at the end of the batting order.

22. Reporting Scores – After the conclusion of a game, the Manager of the winning team shall report the final score of the game to the Commissioner and copy the Manager for the losing team on the message. When reporting the game score to the

Commissioner, the Manager shall also copy [safety@capcityll.org](mailto:safety@capcityll.org) and report whether there were any injuries or incidents during the game.

23. Any umpire's judgment decision must not be challenged. There is a limited exception for questions based ONLY on the violation or interpretation of a playing rule or use of an ineligible pitcher or other player. No questions or challenges are permitted concerning a decision involving an umpire's judgment. Only managers shall have the right to approach the umpire (or coach in the manager's absence). Rule 4.19. Managers should have the rulebook available for reference.

24. There is no on deck circle in the AAA Division. Players may not swing a bat unless they are in the batter's box. The only exception is for games played at Chevy Chase field, where there is a cage for the on-deck batter. Managers may not agree to designate a space, even with the umpire's permission.

### **AAA Playoff Rules**

25. Playoffs will begin at the conclusion of the regular season. The playoffs will be in pool play format, beginning with round robin.

26. During the playoffs, teams may only field players from their original roster. Rosters/batting order must be provided to the opposing team prior to the start of the game (and ideally, emailed to the opposing team at least 2 hours prior to game start) and coaches should use best efforts to ensure all players participate in playoff games.

27. During the playoffs, all games must play to six innings unless a weather postponement is called (there is no 2-hour time limit). The league and commissioner will use their best efforts to allow for sufficient time such that all games will play to completion, factoring in time for games to go to extra innings. For games postponed mid-game, play will commence at the exact point where the game was stopped. Roster rules and pitch limits outlined above will remain in effect.

28. After each playoff game, the manager of the winning team reports the score to the commissioner, copying the losing manager, and both managers report the pitch counts for each of their respective pitchers in the game.

In other words, coaches are incentivized and encouraged to develop as many pitchers on their teams as possible and monitor pitch counts. During the playoffs, there is not always enough time between games to rely on just one or two pitchers. Based on schedules and luck of the draw, managers need to appreciate that some teams may have more days rest than others prior to playing a playoff game.

### **Umpires**

If an umpire does not report to the game, coaches should text Umpire-in-Chief Joshua Novikoff (202)-441-8863. In that case, it is the responsibility of the teams to self-umpire their game. This is best accomplished by one adult volunteer taking responsibility for the game. If a volunteer cannot be identified, the home team is responsible for assigning a

volunteer. The volunteer should stand behind and a little to the side of the pitcher to umpire the game.

Adults affiliated with the team are encouraged to undertake CCLL's volunteer umpire training to enhance their ability to umpire their team's games when the need arises and assist the league by umpiring other games.

**Rain/Weather Procedures**

In the event of rain, the two coaches for a given game will decide, in consultation with the commissioner, whether their game is to be played two (2) hours before game-time. If they cancel a game, they must text the Umpire-in-Chief Josh Novikoff at 202-441-8863.

It is official policy that no games will be played if the expected high temperature for the day is 45 degrees or lower. Coaches may mutually agree to forgo this rule, however, they must inform the league commissioner by the earlier of 10 am that morning or 2 hours prior to game time, that they wish to do so.

**Field Shed Codes**

Will be provided by e-mail.