

## **Capitol City Little League - Fall 2022 AA Division Rules**

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 CCLL's AA Division. Managers/coaches are responsible for familiarizing themselves with these rules.

### **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 practice or play with a CCLL team.

All male players must wear athletic supporters.

### **Number of players, lineup, and field positions**

CCLL imposes greater playing requirements than Little League rules to encourage player development and to provide players with opportunities at all positions.

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.

A continuous batting rule shall be followed; all players present for a given game must be included in the lineup. The batter order shall be followed throughout the game regardless of which players are on the field in the previous or upcoming inning.

A team shall field nine players on defense. A team may start a game even if the team does not have enough players to fill each defensive position.

No team will be considered to have forfeited because they cannot field 9 players. Instead, the games will be played using whatever number of players the team can field. If any team does not have enough players for a regular season game, the manager may ask to borrow a player from the opposing team.

If time allows, 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)):

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- The Player Agent or Commissioner will create and run the pool. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and coaches will not have the right to pick and choose players but may suggest players who are willing to play.
- When a player participates in a game on a team other than their own, such player will not be permitted to pitch or catch in that game and must bat last in the lineup.

### **Starting and ending the game**

Coaches will make every effort to ensure that games start and finish on time. The home team is responsible for setting up and the away team is responsible for clean-up, including making sure that the shed is locked (unless there is another team present at the field at the end of the game).

Home/visitor designation will be as indicated in the season schedule. The home team has the first base dugout. The home team may take infield practice first but must start no later than 15 minutes before game time and end 10 minutes before game time. The away team may take infield practice after the home team and at least 10 minutes before game time and end 5 minutes before game time.

The managers of each team shall convene at home plate just preceding the established time to meet with the umpire and cover ground rules and any field or weather issues. A copy of the opposing team's batting order must be provided if requested.

As a courtesy, each manager should alert the other manager of any late players, who must be added at the end of the batting order, or early departures. If the defensive team may need substitutes from the opposing team during any innings, the opposing team should provide the last player to bat in the previous half inning.

A game shall not exceed six innings. The bottom of the last inning will only be played if the home team is not ahead. No inning may begin after 1h 45m have been played. An inning begins as soon as the last out is recorded in the previous inning.

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.

A half-inning ends when the batting team has scored five runs. The five-run rule may be suspended in the last half inning in the postseason.

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### **Modified Kid Pitch**

\*New for the 2022 season, CCLL is piloting a modified kid pitch format for AA that is successful in other leagues.

This will eliminate walks by: once a four ball count is reached, a coach will deliver hittable pitches to the batter. The intent of this format is to develop pitching skills and confidence while also increasing hitting and fielding opportunities rather than plodding games of “infinite walks.”

- Player will pitch to the batter until the ball is put into play or a count of 4 balls or 3 strikes is reached.
- 3 strikes results in a strikeout. Batter hit-by-pitch from player pitcher is awarded 1st base but may choose to have the pitch count as a ball and remain at the plate. Note, a player must make an effort to get out of the way of a pitch for it to count as a hit by pitch and the slower the pitch, the more time they have to try to avoid being hit. A valid attempt to get out of the way of the pitch is at the umpire’s discretion.
- There are no walks.
- If the count reaches 4 balls, the ball will be immediately dead and players may not attempt to steal on ball 4.
- A coach from the hitting team will enter the playing field and throw up to 4 total pitches to the batter. The umpire will not call balls and strikes on coach pitches.
- The coach shall pitch overhand from or immediately in front of the pitcher’s plate. Kneeling or crouching (think Warrior II yoga pose) is permitted/encouraged. Underhand is not allowed. The coach must also use a fielding glove to be able to protect themselves from a batted ball.
- If the batter fails to put a coach pitch in play before the limit of 3 is reached, they have struck out. If the last pitch results in a foul ball, the batter will continue to bat (there is no limit on the number of foul balls).
- The batter must take a reasonably full swing at the ball. There will be no bunting or extremely short swings and any such attempt will count as unhit toward the limit of 3 coach pitches.
- The kid pitcher shall be positioned within 6 feet to the right or left of the coach pitcher.
- No stealing or advancing on a passed ball/wild pitch is allowed when a coach is pitcher.
- For the sake of pace of play, when four kid pitch balls are reached the coach pitcher must quickly proceed to the pitcher’s mound from the coach’s box or dugout.
- Coach pitchers must make every effort to avoid batted and thrown balls. When a ball is put in play, the coach must immediately exit the field of play without interfering with the play. A batted ball that hits the coach pitcher shall be declared dead and the pitch repeated.

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- Coaches may mutually agree to suspend modified coach pitch rules and use standard kid pitch rules.
- The modified kid pitch format will not be may or may not be used for local league playoffs which can operate with only kid pitchers.
- The division may also transition from the modified kid pitch later in the regular season as directed by the commissioner in consultation with the CCLL board and division managers.

### **Player Pitch Limits**

The eligibility of a player to pitch in a Little League® Baseball game is governed by a tiered pitch count that is tied to the number of pitches thrown in a game. The pitch count determines how many days of rest are required before said player may pitch again in a Little League game. These rules are summarized and emphasized herein and [Little League official resources](#) should be referred to for further understanding.

Managers/coaches must be familiar with pitch count and rest rules and designate someone to maintain the pitch count.. Managers also are encouraged to designate a separate coach or parent to maintain the pitch count.

League age 8 players may pitch no more than 50 pitches per day. League age 9 and 10 year old players may pitch no more than 75 pitches per day. If the limit is reached in the middle of an at bat, the pitcher may pitch to the completion of that batter.

A day is defined as a calendar day and is not based on 24 hours.

After pitching, pitchers must adhere to days of rest requirements as follows:

66+ pitches: 4 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

For example, if a pitcher pitches 70 pitches during a 2:00 pm game on Sunday, the pitcher may not pitch until Friday, even if there is a 6:00 pm game on Thursday. Monday – Thursday count as four calendar days irrespective of the time the player pitched.

Under Little League rules, if a pitcher throws 40 pitches or less, they can subsequently play the position of catcher in the same game (if more than 40 pitches thrown, they may not). Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

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Regardless of pitch count, pitchers may not pitch more than three (3) innings in one game.

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### **Batting**

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League and is stamped as such. USSSA-stamped bats are prohibited. A bat shall not be more than 33 inches in length; not more than 2 5/8 inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30") at its smallest part. Solid one-piece wood barrel bats do not require a USA Baseball stamp.

Bunting is not permitted. The batter must take a reasonably full swing at the ball. Any bunt or extremely short swings that intentionally have the same effect as a bunt shall count as a strike.

The dropped third strike rule does NOT apply in AA.

### **Field Rules**

- Base runners may not lead off or run until the ball crosses the plate. The offending runner must return to the original base.
- Steals of second base and home only are allowed, and the runner may advance just one base per steal attempt. Steals of third base are not permitted.
- The infield fly rule will NOT be in effect.
- No more than one manager and two coaches are permitted on the field or in the dugout during a game.

### **Safety rules**

- No player can swing a bat unless they are in the batter's box.
- No head first sliding except returning to a base.
- A player must slide (feet first) into home where the catcher or fielder is making a play at the plate. Failure to do so may constitute an automatic out at the umpire's discretion.
- Male catchers must wear the metal, fibre, or plastic type cup, and approved long or short model chest protectors. All catchers must wear a mask, "dangling" type throat protector, and catcher's helmet during infield/outfield practice, pitcher warm-up, and games.
- If lightning is seen or thunder is heard, play must be stopped.
- Teams must report injuries that require medical attention or first aid to the Safety Officer at [safety@capcityll.org](mailto:safety@capcityll.org). Teams must also report any potential violation of Little League or CCLL rules. Please be over-inclusive about what you report.

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### **Special Games including Playoffs**

Special games are defined as non-regular season games.

Following the conclusion of the regular spring season, coaches may agree to participate in post-season special games. The Commissioner preferably should use a double-elimination format, as time allows, to create a playoff bracket. When not possible, a winners bracket/losers bracket/consolation game format should be used to guarantee all teams at least two postseason games.

CCLL does not hold post-season games in the fall season.

### **Umpires**

If an umpire does not report to the game, coaches should call or 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 register with the league as volunteer umpires to enhance their ability to umpire their team's games when the need arises and assist the league by umpiring other games.

### **Rain Procedures**

Play must be stopped for lightning and/or thunder.

CCLL will communicate notice of field closures due to rain and wet fields.

In the event of inclement weather the managers 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 **CALL AND TEXT** the Umpire-in-Chief Joshua Novikoff at 202-441-8863 to make sure umpires are notified not to show up.

### **Shed Combination**

Will send via email