

Wilmington Little League –AA League Baseball Division

AA League Baseball Local Rules



Document Title:	AA League Baseball Local Rules		
Rules Committee 2023: David McLaughlin Meghan Cruz Dan Barry Emily Irving Kevin Nelson Brian Glazer		Signature:	

REVISION HISTORY

Rev.	Effective Date	Revision Description	Owner
A	14-NOV-2009	Initial Version	Rick Hill
B	07-JAN-2010	Added sections for policy and conduct & modified section 2	Rick Hill
C	15-MAR-2010	Add appropriate changes from AA rules	Rick Hill
D	26-MAR-2013	Updated pitching rules	Rick Hill
E	28-JAN-2014	Modified pitching rules	Rick Hill
F	DEC 2014	Proposed Changes	Rick Hill
G	MARCH 2015	Clarifications for ending a half inning	Rick Hill
H	OCTOBER 2015		
I	April 2018	Update time limit	Jaret Balter
J	05-Dec-2019	Change to machine pitch, increase minimum playing time on defense	Rick Hill
K	20-Mar-2023	Pitching rules, general changes	David McLaughlin

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1: Introduction

1.1 PURPOSE

This document will describe additional rules used by Wilmington Little League's AA League Baseball division that are above and beyond those listed in the official Little League rules. Unless specified in this document, play in this division abides strictly by the official Little League rule book.

1.2 LITTLE LEAGUE AFFILIATION

The AA League Baseball Division is for boys and girls who are 8-10 years old.

1.3 INTENDED AUDIENCE

Users of this document include all managers and coaches of teams in Wilmington Little League's A League division, parents, players, and league administrators.

This document describes Wilmington Little League's local adaptations to the official Little

League Rule Book. It is understood that all league participants will abide by these rules or will seek further explanation from the Player Agent.

2: Policies and Procedures

2.1 LEAGUE POLICY

Manager and Coach selection process:

- Wilmington Little League appoints team managers and coaches on a yearly basis by a vote of the Board of Directors. Both positions are nominated by the League President, and approved by a vote of the Board. Managers will be notified by the Player Agent when they have been selected, and may communicate to the Player Agent who they would like as their coaches. Those requests will be reported back to the League President for his approval and, if nominated, must be approved by a vote of the Board.
- All approved managers and coaches must be registered on the WLL website. The League President and the Board of Directors are the ONLY individuals who can approve and appoint managers and coaches.
- All managers and coaches must submit to a CORI and National Sex Registry check per Little League rules. Once these checks have been satisfactorily completed, each manager and coach will be issued a lanyard with picture ID. The lanyards will be worn at every practice and game, identifying those individuals as approved by Wilmington Little League.
- All managers and coaches are expected to take a concussion/head injury course via Heads Up.
- Only 1 manager and 2 coaches are allowed on the field for each team. Each manager and coach may only participate in on field activities if wearing his/her identification pin. During games only the manager, coaches, and players are allowed on the team's bench.

Managers and Coaches responsibilities:

- The manager and coaches will instruct and develop each player in the techniques and rules of baseball. They will instill the importance of good sportsmanship and the meaning of playing together as a team.
- The manager and coaches will maintain discipline for players, parents and spectators from their teams at all practices and games.

- The manager and coaches will be responsible for raking the pitcher's mound and the area around home plate at the conclusion of all **HOME** games.
- The manager and coaches will communicate practice and game schedules with parents and keep them informed as to cancellations and rescheduled events via the GameChanger app.
- The manager will ensure that all coaches have filled out and submitted CORI information to the league.
- The manager will distribute, collect and hold medical release forms for all rostered players.
- The manager will distribute, collect, and hold WLL Code of Conduct forms signed by parents and players.
- The manager will distribute an umpire payment voucher (provided at the draft) to one of the youth umpires working each game prior to the game's first pitch.

Managers must contact the Player Agent under the following circumstances:

- If there is a behavior problem, no severe disciplinary action should be taken by any manager. A written explanation should be submitted to the player agent, who will present the explanation to the Board of Directors for disposition.
NOTE: *benching a player for disciplinary reasons for the remainder of a game is not considered to be severe, while benching a player for an entire game due to a problem in a previous game would be considered severe.*
- If a player misses practices or three or more games and fails to call.
- If they learn of a player who wishes to join the league. If there is no waiting list, a new player(s) will be assigned to a team by the league. **NOTE:** The Player Agent is the only person who can register or add players to a team once the player has registered online.
- If a player is lost to a team for 3 or more games because of leaving town, an injury, personal reasons, etc.

Player assignment process and team roster:

- For the AA Division, registered players will be selected by using Little League draft method “Plan A” and assigned to team rosters at the pre-season managers meeting. Managers will be advised of the known talent abilities of each player (via previous season player evaluation data). Once the draft has been completed, managers will be allowed to make one “trade”. No other player movement between teams will be allowed.
- During the season, AA Division managers may borrow players from another AA team if that manager knows that his/her team will have fewer than 9 players for the game. The manager must first notify the Player Agent and the League President via email, text, or phone prior to the game. Failure to make this notification will result in a one game suspension for that manager—no exceptions.
- Players who are “borrowed” cannot miss their assigned team’s game in order to play for another WLL team. If a player is borrowed to play for another team and that player misses his/her assigned team’s game on that date, the manager of the borrowing team will be suspended for one game—no exceptions.
- No team should have a player playing in a game unless that player is registered with Wilmington Little League. Registered players are either on the team’s roster at the beginning of the season, have been added by the registrar, or are substitute players “called up” from a Wilmington Little League AA Division team. Any player who is not registered and is found to be playing for a team will be ineligible to play for any Wilmington Little League team for one year from the date of the infraction that player was found to be playing as a non-registered player. Any manager who uses an unregistered player will also be ineligible to manage any team (baseball or softball) with Wilmington Little League for a period of one year from the date of the infraction the player was found to be playing without being registered—no exceptions.
- A permanent replacement player will be assigned to a team only when a player has been injured to the extent that the player will be out for the remainder of the season. The Player Agents must agree that promoting a player will not severely impact the team that is losing that player.

2.2 LEAGUE EXPECTATIONS & CONDUCT

Managers, coaches and players are advised of the following:

- All managers and coaches will be expected to be positive examples to their players. As such, it is expected that the appearance of each manager and coach will reflect that of an athletic event. Team hats, athletic shoes, and appropriate athletic clothing should be worn by every team’s staff.

- Use of any tobacco products is prohibited on any part of the playing field at any time.
- Managers and coaches should not use their cell phones to make or receive calls of a non-emergency nature during games. Bluetooth earpieces are prohibited from being worn during practices and games.
- Players must wear the uniform provided to them by the league at each game. These uniforms should be worn with the full respect for the tradition and integrity of the game of baseball (ie. shirts fully tucked in & hats worn with the bill facing front). Players who are not in complete uniform will not be permitted to play.
- Players must remove all jewelry (other than medical alert tags) prior to participating in practices and games.
- Batting helmets **must** be worn by all batters, base runners and players acting as base coaches.
- Catchers can use a regulation catcher's mitt or their own glove; whatever makes that player more comfortable. Catchers **must** wear a one-piece catcher's helmet (including a dangling throat guard), chest protector, shin guards and protective cup. If not so equipped, the player will not be allowed to catch.
- Taunting by players, coaches, parents, spectators, etc will not be tolerated. Any racist or derogatory remarks by players, coaches, parents, spectators, etc will not be tolerated. Any person found to be taunting and/or using racist or derogatory language will be ejected. Any ejection(s) must be communicated to the Player Agent.

Wilmington Little League will enforce its Zero Tolerance Policy with regard to unacceptable conduct toward the volunteer umpires, parents or players.

3 : The Game

- There are no standings kept or published for this division. Remember, this is an instructional league.
- Volunteer umpires will be solicited to cover the bases. The coach or manager of the team in the field will umpire when the players pitch. Umpiring will be upon a "gentleman's agreement" should no volunteers be available. In cases of disagreement, the call shall go to the defensive team.
- Games will be 6 innings or 90 minutes, whichever comes first. Managers and

coaches will use their discretion when calling games because of darkness. No new inning will begin 80 minutes after the start of the game.

- Since standings are not kept in this division, teams are permitted to play with whatever number of players are available at the field for that game. Teams are encouraged to loan players to the opposition in order to allow the game to be played.
- The defensive alignment for this division is as follows: Pitcher, catcher, four infielders and three outfielders.
- The **HOME** team will take the first base bench.
- The **HOME** team is responsible for putting bases on the field prior to game time. Bases are located at each field in the box.
- Each team will use their own bucket of balls while on the field.
- No defensive player shall play the same position in more than two consecutive innings. Managers are encouraged to allow players to play multiple positions in each game.
- No player is expected to sit for more than 1 defensive inning per game. If it's necessary for a player to sit for more than 1 inning, he/she shall not sit 2 consecutive innings.
- All players will bat in a rotating batting order. The manager will set the batting order at the start of the season and it will remain the same for the season. Each game, each batter will be bumped down 1 spot. For example, the first batter in the first game of the season will bat second in the next game. The player who batted last in the first game will bat first in the next game. Any player who arrives after the start of the game will bat in his/her spot unless that spot in the order has already been passed. In such a case, that player will bat at the bottom of the order.
- In the event that weather and/or field conditions may not allow a game to be played, the **HOME** team's manager will determine if the game will be played. If the decision is made to postpone the game in advance, that determination will be made and announced to the **AWAY** team's manager no less than one hour prior to the scheduled game time. Should both teams arrive at the field only to find that the field is not in a safe condition to play, the decision still belongs to the **HOME** team's manager up to the first pitch.
- Adult coaches may serve as base coaches.
- Bunting is **NOT** allowed.
- Stealing bases is allowed, including stealing home and advancing home on passed balls or wild pitches. Baserunners will be allowed to advance as the result of stealing a base, as the result of a passed ball, or as the result of a wild pitch only three (3) times per ½ innings.
- Advancing to first base on a dropped third strike is not permitted.

- Players may advance one (1) base on an overthrow. There is no limit on how many occurrences per inning.
- There are no walks in this division. The batter will remain in the batters box until batting the ball, striking out, or getting hit by a pitch. A pitcher must be removed upon hitting a third batter in the same game.
- A half- inning shall be deemed to be over when one of the following occurs:
 - The defensive team has recorded 3 outs
 - With fewer than 3 outs, the offensive team has scored 5 runs
 - With fewer than 3 outs, the offensive team has batted their entire batting order
- No on deck batters. The only players swinging bats should be facing live pitching.
- PLEASE don't ask to reschedule games. Make every effort to convince your players to attend your games as scheduled.

4: Pitching

Wilmington Little League's official pitching week starts on Monday and ends on Sunday.

In addition to the pitch count regulation WLL will impose the following restrictions on pitchers:

- 1) A pitcher can only pitch 1 innings per game.
- 2) A pitcher can only pitch 2 innings per week.

REGULATION VI – PITCHERS: (a) Any 8-10 year old 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.)

(b) The manager must remove the pitcher when said pitcher reaches the pitch count limit for his/her age group as noted below, or has reached the limit for maximum innings per week. **The pitcher may remain in the game at any position except for catcher. A pitcher removed after throwing more than 40 pitches may not move to the catcher's position. A catcher, however, may move to the pitcher position.**

League Age	Number of Pitches
9-10	75 pitches per day
7-8	50 pitchers per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

Note 1. Intentional Walk: WLL does not allow intentional walks.

(c) Pitchers must adhere to the following rest requirements:

Number of Pitches	Days of Rest
66 or more pitches	4 calendar days
51-65 pitches	3 calendar days
36-50 pitches	2 calendar days
21-35 pitches	1 calendar day
1-20 pitches	0 calendar days

(d) Each Manager must designate the scorekeeper or another volunteer as the official pitch count recorder. It is strongly suggested that each team's pitch count recorder checks the pitch count with the opposing team after each half inning.

(e) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(f) The official pitch count recorder should inform the coaches when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The pitcher's manager must then remove the pitcher in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the coaches does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(g) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(h) A player may not pitch in more than one game in a day.

(i) Each team's scorebook should clearly track innings pitched and pitches thrown for each pitcher in each game. The Player Agent reserves the right to inspect any team's scorebook at any time to ensure pitchers are being protected within the rules.

SPECIAL PITCHING INSTRUCTIONS:

For the entire season, a coach will pitch the first three (3) innings of each game. Players will pitch the remaining innings if time allows. No player will pitch more than one (1) inning per game.

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Any pitcher that hits a total of 3 batters in the same inning will be removed from the mound and replaced for the remainder of the inning by one of that team's coaches. Once a pitcher is removed from the mound (for any reason) he/she may not be allowed to pitch again during that game.

If a pitcher is having trouble reaching the plate, it is permissible to move the player a **maximum** of 18 inches closer to the plate. For the safety of both the batter and the pitcher, this rule must be strictly adhered to by all coaches without exception.