

Wilmington Little League – AAA League Baseball Division

AAA League Baseball Local Rules



Document Title:	AAA League Baseball Local Rules
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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	22-FEB-2010	Add appropriate changes from Major Lg rules	Rick Hill
D	28-MAR-2013	Add pitching rule clarification	Rick Hill
E	28-JAN-2014	Added regulation prohibiting curveballs	Rick Hill
F	DEC 2014	Proposed Changes	Rick Hill
G	10-MAR-2015	Added Special AA rules	Rick Hill
H	08-FEB-2017	Modifications to “call up” players, etc.	Rick Hill
I	13-APR-2018	Modification to intentional walk rule	Jaret Balter
J	05-DEC-2019	Increase minimum playing time on defense, modify team draft	Rick Hill
K	20-Mar-2023	Pitching rules, general changes	David McLaughlin
L	20-March-2024	Steals, general rules	David McLaughlin

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1: Introduction

1.1 PURPOSE

This document will describe additional rules used by Wilmington Little League's AAA 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 AAA League Baseball Division is for boys and girls who are 9-12 years old.

1.3 INTENDED AUDIENCE

Users of this document include all managers and coaches of teams in Wilmington Little League's AAA 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/her 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. All managers and coaches must also complete two SafeSport courses. 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. During games only the manager, coaches, and players are allowed on the team's bench.

Managers and Coaches responsibilities:

- All managers and coaches are responsible for providing a safe, fun environment and providing instruction for player development to learn the rules of baseball. They will instill the importance of good sportsmanship and the meaning of playing together as a team. **Wilmington Little League has a zero-tolerance policy for coaches, players, parents, and league administrators regarding bullying, belittling, intimidating or using profanity / offensive language. Any of these behaviors are subject to suspension and removal from Wilmington Little League.**
- 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.

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.
- If there is a problem with an umpire – **DO NOT ATTEMPT TO CORRECT OR INSTRUCT YOUTH UMPIRES.** Managers and coaches should handle any disagreements in a mature, respectful, sportsmanlike manner.

Player assignment process and team roster:

- For the AAA Division, players will be placed evenly on teams based on age and perceived skill level.

Calling up a player or replacing a player:

- The Player Agent is the only person who can register or add players to a team. If a team loses a player, notify the player agent for a replacement.
- During the season, AAA Division managers may also “call up” players from the AA Division if that manager knows that his/her team will have fewer than 9 players for that game. The manager must 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 “called up” cannot miss their assigned team’s game in order to play for another WLL team. If a player is called up to play for another team and that player misses his assigned team’s game on that date, the manager of the “call up” team will be suspended for one game–no exceptions.
- Any “called up” player **CANNOT PITCH** under any circumstances.
- 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. 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. 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 **must** use a regulation catcher's mitt and 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. Umpires must inform the Umpire-In-Chief of any ejection(s), who will then inform the Player Agent.

- Ejected players, coaches, managers, parents, etc. shall immediately retire to an area designated by the umpire. The penalty to a manager, coach or player for ejection is a one game suspension (next game). Any subsequent ejection (upheld with a suspension) will remove the individual from attending games for the remainder of the season. The suspension may be appealed to the Player Agent, Umpire-In-Chief and League President (must go to all three) in writing no less than 24 hours after the incident and no more than 48 hours afterward. Every ejection will be communicated by the Player Agent to the WLL board at the next scheduled meeting for review.
- Disruptions by parents, players, coaches, or managers who refuse to leave the field area when instructed to do so by the umpire will cause the offending side to be held responsible for forfeiture of the game.

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

3: The Game

- Wilmington Little League wants all games to be played. Teams are encouraged to loan players to the opposition in order to allow the game to be played.
- If a game starts with 9 players or more, but during the game either or both teams lose players, teams are allowed to finish the game with 8. In this case, when the batting order reaches the spot of the player who left the game, that spot in the batting order will be skipped without penalty. **NOTE: The 9th batter out cannot be the 3rd out of an inning if the previous batter is walked or hit by a pitch.** Teams will never be permitted to play with fewer than 8 players.
- A game can start with only 8 players. If the shorthanded team is unable to call up a player from a lower division, the opposing team is encouraged to lend a different player each inning to play defense. Any player that is lended out would still bat for his/her own team.
- **TIME LIMIT** – each game will end at the conclusion of a full inning 2 hours after the actual starting time of each game. No new inning will start 1 hour & 40 minutes from the start of the game. Managers who are deemed to be purposely delaying a game to avoid starting a new inning will forfeit the game and will be subject to suspension for unsportsmanlike behavior. Early in the season managers should discuss with the plate umpire in advance of darkness setting in to determine a potential ending of the game due to darkness.
- The **HOME** team will take the first base bench.
- The **HOME** team is responsible for putting the bases on the field prior to game

time. Bases are located at each field in the box.

- **Rotary Park games**–The **VISITING** team will be responsible for picking up any trash around the outside of the field and for emptying the trash barrels into the dumpster by the garage doors at the fire station. For games played at **Boutwell**, the visiting team will empty trash into the dumpster next to the school.
- Each team is responsible for providing one new baseball to the umpire(s) prior to the start of each game.
- Each player must play a minimum of 4 innings in the field during each game. Free defensive substitutions are allowed, as this has no effect on the batting order.
- Managers are encouraged to allow players to play multiple positions in each game. Players should not play the same position for more than 2 consecutive innings. The goal is to let each player try each position every 4-5 games. NOTE-if there is a player that the coaching staff deems unskilled enough to catch or play 1st base (positions that require more coordination and overall ability to catch the ball), please don't put that player in a position that could put him/her in harm's way.
- 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. This rule is **NOT** in effect during playoff games
- In the event that weather and/or field conditions may not allow a game to be played, the player agent will determine if the game will be played. If the decision is made to postpone the game in advance, determination will be made and announced to both managers 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 can be agreed upon by each team's manager up until the first pitch. (In this case, if the umpire is at the field and the game is called due to unsafe playing conditions, the umpire will still receive full payment.) Any decision to stop the game once it has begun is left to the umpires assigned to that game.
- The player agent will call the Youth Umpire Assignor in the event of a postponed game in order to inform the umpires assigned to that field.
- Bunting and stealing are allowed, including stealing home and advancing home on passed balls or wild pitches. There is no limit to the amount of stolen bases per inning.
- Players may advance one (1) base on an overthrow. There is no limit on how

many occurrences per inning.

- Baserunners are permitted to advance, except to home, on an overthrow to the pitcher.
- Baserunners **MUST** slide in order to avoid contact. Failure to do so will result in the runner being called out.
- No dropped 3rd strike rule: The batter shall not have the option to take 1st base if the catcher drops a 3rd strike.
- Mercy rule: Games will be called if one team is ahead by 10 or more runs after 5 full innings. There will be a 5 run limit per team, per inning.
- No on deck batters. The only player holding a bat should be facing live pitching. Donuts are not permitted.
- Players must use a USA approved bat.
- PLEASE don't ask to reschedule games. Make every effort to convince your players to attend your games as scheduled.
- After each game the **HOME TEAM** manager/coach must forward the score to the Player Agent via email. Also, he/she can forward any highlights, such as HR's, double digit strikeout games, no hitters, etc. Documenting the scores is important because standings are kept to determine both the "AAA Champion" and playoff positions.
- **TIE GAMES** – if a game has reached its time limit and/or has played at least 6 complete innings, the game will be ruled a tie. In this situation, the home team will ALWAYS have the opportunity to bat. If the game is stopped in the top of the inning the score will revert back to the previous inning.

4: Pitching

The following rules enhance the Little League Pitching Regulations for the AAA League Division of Wilmington Little League Baseball. It is the expectation of the League that these rules will be strictly followed.

Pitchers in the AA and AAA Divisions are prohibited from throwing curveballs.

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: **12 year olds are not permitted to pitch in AAA** unless we have written permission from Little League in Bristol, CT. Managers will be notified (yes or no) after we

hear back from our waiver request.

REGULATION VI – PITCHERS:

- a. Any 9, 10, or 11 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. **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
11-12	85 pitches per day
9-10	75 pitches 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: We do not allow intentional walks in this division.

- c. Pitchers must adhere to the following rest requirements:

Number of Pitches	Days of Rest
66+ 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 umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, 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. Protests 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 number of 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.

- The mound visit rule, per Little League, will be enforced. Coaches may make 2 mound visits per inning, per pitcher. On the 3rd visit, the coach **MUST** make a pitching change. Coaches may make 3 mound visits per game, per pitcher. On the 4th visit, the coach **MUST** make a pitching change.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

2. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

3. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

4. In suspended games that are resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A pitcher delivers 70 pitches in a game on Monday when the game is suspended.

The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A pitcher delivers 70 pitches in 5 innings in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in 1 inning in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

5: AAA All-Star Selections

At the conclusion of the season, two AAA All-Star teams will be selected to play in Wilmington Little League's annual AAA All-Star game at Rotary Park. Players selected to represent Wilmington Little League on any of the District Tournament teams will not be eligible to play in this game.

The following process will be followed in selecting players for the All-Stars:

- Each manager will select players from his/her roster to represent his/her team in the All Star game. The number of players per team will be determined by the Player Agent.
- Players will be notified by their managers of their selection.
In the event a player cannot compete another player will be selected from that team.

6: District 13 Little League All-Stars (11 yr old team)

At the end of each season, Wilmington Little League will enter an 11 year old team into the District 13 Little League tournament. This team will be chosen by the individual team managers.