

Appendix C – Baseball “AA” Division Rules

All games shall be played in accordance with the 2017 Little League Baseball Minor League Division Official Regulations, Playing Rules, and Policies unless stated below.

Time Limits

Games will end 2 hours 00 minutes after the scheduled start time of the game.

If time expires in the Home team half of the inning and the Home team leads, that score will be the final score. Otherwise, the score at the end of the last completed inning will be the final score.

Games tied after six (6) innings may continue in accordance with the above time limit.

Umpires

The Visiting team shall provide the Plate umpire and the Home team shall provide the Field umpire.

Scorekeeper

The Home team shall provide the official scorer.

Final score and pitch counts shall be reported by the Home Team to the KNLL Scheduler. Results will NOT be recorded for regular season standings.

Game Balls

The Home team shall supply two (2) new baseballs to the Plate Umpire at the start of the game. The Home team shall supply extra baseballs of satisfactory game quality when asked by the Plate Umpire.

Run Limit

Each team may accumulate a maximum of five (5) runs per inning for the first five (5) innings of the game. When no further action is possible, the official scorer shall notify the Plate Umpire. There is no run limit after the end of the fifth inning.

Continuous Batting Order

Teams shall use the continuous batting order. All eligible players must appear in the line-up. Players who arrive after the line-up has been presented to the Plate Umpire shall be added to the end of the line-up. Players who are removed from the game due to injury, illness, prior commitment or similar are removed from the line-up. If said player later returns, they shall resume their original position in the line-up. Players who are ejected from the game are removed from the line-up and are not eligible to return.

Modified Player Pitch

A player shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes or 4 balls. If the Plate Umpire calls 4 balls, the batter's coach shall then pitch to the batter and the batter shall retain their strike count. The batter's coach shall pitch from no closer than five (5) feet in front of the pitcher's plate. The player pitcher shall remain within five (5) feet of the pitcher's plate. The coach shall pitch to the batter until the ball is hit into play or the Plate Umpire calls 3 strikes. There are no walks. If the Plate Umpire calls 3 strikes, the batter is out. If a pitch from a player touches the batter, the batter shall be awarded first base. If a pitch from a coach touches the batter, the Plate Umpire shall call a ball and the batter is NOT entitled to first base.

Pitchers and Multiple Hit Batters

When, in one (1) inning, a pitcher hits three (3) batters and each batter is awarded first base, the pitcher shall be removed from the pitcher's plate. A batter is not entitled to first base if touched by the pitched ball in the strike zone, swings at the pitch, or they make no attempt to avoid being touched by the ball.

Pitch Limits

Pitch limit and rest requirements are enforced in accordance with LLOR. In addition, a player may pitch in a maximum of two (2) innings per game. Delivery of a single pitch constitutes having pitched in an inning.

Third Strike Not Caught

A batter is out when a third strike is caught or not caught by catcher.

Infield Fly

An infield fly shall NOT be declared.

Stealing

Stealing of home plate is not permitted.

Scoring

A runner may advance to home plate only when a ball is hit into play or if forced by a trailing runner. No runner may advance to home plate if the ball is thrown out of play.

- A runner attempting to steal second or third base shall not advance past third base even if the ball is thrown out of play.
- With a runner on third base, a runner attempting to steal second base shall not advance past second base even if the ball is thrown out of play.
- If the ball is hit into play and then thrown out of play, no runner shall advance past third base.
- With a runner on third base (R3), if the ball is hit into play and then thrown out of play on the first throw from the infield, the runner on third base (R3) shall score if, in the judgement of the umpire(s), the runner on third base (R3) was attempting to advance to home plate when the ball was hit into play. No other runner shall advance past third base.

Mandatory Play

Every rostered player present at the start of a game will participate in the game for a minimum of nine (9) defensive outs and bat at least one (1) time. A minimum of three (3) of the nine (9) defensive outs must be played at an infield position. No player shall sit more than one inning more than any other player.

Pinch Runners

Special pinch-runners are not permitted. If a runner is injured and removed from the game, the last eligible player who made an out will replace the injured runner.

Protests

There are no protests in "AA" League Level.

Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the pitcher's plate or said player shall be removed from the game and the game shall be continued. A report shall be submitted within 24 hours to the President for consideration under the Code of Conduct policy.

When a violation or interpretation of a playing rule is questioned, the umpires shall consult with each other and, if necessary, the appropriate rules to issue a decision. If a manager believes the decision is in error, a report shall be submitted within 24 hours to the league Umpire-in-Chief. The league Umpire-in-Chief will clarify the rule as guidance for future games.

Playoffs

All teams are eligible for playoffs. See “League Championship Playoffs” in the Local Rules.