

Newton West Little League
AAA Minors
2008 Rules

The official little league baseball playing rules will be the main source or guide to govern play. The following NWLL AAA specific rules have been adopted by the NWLL Board of Directors to incorporate and enhance the little league rules.

THE GAME OF BASEBALL IS JUST THAT, A GAME. EVERYONE INVOLVED SHOULD HAVE FUN.

1. Equipment:

- 1.1. Must have the Little League Logo to be worn or used. Gloves, bats, and especially helmets (batting and catchers) must be Little League approved. Catchers must wear Protective cups. It is strongly recommended that ALL PLAYERS wear a cup. Players must have a baseball hat on in the field.

2. Pitching rules:

- 2.1. Pitchers may not wear any article of clothing, which is white or gray below the provided uniform shirtsleeve.
- 2.2. The League requires that pitchers work from the rubber.
- 2.3. A pitcher cannot return to pitch in the same game.
- 2.4. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

A pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that day.

Note 1. Intentional Walks are allowed, but discouraged: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

Pitchers league age 12 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, **and 1 game**, must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest, **and 1 game**, must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

- 2.5. Each team must designate the scorekeeper or other individual as the official pitch count recorder.
- 2.6. 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.
- 2.7. All official Little League pitch count regulations apply.
- 2.8. A pitcher must be removed from that position if they hit 2 batters in an inning or 3 in a game. Umpires shall call a strike if a pitch hits a player when said pitch would have been called a strike. A player hit by a pitch in the act of swinging shall be deemed to have swung and ball shall be live if put in play, foul if hit in foul territory, and a strike if missed. This shall not count against the pitcher. Only fastballs and change ups are allowed. Intentional walks are allowed, but discouraged.

3. Game Rules:

- 3.1. Courtesy runners not allowed.
- 3.2. Each inning ends with 3 outs.
- 3.3. Base coaches shall be eligible players of the team (helmet required) and one-adult.
- 3.4. Games end when someone wins.
- 3.5. A 10 Run Slaughter rule is in effect at discretion of Coach of team, which is losing at conclusion of 5 innings if home team winning or 4 ½ if away team is winning. Unless your team is demoralized we strongly suggest that play continue.
- 3.6. If a team has less than nine players or loses a player for any reason, the opposing team should lend them the additional players needed (defense only). This way the children are not deprived of the opportunity to play.
- 3.7. Only registered AAA League players may play in games. A player may only play for his own team unless on defensive for opposing team. No younger siblings, friends or any other persons shall be permitted on the field.
- 3.8. Coaches should attempt to make sure that each child plays at least 4 innings per game, Players MUST play 3 innings in the field.
- 3.9. Games are to be completed whenever possible. Extra innings are permitted and should be played unless weather, light, or there is a game scheduled behind your game that day which has been delayed by more than one hour. Should this occur the game would continue on the next open day for both teams in which a field is available. If no such day exists the game shall continue 1 hour before the same two teams are scheduled to play next. Failing this the game will be completed on the next open day available to both teams without excuse.
- 3.10. Nine players are on the playing field in the traditional positions.
- 3.11. Every player bats, the order stays the same throughout the game.
- 3.12. Free substitution rule is in effect on the field with exception of pitching rules above.

- 3.13. Standard ball and strike count is used. A player is allowed 3 strikes only and 4 balls. (Arguing balls and strikes shall be cause for ejection without warning)
- 3.14. Slide rule is in effect. A runner is out if they do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A player can avoid the tag, but contact cannot be made with the defensive player unless they slide
- 3.15. Steals: Stealing 2nd and or 3rd base is allowed.
- 3.16. Tagging up is allowed. You may tag up on caught ball and go home.
- 3.17. Stealing home is not allowed. You must be batted in or forced in to score. There is NO leading. A runner may not leave the base once the pitcher is in contact with the rubber until the ball has passed the plate. No advance on overthrows during a steal of 3rd. This is to encourage catchers to learn to throw.
- 3.18. Advancing on a pass ball is allowed for every base except home. Runners shall advance one(1) base on an overthrow out of the field of play.
- 3.19. On all overthrows in the field of play runners may advance at their peril. If the ball crosses a field boundary runners advance to the next base.
- 3.20. The infield fly rule is in effect.
- 3.21. Bunting is allowed. A fake bunt (slashing) is not permitted. A fake bunt is when a batter squares off to bunt and then pulls back and swings at the pitch. Any player who attempts a fake bunt is automatically called out and runners are returned to the base they occupied before the fake bunt was attempted.

4. Protests

- 4.1. **The rules are to be used to reinforce or overrule the official Little League rulebook.** Please apply these rules in circumstances when there may appear to be a disagreement or inconsistency between these rules and Little League rules.
- 4.2. If you have question of rule application by an umpire you **must** show the umpire in these or the rulebook why he erred. **You have 3 minutes to show this in writing.** If the umpire disagrees with you his ruling shall stand. You may not badger, cajole, whine or otherwise influence his decision. Once you've shown him the rule that you believe to be applicable in the situation, stand back and let him decide.
- 4.3. Protests should be filed with the league commissioner within 24 hours of the games start time. You must also tell the umpire and opposing coach that you're protesting (nicely).

5. General

- 5.1. No parent or any other non-coach is allowed to interfere with game or enter the dugout. Furthermore, no Parent or other person is to confront any team's coach or player or an umpire during or after a game. All issues must be brought to the attention of their team's head coach and or a Member of the Newton West Little League board.
- 5.2. No Food or Drinks except for juices or water are allowed during the game. Going to the concession stand during a game is prohibited.

- 5.3. Jewelry is prohibited during a game. You must wear the team uniform, shirts must be tucked and a hat is worn during all games. We recommend long pants, cup, and cleats in addition to supplied shirt and hat.
- 5.4. There is zero tolerance for vulgar language or any form of behavior that is viewed unacceptable. Disciplinary actions will be taken and may include expulsion from the team.
- 5.5. Any cheering intended to “rattle” an opposing pitcher will be considered “unsportsmanlike conduct” and be grounds for disqualification per Para. 9.01(d).
- 5.6. Coaches are encouraged to keep their players on the bench. Nominating a team parent may help.
- 5.7. Please be courteous to your coaches and teammates. If you are unable to make a practice or a game, please contact your coach as quickly as possible. Remember your team is counting on you.

6. Additional rules to be observed for play with NCLL.

- 6.1. **Six Run Rule:** Except for the sixth inning of the game and extra inning, only six (6) runs may be scored by each team in each inning. Upon scoring the sixth run, the umpire will declare the play dead and the defensive team shall leave the field. During the sixth inning and seventh inning(if tied), the six (6) run limit will be lifted. (This rule takes precedent over 3.2)
- 6.2. If the game is shortened due to time limits or for any other reason, the six run limit will remain in place during the last inning. The six run limit is only lifted in the sixth inning and in extra inning. Should time permit, in the event of a **tie** after six (6) innings, the teams will play **1 extra inning** in order to break a tie. After 7 innings of play and the score is tied, the game will stand as a tie. No games shall go longer than seven (7) innings.
- 6.3. **A 10 Run Slaughter rule** is in effect at discretion of Coach of team, which is losing at conclusion of 5 innings if home team winning or 4 ½ if away team is winning. Unless your team is demoralized we strongly suggest that play continue.
- 6.4. **Pitch Count:** All Pitch count and rest rules apply. Scorers shall compare pitch counts at the end of each ½ inning.
- 6.5. **Base Coaches:** Shall be eligible players of the team (helmet required) and **one-adult**
- 6.6. **Dead Ball Rule:** The ball is live until the defensive team returns the ball to a player **on the pitching rubber**, base runners advance/return to the **closest** base(a base runner ½ way or more to a base is awarded the next base).
- 6.7. **Slide rule is an effect.** A runner is out if they do not **slide to avoid contact** or attempt to get around a fielder who **has the ball** and is **waiting to make the tag**. A player can avoid the tag, but contact cannot be made with the defensive player unless they slide.
- 6.8. **Cheering:** There shall be no cheering that involves organized chants, responsive chants or cheers building to a crescendo. There shall be no cheers prior to the opposing pitcher delivering a pitch, including wind-up and delivery. Any cheering intended to “rattle” an opposing pitcher will be considered “unsportsmanlike conduct” and be grounds for disqualification per Para. 9.01(d).

If you have any questions please feel free to call or email the AAA commissioner, League President or Player Agent.

