

Newton West Little League

AA Minors

2009 Rules

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

The goal of the AA league is to give children a fun place to continue learning the game of baseball. We hope coaches will teach the fundamentals of the game, promote good sportsmanship, and encourage teamwork. Every team should practice at least once per week, if possible. The transition from coach-pitch to kid-pitch is a big one for the kids. Patience and encouragement will go a long way.

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 recommends that pitchers work from the rubber. We will **not** be moving up closer to plate this year. All Pitchers will pitch from the rubber.
- 2.3. Each manager allowed to make two trips per pitcher in the inning, the pitcher must be removed at the third trip. The manager is allowed to make three trips per pitcher total in the game, the pitcher must be removed at the fourth trip.
- 2.4. **A maximum of 5 warm up pitches are to be thrown for warm ups between innings and when a new pitcher enters the game.**
- 2.5. A pitcher cannot return to pitch in the same game.
- 2.6. 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 maximum limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If they pitch 40 or less, they may play the position of catcher.

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.

- 2.7. Intentional walks are NOT allowed.

- 2.8. Each team must designate the scorekeeper or other individual as the official pitch count recorder
- 2.9. 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.
- 2.10. All official Little League pitch count regulations apply.
- 2.11. A pitcher must be removed from that position if they hit 3 batters 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 must make an effort to avoid being hit by a pitch. 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.

3. Game Rules:

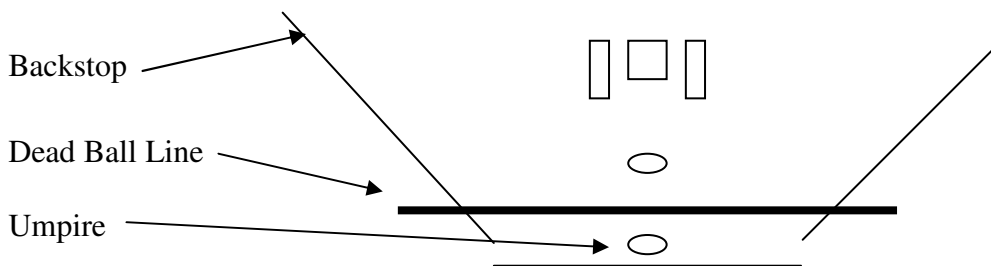
- 3.1. Courtesy runners not allowed.
- 3.2. **Each inning ends after 5 runs have been scored or with 3 outs.**
- 3.3. Games in which it is mathematically impossible to win should be played through anyway.
- 3.4. A 10 Run Slaughter rule is in effect at discretion of Coach of team, which is losing at conclusion 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.
- 3.5. 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.
- 3.6. Only registered AA League players may play in games. A player may only play for his own team unless on defense for opposing team. No younger siblings, friends or any other persons shall be permitted on the field.
- 3.7. Coaches should attempt to make sure that each child plays at least 4 innings per game, Players **MUST** play 3 innings in the field.
- 3.8. Tie Games - If time and light permits a game will go 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.
- 3.9. Games are to be completed whenever possible. Extra innings are permitted per 3.9 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 an 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. Dead Ball Rule: The ball is live until the defensive team returns the ball to a player **on the pitching mound cutout**, base runners advance/return to the **closest** base (a base runner ½ way or more to a base is awarded the next base).

3.16. **STEALING:** Stealing will only be allowed of second base. No leading is permitted and the runner will not be permitted to leave the base until the ball reaches the catcher. No stealing will be allowed on wild pitches or passed balls that go past the dead-ball line (catcher). An imaginary straight line will be marked from the left side of the backstop to the right side of the backstop that is perpendicular to the mound. The line should be behind the catcher, but before the umpire. Any pitched balls that go past the catcher and the dead ball line will be considered dead and will remain dead until the next pitch. Therefore no runners on base can advance. The goal is to encourage the catchers to try to throw to second base. Pitched balls that are caught, blocked or in front of the dead ball line are considered “live”.

Stealing of third or home is not allowed under any circumstance or during Interleague games with North or Central.

The final decision on any stealing play is at the discretion of the umpire.



3.17. Tagging up is allowed. You may tag up on caught ball and go home.

3.18. The infield fly rule is NOT in effect.

3.19. There is only one base on overthrows even if they land in fair territory.

3.20. Bunting is NOT allowed

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. We encourage coaches to play children in many positions. However, no child shall play a position were the safety of the player and or players is compromised, which is at the coach's discretion. Coaches should be cognizant of not impeding any player's progress. Example: having a 1st basemen players are afraid to throw to for fear of injury.

5.2. 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.

- 5.3. No Food or Drinks except for juices or water are allowed during the game. Going to the concession stand during a game is prohibited.
- 5.4. 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 cup and cleats in addition to supplied pants, shirt and hat.
- 5.5. 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.
- 5.6. Coaches are encouraged to keep their players on the bench. Nominating a team parent may help.
- 5.7. Any cheering intended to "rattle" an opposing pitcher will be considered "unsportsmanlike conduct" and be grounds for disqualification per Para. 9.01(d)
- 5.8. 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 interleague play with NCLL & NNLL.

- 6.1. RIF-10 baseballs shall be used for interleague games with **NCLL** (this is the type of ball regularly used by NCLL for its intra-league games). All balls shall be supplied by the NCLL team and will be used for both home and away interleague games.
- 6.2. NNLL uses a Riff 5 ball, but talk to the coach before the game on what ball they would like to use.
- 6.3. All pitchers in all interleague games, both home and away, shall pitch from the standard pitching rubber (46').
- 6.4. **Five Run Rule: Each inning ends after 5 runs have been scored or with 3 outs. This is for NCLL & NNLL.** No waiver on sixth inning.
- 6.5. 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. NNLL & NCLL
- 6.6. **A 10 Run Slaughter rule** is in effect at discretion of the coach of team, which is losing at conclusion of 5 innings if home team is winning or 4 ½ if away team is winning. Unless your team is demoralized we strongly suggest that play continue.
- 6.7. **Pitch Count:** All Pitch count and rest rules apply. Scorers shall compare pitch counts at the end of each ½ inning.
- 6.8. **Base Coaches:** Shall be eligible players of the team (helmet required) and one-adult or two adults. Please discuss before the game.
- 6.9. **Dead Ball Rule:** The ball is live until the defensive team returns the ball to a player **on the pitching mound cutout**, base runners advance/return to the **closest** base(a base runner ½ way or more to a base is awarded the next base).
- 6.10. **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.

6.11. **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).

6.12. **NO Stealing 2nd base for either NNLL & NCLL.**

6.13. No Bunting for either NNLL or NCLL

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