

Newton West Little League
AAA Minors
2009 Supplemental Rules

The official little league baseball playing rules will be the main source or guide to govern play. The following NWLL AAA specific supplemental 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. All equipment must have the Little League Logo or stamped little league approved 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.
- 1.2. You must wear the team uniform, shirts must be tucked and a hat is worn during all games. We recommend cleats in addition to supplied shirt, pants and hat.
- 1.3. Pitchers may not wear any article of clothing, which is white or gray below the provided uniform shirtsleeve.
- 1.4. Jewelry, including watches or bracelets, except medical identification bracelets are prohibited during a game.

2. Pitching:

- 2.1. The League requires that pitchers work from the rubber.
- 2.2. A pitcher cannot return to pitch in the same game.
- 2.3. 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. The batter reaches base; 2. The batter is put out; 3. The third out is made to complete the half-inning.

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.

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 pitcher must pitch four balls to the catcher. The ball is live and the batter can swing at the ball. The pitches must be counted towards the pitchers pitch count.

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.
- 2.4. Each team must designate the scorekeeper or other individual as the official pitch count recorder.
 - 2.5. 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.
 - 2.6. All official Little League pitch count regulations apply.
 - 2.7. A maximum of 8 warm up pitches are to be thrown for warm ups between innings and when a new pitcher enters the game.**
 - 2.8. 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.
 - 2.9. Players warming up pitchers must wear a mask at all times.
 - 2.10. 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.

3. Game Rules:

- 3.1. Each inning ends with 3 outs.
- 3.2. Base coaches shall be either eligible players of the team (helmet required) or adults.
- 3.3. Games end when someone wins.
- 3.4. A 10 Run Mercy 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, or there is a game scheduled behind your game that day which has been delayed by more than fifteen (15) minutes, 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 AAA 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. All players must appear in the field for 3 innings in a 6-inning game. This rule is on the honor

system. Coaches should attempt to make sure that each child plays at least 4 innings per game in a 6-inning game.

3.8. 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.

3.9. Nine players are on the playing field in the traditional positions.

3.10. Free substitution rule is in effect on the field with exception of pitching rules above.

4. **Batting**

4.1. Every player bats, the order stays the same throughout the game. A late arriving player (after the first pitch of the game) must be placed at the bottom of the batting order. A player that needs to leave the game prior to its conclusion shall be skipped in the batting order, without penalty to the batting team.

4.2. 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)

4.3. Bunting is allowed. A fake bunt and swinging away (slashing) is not permitted. Slashing is when a batter squares off to bunt and then pulls back and swings at the pitch. Once the batter squares to bunt, the batter must either bunt or take the pitch. Any player who slashes is automatically called out, the play is dead at once and runners may not advance are returned to the base they occupied before the fake bunt was attempted.

5. **Base Running**

5.1. 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.

5.2. If a player who does not have the ball and impedes the progress of a runner or blocks a base, or obstruction will be called, in the umpires discretion and the umpire will have the authority to award the runner such progress as the umpire believes the runner would have obtained.

5.3. Tagging up is allowed. Runners may tag up on caught ball and advance at their own peril.

5.4. The infield fly rule is in effect.

5.5. 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.

5.6. Balls become "live" in either of these circumstances and the runners can advance:

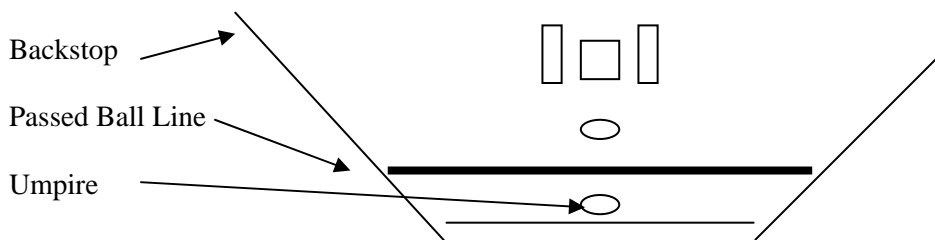
- The throw from the catcher goes past the pitching rubber
- The throw from the catcher is to one of the bases

5.7. 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.

- 5.8. Runners may score from third only if the ball is hit in play, as a result of a walk or hit by pitch with the bases loaded, or as a result of a defensive error as a continuation of a play off of a batted ball, or in accordance with the stealing home rule noted below.
- 5.9. Steals: Stealing 2nd and or 3rd base and home is allowed. Stealing home is allowed on passed balls as noted below. (Except while playing Central or North)
- 5.10. Runners shall not advance past 3rd base on an overthrow on a steal attempt of second or third base.
- 5.11. **STEALING HOME:** Stealing of home will be allowed on wild pitches or passed balls that go past the passed-ball line (catcher) only. 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 passed ball line will be considered live for the purpose of stealing home (and other bases) and will remain live until the next pitch. Therefore runners on base can advance. If a runner on second or first attempts to advance to third base, and there is an overthrow, that runner cannot advance home. A runner on third may not advance home on a steal attempt on pitched balls that are caught, blocked or in front of the passed ball line.

A delay steal of home is not allowed.

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



6. Protests

- 6.1. 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.
- 6.2. 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.
- 6.3. 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).

7. General

- 7.1. 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.

- 7.2. No Food or Drinks except for juices or water are allowed during the game. Going to the concession stand during a game is prohibited.
- 7.3. 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.
- 7.4. Any cheering intended to “rattle” an opposing pitcher, including while the pitcher is delivering a pitch, including wind-up and delivery will be considered “unsportsmanlike conduct” and be grounds for disqualification per Para. 9.01(d).
- 7.5. Coaches are encouraged to keep their players on the bench. Nominating a team parent may help.
- 7.6. 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.

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

- 8.1. **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 3.1)
- 8.2. 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.
- 8.3. **A 10 Run mercy 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.
- 8.4. **Pitch Count:** All Pitch count and rest rules apply. Scorers shall compare pitch counts at the end of each ½ inning.
- 8.5. **Base Coaches:** Shall be eligible players of the team (helmet required) and **one-adult**
- 8.6. **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).
- 8.7. **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.
- 8.8. **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.

