



BRANHAM HILLS LITTLE LEAGUE
2012 LOCAL GROUND RULES
AND REGULATIONS
TRIPLE A DIVISION (AAA)

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program.

Branham Hills considers this division to be competitive.

Managers' Rules and Regulations:

1. The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.
 - A. Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order. Any player in the lineup who is not at the field at game time will be recorded as an out each time it is their turn to hit.

NOTE: Any player removed from the game by their parents, is injured or becomes ill during the game will be passed over in the batting order without the penalty of a recorded out. Once removed, the player cannot return to that game.
2. Per Regulation IV – The Players, Part (i) => Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least one (1) time.

NOTE: All players not receiving the required minimum playing time shall start the next scheduled game and may not be removed until past and current game time requirements are met. Substitutions will be based on rule 3.03. Failure of Manager to get minimum playing time will be subject to disciplinary actions.
3. Per Regulation IV - The Players, Part (i), Note 2 => BHLL elects not to impose a penalty on the Manager/Coach if a player does not meet minimum play time in a game shortened by curfew, darkness, inclement weather, 10 run rule enforced, etc.
4. The home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.
5. All balls hit or thrown outside of the fences or projected backstop fence lines (on first and third base lines) will be considered out of play.
6. The home team shall occupy the first base side of the field.
7. Teams may have two (2) adult base coaches per rule 4.05.

8. On the Major Field only, the next batter in the order may occupy the designated area outside the dugout within the coach's deck area.
9. All games will be completed within two and one-half (2-1/2) hours. The umpire in charge will be responsible for starting the game and ending the game as required.
NOTE: The end of game time is from the OFFICIAL START TIME. NO play will continue beyond this point. The umpire will determine and communicate the OFFICIAL START TIME to the managers and scorekeepers who will record it in their respective scorebooks. Once the OFFICIAL START TIME is recorded, time limits (No New Inning and End of Game) should be calculated and noted for reference. The OFFICIAL START TIME is the scheduled time of the game unless and only unless the umpire delays the starting time.
10. Each half inning will be limited to the first of three (3) outs or five (5) runs, whichever comes first. No more than 5 runs will be counted per half inning even if more than five runs are actually scored. The maximum number of batters in an inning is once through the batting order.
NOTE: If the score is tied at the end of (10) above and the game has not reached the two and one half (2 1/2) hour mark or six complete innings, then another inning can be played. If the two and one half (2 1/2) hour mark and/or six complete innings has/have been reached then the game will end in a tie.
NOTE: The ten (10) run rule from the Little League Rule Book (4.10 E) will be enforced in this Division.
11. All players on the roster shall bat in rotation.
12. Nine (9) players will be on the field defensively at one time.
13. If a fair ball strikes a tree limb above the outfield fence it will be ruled a home run by the umpires. If a ball strikes a tree limb along the third base line it will be ruled a dead ball and advancement of the runners will be the judgment of the umpires.
14. Visiting team will be responsible for set up and prep of field before each game. Home team will be responsible for tear down, clean up of all dugouts and dressing of field after each game. During interlock games, the BHLL team will complete set up, tear down and all other necessary tasks.
15. If final game at field, the home team will supply a manager or team adult representative to escort snack shack personnel from field. Penalties can be imposed on the Manager for non-compliance.
16. Both Official Team Scorekeepers must occupy the designated scorekeeper area during the game.
17. All Managers/Coaches must wear appropriate attire (no tank tops, open toed footwear, alcohol/tobacco advertisements, etc.).
18. No seeds, peanuts or chewing gum allowed on the playing field or in the dugout. This applies to all participants (players, managers, coaches, umpires, etc.).

19. PITCHERS – Per Regulation VI, (C), the manager must remove the pitcher when said pitcher reaches the limit for his/her league age. Violation of pitching rules is subject to protest. However, regardless of protest or not, the offending manager is still subject to disciplinary action by the BoD.

<u>League Age</u>	<u>Limit</u>
11-12.....	85 pitches per day
9-10.....	75 pitches per day
7-8.....	50 pitches per day

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. **Any player who has played catcher in four (4) innings or more, or in any part of four innings in a game, is not eligible to pitch on that calendar day.**

A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

20. Both teams will provide the umpire with one game ball prior to start of the game.

21. Pre-game warm ups;

- A. Home team takes the **entire field** at 30 minutes prior to start for a (ten) minute infield.
- B. Visiting team takes infield at 20 minute prior to start time for a (ten) minute infield.

Both teams to clear the field 10 minutes before game start time until the umpire invites the teams to take the field. This is subject to time allowed and at the umpire's discretion.