



# Playing Rules

Division: AA

FALL 2024 / SPRING 2025

## AA Division Season Play

The AA Division is intended to be a logical transition from Single A to AAA division baseball, and is the first division of player-exclusive pitching, keeping score, standings, and playoffs. There will be a 46-foot pitching distance and 60-foot base distance. Players continue developing baseball fundamentals and important aspects of teamwork in this competitive division. Although competitive, the focus remains on player development with the emphasis always placed on having fun, player safety, and sportsmanship!

1. At 1:30 (one hour and thirty minutes) from the start of the game, the existing inning shall be finished and the next inning shall be the final inning played with unlimited runs. Note: For Fall Ball there is a 2:00 (two hour) drop dead time for each game.
2. If 6 innings are completed before the specified time limit and there is a tie score, additional innings shall be played.\*\*\*
3. The 10-run mercy rule after 4 or more innings WILL be in effect per Rule 4.10(e). The 3-inning, 15-run and 5-inning, 8-run mercy rule per Rule 4.10(e) will **NOT** be enforced. \*\*\*
4. There will be a continuous batting order which includes all rostered players present.
5. Games may be started and played with a minimum of 8 players. If only 8 players are available, the team may skip over the 9th position in the batting lineup without penalty.
6. No players present can sit out 2 consecutive innings. Exceptions can be made for physical injuries.
7. Courtesy runners may be used with continuous batting order per Rule 7.14(b). The last batter who made an out may be substituted as a pinch runner for the catcher or pitcher of record when there are two outs.
8. All other rules should follow the Little League Rulebook.
9. The home team is responsible for keeping score via Gamechanger and the visiting team is responsible for scoreboard operation. Note: If score is unable to be kept via GameChanger for any reason, the home team is responsible for keeping score via a manual scorebook and the visiting team is responsible for recording pitch counts (using a manual pitch count sheet) and scoreboard operation.\*\*\*
10. The team's scoresheet/pitch count sheet (within GameChanger or manual scorebook/pitch count sheet) shall indicate the names of all pitchers and innings pitched. Violations or discrepancies must be reported to the Division Commissioner and President within 24 hours. Note: For Fall Ball, teams shall keep their own pitch counts using any format (scorebook, GameChanger, scratch paper, clicker) to ensure players remain under their allowed pitch counts. Score is not kept, although scorekeeping as practice for the volunteers is encouraged.

LEAGUE AGE / PITCH LIMIT (per day):

- League age 6-8 / 50 pitches
  - League age 9-10 / 75 pitches
  - League age 11-12 / 85 pitches
  - League age 13-16 / 95 pitches
11. All games will count towards standings, including interleague games. \*\*\*
  12. Field Maintenance:
    - a. The home team shall be responsible for field preparation. The field must be dragged, watered (if necessary) and lines painted/chalked.
    - b. The visiting team shall be responsible for field take down and locking all equipment in the bin.
    - c. During an interleague game at Heroes Park, the LFL team is responsible for BOTH field preparation and take down.
    - d. All trash shall be cleared from the dugouts by both teams.
  13. Each half inning other than the last inning will end after 3 outs or 5 runs, whichever occurs first, with 2 exceptions; 1) an over-the-fence home run, where all runners are allowed to score and be counted **OR** 2) in the case of an automatic double the runners on second and third are allowed to score and be counted.
  14. When the 10-run mercy rule becomes imminent, the 5-run limit will no longer apply for either team, but the existing inning shall be played as the final inning with unlimited runs allowed. EXAMPLE: Visiting team is ahead 15-1 going into the top of the 4<sup>th</sup> inning at 1:20 from the start of the game. Visiting team scores 1 additional run and the score is now 16-1, making it impossible for the Home team to avoid a mercy as they would be limited to scoring only 5 runs in the bottom of the 4<sup>th</sup> inning. At that time, the existing inning shall be deemed the last inning of the game, and both teams shall continue play with unlimited runs. \*\*\*
  15. Protests must be resolved before the next pitch or play per rule 4.19 (g). \*\*\*
  16. Base Stealing Rules:
    - a. Stealing bases is permitted, including the stealing of home base.
    - b. During the first half of the season runners may not advance more than one base on a steal attempt. For example, if a runner tries to steal 2nd base and the catcher throws the ball into the outfield, the runner may NOT advance to 3rd base. If a runner attempts to advance an extra base and is tagged out, the out stands. If the runner reaches safely, the umpire shall call time and return the runner to the proper base. Additionally, during this portion of the season, batters and runners may NOT advance more than one base on a walk.
    - c. For the second half of the season these restrictions will be lifted.
    - d. The intent of these restrictions is to allow players to develop skills to defend against stolen bases without the risk of allowing excessive runs.
  17. Fall Ball Only: Pitchers may pitch a maximum of 2 innings per game. 1 pitch constitutes an inning.
  18. Fall Ball Only: Home team is responsible for providing plate umpire, and visiting team is responsible for providing base umpire.

\*\*\*Note: Rules #2, 3, 9, 11, 14 & 15 are for Spring Only and do not apply in Fall Ball, as score is not kept.