

CANYON HILLS LITTLE LEAGUE

“AAA” League Division Local Rules 2012 Spring Ball

The “2012 Little League Baseball Official Rule Book” shall be used as the official rules and guidelines for the Canyon Hills Little League. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules. Final interpretation of a rule shall be the responsibility of the Board of Directors:

I. LOCAL LEAGUE RULES

- A. A continuous batting order shall be used for all games. The batting lineup shall consist of all roster players in a continuous order.
- B. The line up may be changed game to game.
- C. If a roster player does NOT start the game **defensively**, they MUST start the following game.
- D. The slide or avoid contact rule shall be in effect for all games (Rule 7.08(a3)).
- E. Any runner is out when the runner slides headfirst into a base moving forward. This rule does not apply when returning to a base, such as during a run down.
- F. The offense is retired when 3 outs are recorded or when 9 players have batted in an inning.
- G. In the event 9 batters are used, the inning concludes when the defense records any out or when a defensive player has possession of the ball and touches home plate, no tag of any player at home plate is required on this play. In the event the 9th batter comes to bat with less than 2 outs and runners on base, the runners shall receive 1 base from where they began the at bat when the batter puts the ball in play and a force out is made at any base. If there is not a force out, the previous rule definition applies. .

Example: 9th batter comes to bat. Runners on 2nd & 3rd with 1 out. Batter hits a ground ball to the 1st baseman. They field the ball and tag 1st base for the out. Only the runner from 3rd base scores on the play.

Example: 9th batter comes to bat. Bases are loaded with 1 out. Batter hits a ground ball to the 2nd baseman. They field the ball and tag the runner coming from 1st to 2nd base for the out. Only the runner from 3rd base scores on the play.

Exception - No runners shall advance on a fly ball that is caught in the infield. Those runners would not have advanced during that play regardless of how many outs there were

- H. If the 9th batter is walked or hit by a pitch, that batter is given two bases, as will ALL runners on base.

- I. No pinch running is allowed except in the case of injury – (the player who recorded the last out in the current inning shall be substituted for the injured player. If no out has occurred in the inning, the player who recorded the last out of the previous inning shall substitute)
- J. The only protest allowed must be based on an umpire’s interpretation of a rule and not on a judgment call. Violation of any section of the Pitch Rule in Section III below can also result in protest of the game in which it occurs. See 4.19 of the Little League Baseball Official Rule Book.
- K. Final interpretation of a rule shall be the responsibility of the Board of Directors.
- L. Problems or conflicts shall be the responsibility of the Division Vice-President or Player Agent.
- M. **Managers and/or coaches may NOT warm up the pitchers for their team on or off the field.**
- N. 2nd Half Rule: Dropped third strike rule in effect 6.05(b) – if a 3rd strike is not caught by the catcher with 1st base unoccupied or two outs in the inning, the catcher must throw the batter out at 1st base or tag the batter before he reaches 1st. If the 3rd strike is dropped with 1st base occupied, with less than two outs, the batter is automatically out.

II. PLAYER/COACH SAFETY

- A. Players MUST NOT wear watches, rings, pins or jewelry of any kind. In the event a medical alert bracelet or necklace is worn, it is to be taped down to the player’s body.
- B. When a player is ejected from a game, he/she shall remain in the dugout, and take no further part in that game. He/she may not sit in the stands and may not be recalled. An ejected player may be released into the custody of their guardian for the purpose of leaving the game site. Any player ejected from a game is suspended for his/her team’s next physically played game.

III. PITCHING RULE

- A. Any player league age 11 or under on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game.)
- B. A pitcher once removed from the mound cannot return as a pitcher.
- C. The Manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	11	85 pitches per day
League Age	9-10	75 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 that batter reaches base or is put out.

- D. Intentional Walk: The “automatic” intentional walk was removed. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.
- E. Pitchers league age 14 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 must be observed.
 - If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.
- The official scorekeeper or other board approved game official will be the official pitch count recorder.
- F. 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.
- G. The official pitch count recorder shall inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Section D above. The umpire will inform the pitcher’s manager that the pitcher must be removed in accordance with Section E. **However, the failure by the pitch counter recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible.**
- H. Violation of any section of this regulation can result in protest of the game in which it occurs. The Manager may also receive an automatic suspension to be served at the next scheduled game, following notification by the Division VP.
- I. A pitcher may not pitch in more than one game in a day.
- J. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- K. Pitches delivered in games declared “Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- L. In suspended games resumed on another day, the examples used in the 2012 LL Rule book will be used. (see VI Pitchers page 41)

- M. A pitcher who delivers **41** or more pitches in a game cannot play in the position of catcher for the remainder of that game.
- O. Any player who has played the position of catcher for any part of 4 or more innings is not eligible to pitch. (catching one pitch at anytime in an inning, qualifies as an inning)
- P. Prior to the start of every game, each manager shall show the opposing manager their team's pitching record affidavit to validate who is eligible to pitch in the game. Failure to provide the affidavit may result in disciplinary actions to the manager.

IV. ELIGIBILITY

- A. A player must be league age 9 through 11. Age 12 must have board approval to play.
- B. A player who is league age 12 must be drafted into the Major Division. Exception: Those players who may lack the skills to play in the Major Division may submit a "Little League Regulation V (a) Waiver Request Form to the District Administrator for written approval to play in the AAA Division.
- C. An 8 year old may be allowed to play in the "AAA" division with Board approval.
- D. A 9 year old shall not be drafted into the Major division at any time during the season.
- E. Any 10 or 11 year old may be called up to the Major division during the season with the exception of the last two weeks of the season.

V. TEAMS

- A. There will be no less than 12 rostered players or more than 14 rostered players on each team at any time during the season, without prior board approval.
- B. No inter league play or practice shall take place, without prior Board, District, Regional, and Little League approval.

VI. TIME LIMITS

- A. No new inning shall begin after **1 hour and 35 minutes** from the scheduled starting time of the game, not when the game actually starts. Any inning started before the 1 hour and 35 minute cut-off time SHALL be finished regardless of time. The late arrival of an umpire in excess of 10 minutes may be grounds to adjust the game time. Any adjustment to game time can only be made by a non-participating Board Member within the first 2 innings of a game, using the following order of hierarchy: Minors VP, Minors Player Agent, League Umpire in Chief, League President, or other board member. **NO EXCEPTIONS!** A new inning begins when the 3rd out of the previous inning is made.

- B. In the event game time is called by the umpire during an incomplete inning, the game will end and the final score will revert back to the previous completed inning (assuming 4 innings have been played or 3 ½ innings if the home team is ahead).
- C. In the event a game is tied after 6 innings and it is within the time limit (as stated above in A), game will be continued until time limit or tie is broken determining a winner. No new inning shall begin after 1 hour and 45 minutes.
- D. Regular season games, which end in a tie score, will be counted in the standings as a ½ win and ½ loss for each team.
- E. Rained out and incomplete games will be rescheduled by the Director of Scheduling to be made up as soon as possible.
- F. In the event the field lights fail during a game. The game will resume at a later date where it left off with the same players, positions and pitch count.
- G. There will be no forfeits due to lack of players. The team(s) that are players short will fill in defensive positions from the player(s) who made the last out(s) on the offensive team. To start a game, use the player(s) who bats last.

VII. MANAGERS AND COACHES

- A. Managers and coaches shall acknowledge their respective duties and responsibilities (as outlined in the “2012 Canyon Hills Little League Manager & Coaches Responsibility” handout) by signature and adhere to said duties and responsibilities.
- B. The manager shall have the option of having as many Board approved coaches on the team roster as they would like. At no time during a game shall there be a combined total of more than 3 Board **approved volunteers** in the dugout or on the field. (An approved volunteer will be listed on the team home page on the website.)
- C. The home team manager is responsible for ensuring that the official game scorebook is in the hands of the official scorekeeper prior to the beginning of the game.
- D. Both managers are to supply one game ball for each game played.
- E. **No defensive coaches are allowed on the field at anytime unless granted timeout by the umpire.**
- F. Immediately following each game, that game’s managers shall ensure that all league scorekeeping equipment/scorebooks have been turned in to a pre-determined designated area or to the home team manager of the next game. Managers “**must sign**” the official scorecard immediately following game verifying the game score, pitchers used, innings pitched, and pitches thrown. Substitutions **MUST** be reported to the official scorekeeper **BEFORE** the player enters the game. Each game’s official scorekeeper’s scorecard is recognized as the “official” record of the game.
- G. Managers will be assessed a \$100 deposit in the beginning of the season to ensure that all snack bar duties are met and equipment loaned out has been returned.

- H. The team manager is responsible for ensuring their team's fulfillment of its snack bar related obligations. General obligations will be supplying workers for snack bar duty. Failure to meet your team's snack bar obligation will result with the following;
- **Team trophies will be withheld until a \$25 fee is paid to the league for every missed shift.**
- I. When a manager or coach is ejected from a game, he/she shall leave the field IMMEDIATELY, to a position beyond that field's outfield fence, and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager or coach ejected from a game is suspended for his/her team's next physically played game. (Rule 4.07)
- J. **All team meetings after games will be conducted in front of parents either in the bleachers or near the dugout, on or off the field. No meetings shall take place in the outfield away from parents!**
- K. The team Manager is responsible for ensuring that any bat used in practice or games is Little League approved and has League identification. No exceptions. First violation is suspension and second is expulsion from the league.

VIII. MERCY RULE

- A. Any time after the completion of the 4th or any subsequent inning, a team is in the lead by 10 or more runs, the umpire shall immediately declare the game over and the leading team will be the winner.

IX. MANDATORY PLAY

A. A player shall not sit out defensively for consecutive innings. All players must play a minimum of 6 defensive outs. All players must start at least every other game.

B. Any manager in violation of the Mandatory Play rule will be suspended 1 game for the first violation and for the remainder of the season including playoffs for any subsequent violation

X. INFIELD FLY RULE

- A. Reference 2.00, 6.05(d&k).

XI. Use of Illegal Bat - see 6.06(d) and the manager will be suspended as per VII (K) as per above.

PENALTIES NOT PREVIOUSLY STATED FOR THESE LOCAL RULES SHALL BE AS OUTLINED IN THE 2012 LITTLE LEAGUE BASEBALL OFFICIAL RULE BOOK.

