



MINORS AAA DIVISION LOCAL RULES & GUIDELINES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”). The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings, if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.



• NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect.
3. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

PITCHING LIMITS:

1. Pitching limits are governed by the Green Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Green Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Green Book:
4. Coaches must be aware of limits Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:

1st Offense – Suspended for the next played game.

2nd Offense – Suspended for the next and consecutive played games.

3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must be approved under Green Book regulations.

The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.

