

MAALL/Morris Plains AAA Division Regular Season Rules:

General:

- The official Little League rulebook will be used except as noted in these rules.
- Games are scheduled for 6 innings
- No new inning will begin after 1 hour and 50 minutes. Max length of game is 2 hours and 15 minutes.
- If an inning cannot be completed because of darkness or weather, the score reverts back to the last full inning played.
- At least 8 players are required to start a game. 1 player can be borrowed from the opposing team to play RF/LF as needed.
- If a team cannot field enough players and not enough advance notice is provided to reschedule, the game will be forfeited.
- Only 3 coaches per team are allowed in the dugout during a game.
- Cups are required for catchers. Cups and Heart Guards are not mandatory for other positions but are **Strongly Encouraged**.
- Maximum of 5 runs per inning for innings 1-5; the 6th inning (and extra innings) are uncapped
- Games are official after 4 innings (or 3.5 innings if the home team is ahead).
- A 10 run rule will be enforced after 4 innings (or 3.5 innings if the home team is ahead).

Fielding:

- 9 players play in the field.
- There are no extreme shifts allowed and teams may not bring an outfielder into the infield as an extra infielder.
- A player must play a minimum of 3 full innings in the field (9 defensive outs)
- No player can sit 2 defensive innings in a row.
- A player must play a minimum of 1 inning in the infield (pitching and catching count as IF play)
- Other than pitcher, no player is allowed to play the same position for more than 3 innings during a game.

Pitching:

- Once a pitcher is removed from the pitching position, he or she cannot return to the pitcher position in the same game.
- Intentional walks are not allowed.
- A pitcher is to be replaced if he/she hits 4 batters in total.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
- There is no limit on innings pitched; only pitch count restrictions as defined below:

League Age	Total Pitches
11-12	85/Day
9-10	75/Day
7-8	50/Day

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Note: If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue to pitch until 1) the batter reaches base or 2) The batter is put out or 3) The third out is made to complete the half-inning.

- Pitcher rest rules are as follows:
 - If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.

Batting:

- A continuous batting order is to be utilized. All players will be in the batting order and will bat in sequence whether or not he/she is playing a defensive position.
- There is No On-Deck Circle! No player may swing a bat in or around the dugout.
- Bunting is permitted
- A player cannot attempt to advance to 1st base if the catcher drops/misses the ball on a 3rd strike.

Base running:

- Players may steal 2nd and 3rd base only.
- Base runners are not permitted to lead or leave the base until the pitch has been delivered and has reached the batter.
- A runner stealing 2nd base may not advance to 3rd on an overthrow.
- A runner stealing 3rd base may not advance to home on an overthrow.
- If a catcher attempts a pickoff at any base after a pitch and the ball gets away from a fielder, every runner on base may only advance one base at most.
- A runner on third may only advance home on a batted ball, forced home by a walk with bases loaded or an errant pick-off attempt by the catcher after a pitch.
- Base runners must slide into second, third or home if there is a possibility that a tag will be applied or to ensure that a collision with a defensive player will be avoided.
- Speed up rules are required – if the catcher is on base, the catcher must be pinch run for when there are 2 outs. The pinch runner will be the last player who made an out. If the last player to make an out is on base (example: force out of another runner), then the last runner who was forced out shall be utilized.