



# SAN JUAN CAPISTRANO LITTLE LEAGUE

## TRIPLE AAA – DIVISION RULES

Playing Rules will be in accordance with SJCLL Local Rules and Little League Rule Book guidelines.

**Structure and Eligibility.** Triple A Division is competitive, full kid pitch baseball, and is primarily for League Age 10- and 11-year-olds.

**Season Format.** The primary goal is to develop consistent, skilled players who understand game strategy, positional responsibility, and the nuances of rules like stealing and advanced base running. There will be an end of season playoff to determine the Division Champion.

**Dugouts.** The home team shall occupy the third base dugout, and the away team shall occupy the first base dugout.

**Scorekeeping:** The home team shall provide the scorekeeper who will keep the official scorebook and official pitch count log.

### Game Rules

**Game Balls:** The home team shall provide the game balls.

**Umpires:** Managers are responsible for ensuring their games have umpires. The home team is responsible for providing an approved plate umpire. The away team is responsible for providing a base umpire. The base umpire may be any adult, but if the same adult will officiate 4 or more games in a season, then they are required to complete the necessary umpire registration and training.

**Minimum Players:** A game cannot be started or continued with less than 8 players and no penalty is applied for the 9<sup>th</sup> spot in the lineup (no outs issued) when a team has fielded only 8 players.

**Pre-Game Warmup:** Both teams shall be allowed practice on the game field for a period not to exceed 10 minutes. The away team has the rights to the field starting 25 minutes before game time. The home team has the rights to the field starting 15 minutes before game time.

- Field should be clear 5 minutes prior to game time for plate meeting and pledge.
- No pitching from the mound will be allowed during this warm-up time.
- A bullpen (possibly shared) or designated pitching practice area shall be used for warming up pitchers before and during a game.

- Each team shall have the rights to the bullpen before the game, during the time the opposing team has the rights to the field for warm-up.

**Time Limit:** All games will be six (6) innings, time permitting, unless there is a safety issue. No new inning shall start after 1 hour and 45 minutes. A new inning begins the moment the third (3rd) out is made completing the preceding inning. Regular season games can end in a tie if the time limit is reached.

- Umpire will determine the Start Time and the time throughout the game.
- There is a “hard stop” (drop dead) time limit for regular season games at 2 hours. If the last inning is not completed within the 2 hour time limit, then the score will revert back to the previous inning.

**Tie Games before Time Limit is Reached:** Extra innings will be managed as defined in the Official Tournament Rules. At the beginning of the 7th inning, the player scheduled to bat last in that inning will be placed on second base at the start of each half inning as defined in the Little League Rulebook under Tournament Rules.

**Run Limit:** There is a (5) five-run limit for each team, each inning, except the last inning. There is NO run limit in the last inning. The last inning will be the 6<sup>th</sup> inning, or the “last inning” declared by the umpire due to time or safety constraints. Managers and the Umpire shall confer to declare the last inning when the time limit is approaching. The declared last inning will be the final inning even if the time limit has not been reached when the inning concludes.

- If more than 5 runs are scored due to a ground-rule double or over-the-fence home run in a “run limited” inning, those additional runs will count in the score.

**Mandatory Play:** Player participation shall be per the Little League Rulebook (Regulation IV, Section i).

- Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- If a half-inning ends due to the five-run limit, and the player has played the entire half-inning, then the player will be considered to have participated for three (3) consecutive outs (See Note 3).
- All players shall play at least one (1) complete inning at an infield position before the start of the fifth (5th) inning.
- Free substitution is allowed.

**Batting Order:** The continuous batting order (per Rule 4.04) shall be used all season. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken. If a removed player returns to the game they are inserted into their original spot in the batting order.

- Any player arriving after the start of the game shall be added at the end of the starting batting order, if the Manager so chooses (Rule 4.04 Note 2).
- Any player leaving early shall bat at least one (1) time.

**Bunting:** Batters are allowed to bunt.

**Infield Fly:** The infield fly rule is in effect.

**Dropped Third Strike:** The dropped third strike rule is not in effect.

**One Foot in the Batter's Box:** One foot in the box rule will not be enforced.

**Batter Safety:** If a batter throws their bat during an at bat, a warning will be issued. A second offense results in the batter being called out.

**Player Pitching:**

- Little League Rulebook, Regulation VI, shall be followed for pitch limits and rest requirements. All managers will be responsible for presenting a pitch count log at the beginning of each game.
- **Threshold Rule:** If a pitcher reaches the pitching limit while facing a batter, the pitcher may continue to pitch until the at-bat is complete, or a third out is made.
- A pitcher's pitch count for the purpose of day(s) rest is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit has been met.
- A pitcher once removed from the mound cannot return as a pitcher.
- A pitcher that delivers 41 or more pitches, and is not covered under the threshold exception, may not play the position of catcher for the remainder of the day.
- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, and is not covered under the threshold exception, may not return to the catcher position on that calendar day.
- Hit by Pitch: If a pitcher hits three (3) batters in a game they must be removed from the pitcher's position for the rest of the game.

**Mound Visits (Rule 8.06):**

- A manager or coach may come out twice in one inning to visit with the pitcher, but on the third mound visit, the player must be removed as a pitcher.
- A manager or coach may come out three times in one game to visit with the pitcher, but on the fourth mound visit, the player must be removed as a pitcher.
- A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher.
- A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule.

**Intentional Walks:** Intentional Walks are allowed. The defense must announce such decision to the plate umpire.

- A player may only be intentionally walked one (1) time during the game.

- The ball is dead and no other runners may advance unless forced by the batter's award.
- The appropriate number of "balls" needed based on the count on the batter at the time of the intentional walk will be added to the pitch count.

## **Runners**

**Rule 7.13:** When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

**Runners:** Runners shall not leave the base they occupy on a pitch until the ball is contacted by the batter or crosses the batter.

**Stealing:** Stealing is permitted. Stealing home is permitted.

**Sliding:** Sliding feet first is permitted. Sliding head first while advancing to a base is illegal and is an automatic out. Diving head-first back to a base is permitted.

**Courtesy Runners:** A courtesy runner is only allowed for the Pitcher or Catcher of record at the end of the previous defensive inning when two (2) outs are recorded. The courtesy runner will be the player who was the last recorded out. This rule is intended as a courtesy to speed up the transition between innings.

**Mercy Rule:** A team shall concede the victory (forfeit) after one team has reached a difference in score of 15 runs after the 3rd inning, 10 runs after the 4th inning, or 8 runs after the 5th inning.

**Protective Gear:** Catchers must wear full protective gear per Little League Playing Rules. All players must wear a protective cup. Safety and proper technique must be considered by every manager.

**Sign Stealing:** After the first offense, a warning will be issued to the Manager and after the 2nd offense the Manager will be ejected as defined in the Little League Rulebook.

**Coaches:** All coaches and managers must have completed the required trainings and background checks. There may be two adult base coaches as long as there is at least one manager, coach, or league approved volunteer in the dugout at all times.