

**RHLL, AAA special rules:** *In addition to the Little League rules.*

*2023 Season*

*Updated 3/17/23*

1. Game Time Limits: The objective is to play all games in their entirety, please keep game pace moving. The League President, has the right to penalize teams for “slow play” in attempt to achieve a favorable outcome.
2. Either the 6<sup>th</sup> inning or the first new inning (“new inning” refers to the top of an inning) to be started after 1 hour and 40 minutes of game time will be the final inning. In a tie game, one additional inning may be played. Any additional time played will be official and results will stand. The “start” of an inning is defined as the minute that the final out is made in the previous inning.
3. An inning is defined as three (3) outs or five (5) runs (whichever occurs first), except for an open inning. An open inning is defined as either the 6<sup>th</sup> inning or the deemed last inning. The open inning must be established by the umpire and team managers prior to the start of the inning. There is no limit to the number of runs that can be scored during the open inning. The open inning is always the last inning of the game, unless the inning ends in a tie. If the last inning is not deemed open it is still the last inning.
4. Playoff seeding will be determined first by WIN % - ties will be treated as a “half win”. First tie-breaker will be head-to-head win/loss record. Second tie-breaker will be head-to-head run differential. Third tie-breaker will be a coin toss.
5. Run Limits: 5 runs per inning except an inning deemed in advance to be the last inning, which is open (no run limit).
6. If the batter shows bunt the batter must either continue to bunt or take the pitch. The batter may not pull the bunt back and then attempt to swing at the ball. If this occurs, the ball is dead and the batter is out. All baserunners return to the base occupied before the pitch.
7. AAA google sheet will be used to track pitch counts. Scores and Overall records will be managed through the league site. Scores and pitch counts must be reported the same calendar day as the game played. Each team is responsible for reporting the game score (win or lose) and their own pitch counts.
8. Home team will be responsible for game day field prep if the field is not already prepped by THPRD.
9. Raleigh Hills #1 Fence: Away team of the first game of the weekend (Friday pm or Saturday am) is responsible for putting the fence up. Away team of the last game of the weekend (Saturday pm) is responsible for taking the fence down and putting it in the shed at Raleigh Hills.

10. Winning team is responsible for dragging the field after the game.

11. Help keep the fields clean and in good shape by cleaning the dugouts after games/practices and raking and fixing any issues with the fields.

12. Rainouts – Both team managers should meet at the field an hour and a half before game time to assess the field conditions. Both managers must agree that the field conditions are unplayable. If the game is canceled the home team is responsible for canceling the umpires **at least an hour before game time**. For now, please email [raleighhills@gmail.com](mailto:raleighhills@gmail.com) and [sharon.swenson@gmail.com](mailto:sharon.swenson@gmail.com) to notify of canceled games.

13. Make up games will be played on the corresponding teams' practice day and field. Email [raleighhills@gmail.com](mailto:raleighhills@gmail.com) and [sharon.swenson@gmail.com](mailto:sharon.swenson@gmail.com) once you have scheduled the field and time to get umpires scheduled.

14. Each team must have at least 8 players in order to play a game. You may not borrow players from other AAA level teams (exception - If a team wants to "loan" a right fielder to the other team, that is fine but no more than one "loaner" player per inning. The "loaner" player will only hit for the team he is officially rostered to.). You may borrow a player from AA based on the AA player pool as determined by the player agent. AA players filling in for AAA, may not pitch, they will bat last and can only play outfield and will sit the bench no less than any player rostered to your team.

15. No pitcher will be allowed to throw more than 50 pitches in any single game for the first 4 games of the season. If an at-bat starts with less than 50 pitches, the pitcher will be allowed to complete that at-bat, but will be removed before the next batter.

16. Intentional Walks are only allowed in regular game play strategy. It is not allowed to intentionally walk a player in order to avoid pitching to them. Examples:

- An approved intentional walk consistent with Game Play Strategy would be if a runner was on 3<sup>rd</sup> base and 2<sup>nd</sup> base, no runner on 1<sup>st</sup> (1<sup>st</sup> base is open). Game Strategy would call for an intentional walk to load the bases and create a force out at any base.
- An intentional walk considered against the rule would be if runners were on 1<sup>st</sup> and 2<sup>nd</sup>, no runner on 3<sup>rd</sup>, best hitter for the batting team coming up. This indicates a walk to avoid pitching to a good hitter and is not approved.

17. Read and understand all little league play level rules.