

2021 FCKLL AAA Level Special Playing Rules

-Amendments to 3.1, 3.2 and 5.1 from prior editions-

1.0 The Batter

- 1.1 A continuous batting order will be employed. The offensive team must bat all of their available players.

2.0 The Fielder

- 2.1 The defensive team may play with 8 players. The offensive team will provide a player in the field. This "loaner" player will be the player having batted last for the offensive team in the previous inning, excluding the players who will be pitching or catching in the next inning.
- 2.2 Each player will play defense at least every other inning. No player should sit out a second defensive inning until every player has sat out at least one defensive inning. The only exception is a case involving player discipline, pitching or injury. The level coordinator should be notified of any cases of players losing playing time due to discipline issues or injury.
- 2.3 Each player must start a minimum of every other game.
- 2.4 Each player must play a minimum of 1 inning in the infield per game.
- 2.5 If a team has 11 or more players present, each player must sit out at least 1 inning per game.
- 2.6 Managers are strongly encouraged to rotate players. Each player must play a minimum of 3 positions during the season, and left field, center field and right field count as one position.

3.0 Game Time Limits & Ties:

- 3.1 All regular season games will be played with a "drop dead" time limit of 2 hours from the **scheduled** start time. If the game reaches the 2 hour time limit in the middle of an inning, the game is ended and the score will revert back to the previous completed inning. If an inning is completed at or after 1 hour and 45 minutes from the scheduled start time, no new inning will begin and play has ended.

Note: "Stalling" tactics (attempts to slow the game in an effort to reach the "drop dead" time) are unsportsmanlike and will not be tolerated. Managers who use such tactics are subject to discipline by the league.

Note: The "drop dead" time limit will not be in effect for the regular season championship game or end of season playoff games. No new inning will begin after 2 hours from the schedule start time, but all innings will be completed.

- 3.2 The umpire will declare an inning beginning at or after the 1 hour and 30 minute point to be "unlimited"; however, if this inning is completed before

the 2- hour point another “unlimited” inning may be played. If the 6th inning is reached prior to the 1 hour 30 minute mark, the last inning becomes the “unlimited” inning. In other words, the unlimited inning(s) occurs at or after the 1 hour 30 minute mark OR the 6th inning, whichever comes first.

Note: During an “unlimited” inning, the visiting team may concede their remaining outs at any time, in an effort to give the home team their final at bat before the “drop dead” rule takes effect. This is a much better method than having kids intentionally strike out or run into an out.

3.3 If a regular season game is ended upon reaching a deadline per rule 3.1 and is tied, the tie game will count as 1/2 win and 1/2 loss in season standings.

4.0 Run Limits

4.1 There is a five (5) run limit per inning for each team, until the “unlimited” inning is declared according to rule 3.2.

5.0 Courtesy Runner

5.1 With 2 outs or when 4 runs have been scored in a limited inning, the offensive team will employ a “courtesy runner”, for the player who will be catching the next inning. The runner who is removed must catch the next inning.

5.2 The “courtesy runner” must be the player that recorded the last out in the batting order.

5.3 There will be no “courtesy runner” for the home team in any unlimited inning.

6.0 Pitching

In addition to the official pitch count regulations put forth by Little League, FCKLL AAA pitching rules also include:

6.1 At the end of an opponent’s at-bat, a pitcher who has thrown **30 or more pitches** in that *inning* may not pitch to a new batter in that inning. The pitcher must be removed from the pitcher position and may not return to pitch in that game.

Note: If the pitcher legally reaches 30 pitches or more in an inning, but the defensive team records the third out of the inning without the pitcher being removed, the pitcher may return to pitch in the next inning subject to the pitcher’s total game pitch count.

6.2 The home team is responsible for providing an official pitch counter for the

game. The official pitch counter may be the home team scorekeeper or a separate individual. Even if the pitch counter is a separate individual, per inning pitch totals for all pitchers from both teams must be noted in the official (home team) scorebook.

6.3 As noted in the Little League Regulation VI (g), the official pitch counter will inform the umpire-in-chief when a pitcher has reached the pitch limit. Additionally, at the completion of each inning, the official pitch counter will confer with a representative of the visiting team to review each pitcher's pitch count. In the event of any discrepancies in pitch counts that cannot be reconciled at the time, the official pitch count is the count kept by the home team.

Note: Having representatives from each team conferring between every inning is designed to avoid discrepancies and ineligible pitchers. Do not skip this step.

Note: A pitch count violation is now a protestable offense. However, with proper communication, there is no reason for an ineligible pitcher to pitch. In the unlikely occasion a protest is lodged, please review Little League playing rule 4.19 in its entirety. Playing rule 4.19(d) is noted below:

“Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.”

The umpires have no authority to rule on a protest. They can only apply the standards of eligibility as communicated to them in the pre-game lineup card and by the official pitch counter.

6.4 Pitchers 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

7.0 Regular Season and End-of-Season Structure

7.1 The regular season will consist of 12 – 14 games as determined by the V.P. of Operations and league scheduler.

7.2 The regular season will be split into a first half and second half.

7.3 A champion will be determined for both the first and second halves based on overall record for teams during the respective half of the season. In the case of two or more teams being tied with the best overall record for a half, the tie will be broken as described below in rule 7.7.

7.4 The Regular Season Champion will be determined in a one game playoff between the first and second half champions. In the case of the same team winning both the first and second halves, that team will be the Regular Season champion.

7.5 The regular season will be followed by single elimination end-of-season play.

7.6 End-of-season seeding will be determined as follows:

- a. The regular season champion will be the number one seed.
- b. The runner-up team from the regular season championship game will be the number two seed.
- c. If there was no regular season championship game because the same team won both the first and second halves, the number two seed will be determined by overall combined regular season record in the same manner as the remaining seeds.
- d. The remaining seeds will be determined by overall combined regular season records. In the case of ties, seeding will be determined by the tie breaking procedures described below.

7.7 Tie breaking procedures:

In the case of ties with two or more teams having the same record, the following criteria will be used to determine standings.

Two team ties:

- a) Head-to-head competition
- b) If the two teams split their head-to-head competition, compare each team's record against the team occupying the highest position in the standings and continue down through the standings until one team gains the advantage and breaks the tie.
- c) If a tie still exists, the tie will be broken with a coin toss.

Three or more team ties:

- a) Compare the records of each of the tied teams against the other teams involved in the tie. If one team has an advantage in record against the tied teams, that team earns the highest position.

- b) If the multiple team tie still exists, compare each of the tied teams' records against the team occupying the highest position in the standings and continue down through the standings until the tie is reduced to a two-team tie (at which time, revert to the two-team process) or until the tie is broken.
- c) If a tie still exists, the tie will be broken with a coin toss.

