

# Tracy Little League AAA Division Local Rules

*Note: The Tracy Little League Board of Directors reserves the right to modify these rules. Any changes will be communicated to the affected teams in advance.*

## Equipment Requirements

**Managers are responsible for ensuring that all players follow Little League equipment guidelines. Failure to meet the requirements could range from a player being called out to a manager being ejected.**

Catchers:

- Catchers are required to wear a face mask, dangling throat protector, chest protector, and shin/knee protectors while in the catcher's box.
- All male catchers must wear an athletic cup and supporter.

Other Requirements:

- All bats must display the USA Baseball stamp. USSSA Bats are NOT PERMITTED.
- All male players are required to wear an athletic cup.
- Batters and Base Runners must wear batting helmet at all times
- If a player voluntarily removes a helmet and refuses to replace it, the player will be called out.
- New style helmets with cheek protection may be used if factory-made or if the addition matches the helmet's brand.
- Helmets may not be altered in any way, including with paint, artwork, or non-manufacturer stickers.
- All players must wear rubber cleats while on the field. Metal cleats are not permitted in the AAA Division.

## Conduct and Sportsmanship

- Swearing, foul language, or derogatory/inflammatory statements by managers, coaches, players, or fans will result in immediate ejection and suspension from the league.
- Use of any noisemakers is prohibited.
- Harassment of umpires in any form is strictly prohibited and will be dealt with swiftly and severely.

## Game Format

- Games are limited to six innings, with no extra innings played.
- The game clock starts after the plate meeting with the umpire and coaches ends. The umpire should tell the home team scorekeeper that time is starting.
- No new inning may begin after two hours have elapsed; however, the current inning must be completed.
- There is no "hard stop" to the game.
- If a game is called by the umpire due to time, darkness, or weather, it is considered complete if at least four innings have been played (or 3.5 innings if the home team is ahead).
- Games may end in a tie, in which case both teams receive credit for a tie game.
- Any game that is not completed may be rescheduled for the next available day, as determined by the Board of Directors.
- Home team is in the 3<sup>rd</sup> base dugout. Away team is in the 1<sup>st</sup> base dugout.

## Dugout Policy

- Sugary drinks and foods such as gum, candy, seeds, and soda are not allowed in the dugout or on the field.
- Only water and sports drinks, such as Gatorade, are permitted during games.
- Please refrain from having any snacks with nuts in the dugout as well.

## Lineup Procedure

- Each team manager must provide an official lineup card to the opposing manager, the head umpire, and the official scorekeeper at the plate meeting.
- The lineup card must include the player's first initial, last name, uniform number, and fielding position (if in the starting lineup).
- The lineup must include the entire roster batting in continuous batting order.
- All players must be present at the start of the game. Late arrivals must have enough time left in the game to play six consecutive outs, or they cannot play.
- Play may start with 8 players.
- Once submitted, the lineup card is official.

## Scoring and Mercy Rule

- Each inning, except the sixth, is restricted to five runs. The sixth inning allows unlimited runs.
- The mercy rule is in effect: if a team leads by 15 runs after three innings or by 10 runs after four innings, the game will be called.

## Pitching Regulations

- Pitching distance is 46 Ft, as measured from the back point of home plate to the front of the pitching rubber.
- Pitcher eligibility follows the official "green book" regulations.
- No pitcher may pitch more than two consecutive days.
- The home team's official scorekeeper is responsible for tracking pitch counts, including foul balls and intentional walks.
- An "illegal pitch" results in a ball called for the batter and is recorded; runners do not advance unless forced on ball four. There are no balks.
- A pitcher who has thrown more than 40 pitches may not move to catcher.
- A catcher who has caught more than nine defensive outs may not pitch, even if only one pitch was caught over that limit.
- Once a pitcher is removed from the pitcher position, they cannot be put back in as a pitcher for the duration of that game.
- There is no dropped third strike rule in this division.

## Pitching Affidavit Requirements

- The pitching affidavit must be provided to the official scorekeeper before the game begins.
- If the affidavit is missing, the umpire must be notified and the game played under protest.
- If the affidavit cannot be produced by the end of the game, a new affidavit may be started.
- The official scorekeeper is responsible for completing the affidavit and obtaining signatures from both managers and the umpire at the end of the game.
- If the affidavit is found during the game and an illegal pitcher has been used, the pitcher must be removed immediately.
- The umpire must inform the Umpire-in-Chief (UIC) of the protest. If the protest committee finds a pitching violation, the team will forfeit the game and the manager will receive disciplinary action: a warning for the first offense, suspension for the second, and removal for the third, subject to board discretion.

## Offensive Play

- On-deck batters are not allowed.
- Batters are allowed one warning per thrown bat.
- A warning for a thrown bat may apply to both teams, and any subsequent offense by either team will result in the player being called out and the ball declared dead.
- Stealing bases is permitted – base runner may leave their base once the ball passes over home plate.

## Sliding and Bunting

- Feet-first sliding is allowed.
- Intentional headfirst sliding results in an out unless the runner is returning to a base.
- Slash bunting is prohibited. The first offense results in a strike and a warning to both managers; a second offense by either team results in the offending player being called out.

## Hurry-up Rule

- If the next inning's catcher is on base with two outs, a substitute runner (the player who made the second out) may be used.

## Defensive Play

- Outfield is limited to 3 players.
- All defensive substitutes must play at least six consecutive defensive outs and remain in the same batting order position.
- If a player does not play six consecutive outs, they must start the next game, finish their previous playtime, and then play at least six consecutive outs.
- First offense by a manager results in a warning; second offense leads to suspension; further offenses may result in removal, subject to board discretion.
- There is no dropped third strike rule.

## Intentional Walks

- The defensive manager may request an intentional walk before a pitch is thrown by first calling "time" and notifying the home plate umpire.
- The ball is dead during this process, and no runners may advance unless forced by the batter's award.
- Four pitches will be added to the pitcher's pitch count for an intentional walk.

## Coaching Staff

- At least one adult coach must remain in the dugout at all times.
- Players are allowed to serve as first base coaches if they are wearing a helmet.
- No more than three adults are allowed beyond the gates during the game.

## Make-up Games and Pool Players

- Rainouts will be rescheduled if time and field availability allow for it.
- Failure to field a team will result in a forfeit, except in cases approved by the Board of Directors at least one week in advance.
- A list of pool players, managed by the player agent, is available for team shortages; pool players are not permitted to pitch or catch.

## Post-Game Responsibilities

- Teams must clean up the field and dugout area promptly after the game.
- Post-game meetings must be held off the field.
- Board Members may ask coaches for help to move the pitching mounds off of the field.