



## AAA Baseball Information & Rules

### General Division Information

- **League Ages** – 9 & 10
- **Player request** – Not permitted. Siblings are automatically placed on the same team unless requested otherwise by parents.
- **Coach request** – Coaches can request to be paired with one other coach and no more.
- **Coaches & Parent Helpers** – All coaches and parent helpers must be registered with GLL, pass a background check and approved by the GLL Board in order to help with practices or games.
- **Evaluations** – All players required to attend evaluation
- **Regular season & All Star Team Formation** - The Player Agent, Vice President & Division Director will hold a draft within 10 days of the completion of evaluations to form teams. The All Star draft will be held before May 31st. Must be based on the LLI Rulebook.
- **Regular Season Draft** – Snake style draft. **All Star Draft** - Division managers select the team based on manager nominations.
- **Number of games** – 12 total, 2 per week, weather depending. A pre-seeded single elimination tournament will follow immediately after the completion of the regular season. Winner gets trophies or medals
- **Schedule** - Opening Day is April 21st. Season end target is June 19th. Games will be played Monday through Thursday, with Friday and Saturdays used only as needed for weather make-ups.
- **End of Season Tournament** - Immediately following the completion of the regular season. Brackets are to be drawn on draft night. Games cannot be rescheduled for any reason other than weather or school related functions causing too many missing players. Winner receives trophies or medals
- **Scorebooks & Pitch Count books** - Will be provided and must be used.
- **Uniforms** – A jersey and hat will be provided to all players 1-2 weeks before the first game.
- **All-Stars** – This is an All-Star Division. Players are eligible for 8, 9, 10 Minors All-Star Teams. Teams are drafted by Head Coaches under the guidance of Division Director and Player Agent. Approximate first game is June 23rd. The State Tournament starts after the 4th.
- **Equipment** - All teams will be given a 5 gallon bucket of baseballs. Catchers gear, helmets and bats will be provided as needed.
- **Equipment Needed By Players** - Glove, pants and shoes.

### Division Rules

- No Coach's Agreements
- A regulation game consists of six (6) innings
- If a game is halted due to weather after four (4) or more innings have been completed, it will be considered a regulation game. (3.5 innings if the home team is ahead)
- **Regular Season Time Limits** – There will be a drop-dead time of 2:00 (120 minutes) with no inning beginning after 1:45 (105 minutes). Score reverts back to the previously completed inning.
- **Tournament Time Limits** – No inning beginning after 1:45 (105 minutes). There will be no drop-dead time.
- 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in the bottom of the 1st inning.
- **Pool Players & Call-Up Players (division below)** - Must go through Division Director if players are needed. Pool Players cannot pitch and must bat last. Call-Up Players can pitch, must bat last. Call-Up Players must be league age 10 to be eligible to sub in this division. .
- Two (2) adult base coaches are allowed. Each Team needs at least 1 coach in the dugout at all times.
- **Mercy Rule** – 8 runs after five (5) innings, 10 runs after four (4) innings, 15 runs after three (3) innings.

### Offense

- Continuous Batting Order (CBO) – All player's bat. A player that arrives after the start of the game is to be placed at the bottom of the order
- **No 'on-deck' circle** - practice swings are NOT permitted anywhere on the field, except for the batter while in the batter's box. Only the first batter of each half inning will be permitted outside the dugout between half innings (Majors and below).
- There will be a 5 run limit for the first three (3) innings, and no run limit for the fourth, fifth & sixth innings.
- There are no base stealing restrictions. A base runner may leave the base when the ball reaches the batter.
- Runner's may not slide headfirst while advancing to a base (LL Rule 7.08(a)(4))
- Courtesy Runner - you have the option to use a Courtesy Runner for Pitcher and/or Catcher with 2 outs, Courtesy runner must be last out. (7.14(b))
- **Drop 3rd Strike Rule** – Not in effect
- Bats must meet all LL specifications and have the USA Baseball Logo.
- Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- A base runner must avoid a contact/collision with a player possessing the ball (LL Rule 7.08(a)(3))

### Pitching

- Pitching mound will be set at 46ft with bases set at 60ft.
- Refer to the Little League Rulebook, Rule 6, for all daily/weekly pitch count rules, days of rest requirements and catcher/pitcher rules.
- Player pitch counts must be recorded in the GLL website within 24 hours of the completion of the game.

### Defense

- 9 defensive players in the field, 3 must be a minimum of 10 ft in the outfield grass and spaced evenly.
- Free defensive substitutions.
- Players must field a minimum of twelve (12) defensive outs per game unless the game is shortened for any reason. PENALTY: player is required to play the entire next scheduled game in the field.
- In-Field Fly rule is in effect (LL Rule 6.05(d))
- Obstruction Rules Apply (LL Rules 7.05 and 7.06)