AAA Ground Rules:

1. After every game, both managers should go over pitch counts and score prior to leaving the field. The home team manager should send out pitch counts and game scores to all managers in your division and CC the VP at vp@rutlandbaseballandsoftball.org. This should be done the same day as the game was played. To avoid any confusion, please report the ACTUAL number of pitches thrown, and if the player hit (and then surpassed) a days-rest threshold while finishing off the last batter, just note it in the email. For example, Morgan Lucas , 54 actual pitches, hit two-days-rest threshold (50 pitches) while facing last batter.

2. Please make sure that you know your players Little League Age. (It is imperative that you follow these pitching guidelines)
7 & 8 Year Olds – Max of 50 pitches
9 & 10 year Olds – Max of 75 pitches per day

- 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 day of rest is required.

Completion of pitching to batter: If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning.

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

Additional AAA Ground Rules

- No inning may start after 1 hour and 45 minutes even if no game is scheduled to follow. The umpire will make the call at the 1 hour 45-minute mark.
- Maximum of 5 runs an inning. However, the 5-run-max rule is waived in the last inning. Keep in mind
- that if you approach the time limit, the last inning could be the 4/5th inning and the rule is waived.
- Continuous batting orders are used
- Maximum of 3 coaches in the dugout/on the field for a game. If you want to have a 4th coach do the book, they must do the book from outside the field

- Managers and Coaches are asked to always stay in the dugout. After asking the umpire to call a TIME OUT, if granted, the manager may then come out of the dugout to talk to his pitcher or ask to speak to an umpire. ***ONLY THE MANAGER HAS THE AUTHORITY TO CALL A TIME OUT AND/OR SPEAK TO AN UMPIRE.*** Umpires should direct managers/coaches who haven't been granted permission back into the dugout.
- Mangers/Coaches may stand in the bullpens at Marsh Field rather than on the field. but must stay at the dugout side and not down near the plate as this can be a distraction to pitcher or hitter.
- Managers/Coaches may not be in the bullpen while a pitcher is warming up in the bullpen.
- No players may stand in the bullpen aside from pitcher/catcher warming up. Once the pitcher is warmed up both players must return to the dugout.
- Players who are not going in the game to pitch cannot "warm up" in the bullpen.
- **All players are to remain inside the dugout and should not be hanging outside the doors.**
- **No Kids in the Bullpen unless they are warming up to pitch.**
- **No on-deck batters should be warming up at any time. Only the batter may have a bat in his hands.**
- **This applies to both before and during the game, practice and at the batting cages.**
- Scorebook must be kept in the dugout/outside the field by an adult, not by a base coach. One adult must be in the dugout at all times.
- Mercy rule – 15 after 3, 10 after 4 and 8 after 5. If the visiting team has a lead, the home team must bat in its half of the inning.
- Intentional walks can be granted before or during the at bat. A player can only be intentional walked once per game
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen. A player may do this provided he has a cup and mask with throat guard
- Prior to games, the visiting team will take infield practice at 20 minutes prior to game time (30min for the championship) Home team will take infield 10 minutes prior to game time (20min for the championship) to the start of the game. Umpires are instructed to start games on time regardless if teams have had a chance to take infield or not.
- **No manager/coach may question an umpire's judgment calls—judgment calls include balls, strikes, fair, foul, safe and out.**
- Rule interpretations may be discussed with the umpires. Once the play is over, a manager may request time out and discuss in an appropriate manner with the umpire. We want to make sure the right call is made so both umpire and managers should consult rule books.
- **Rutland has a zero-tolerance policy on conduct deemed unfit for the field by manager/player/coach.**
- **Managers are responsible for the conduct of their player's parents as well. If a parent becomes unruly the umpire will ask the manager to speak with that parent. If conduct continues, umpire will suspend game and consult with league official for next action.**
- League officials will make decisions regarding rain outs prior to a game. Umpires will make determination once games begin.
- All other Little League official rules apply.
- Empty the Trash after each practice and game. When grooming the field Rake away from the Grass.
- Safety ***NO BAT IN HAND UNLESS THEY ARE GOING UP TO THE PLATE***. This includes practice and batting cage. DON'T be the coach that is made an example of.

AAA Rules for Stealing Bases

These rules apply to all situation in which the ball is not batted into play.

Runners who start on first base:

A runner stealing second base is free to attempt to take third on an overthrow. They may not attempt to go home. Note: If an errant throw goes out of play, the runner must still stop at third base.

Runners who start on Second:

A runner who begins on second may steal third, but cannot go home regardless of throw. (This is to promote an attempt to throw out the runner without consequence of a run scoring). Note: If an errant throw goes out of play, the runner must still stop at third base.

Runners who start on Third Base:

Teams are limited to one successful steal of home per inning. A steal is considered any advancement (from 3rd base) on a passed ball, wild pitch or any delayed type of steal. This includes if the catcher throws to anyone other than the pitcher or the throw to the pitcher is not caught.

NOTES:

🎬 If another runner attempts to go home from third in an inning, and are thrown out, the out will count. If that runner is safe, they will return to third base.

🎬 After a successful steal of home, the only way for another runner to score is either through a batted ball or a bases-loaded walk.

Scenarios

Runners on First and Third:

If the team has not had a successful steal of home in the inning: the runner from third could advance home on a passed ball, the runner on first could/may go as far as third base, but may not advance home.

If the team has had a successful steal of home in the inning: the runner on first could advance as far as second. The runner on third must stay at third.

Runners on First and Second:

May only advance one base in any non-batted ball situation.

Runners on Second and Third:

If the team has not had a successful steal of home in the inning: the runner from third could advance home on a passed ball, the runner on second could advance as far as third.
If the team has had a successful steal of home in the inning: the runners may not advance unless the ball is batted into play or there is a bases-loaded walk.