

2025 FARM AAA DIVISION LOCAL RULES --- TEMPE SOUTH LITTLE LEAGUE

DIVISION PHILOSOPHY

Managers of each team are responsible for educating their assistant Coaches and Parents regarding the underlying principles and objectives of Little League. The Farm AAA division is an instructional league and our emphasis is on player improvement. As the team Manager you have a responsibility to provide an environment suitable for learning. Do your best to let your Parents know of your personal objectives and they will also have a good time. The Families are our Customers and Fun is our Product!

GAME PREPARATION

1. All Little League activities are drug, tobacco and alcohol free
2. Profanity or verbal abuse of any player, parent or coach is not acceptable and will not be tolerated
3. **Home team** uses the 3rd base dugout and Visiting team uses the 1st base dugout
4. **Home team** sets up and cleans up the field including bases, raking, watering and chalking.
5. **Home team** supplies the balls for the game
6. Jewelry is not allowed except for medical alert ID.
7. The field cages and league equipment POD shall be locked at the conclusion of the final game/practice of the day.
8. The league equipment POD door will be kept closed during games and practices. Closing the door keeps small children from wandering inside and equipment from wandering away.
9. Prior to the game each team can utilize their half of the field (line through home to 2B) for warm-ups;
- No traditional infield practice or hardball batting practice allowed
10. **Each Manager will hand a LINE-UP card to the other manager prior to the start of the game. The LINE-UP card will indicate the batting order AND the planned Pitcher and First baseman for each inning.**
11. The Little League / USA bat rules apply for the Farm AAA Division. Inspect all bats prior to play to ensure compliance from both teams.

PLAYING TIME --- THE CLOCK

12. The game is played to a maximum of six innings. **No new inning may begin after 1 hour and 30 minutes. No new batter after 1 hour and 45 minutes. The 1 hour and 45 minutes is a drop-dead time limit.**
 - a. The umpire is responsible for keeping the game time. ONLY the umpire's watch is relevant.
 - b. The game clock begins with the first pitch. START THE GAME ON TIME.

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- c. A half inning ends the moment the last batter is put out or the batter and all runners have reached their bases safely. At that moment, the clock is reviewed to determine if 1 hour and 30 minutes has passed. If it hasn't, the next inning begins.
- d. If the game reaches the **drop-dead** time and the teams are in the middle of an inning, the score shall revert to the score as of the end of the last completed inning.
- e. If the game is tied after 6 innings and there is game time remaining, NO ADDITIONAL inning may begin. The game is a tie.
- f. **TOURNAMENT PLAY --- There will be no drop-dead time. The game is played to a maximum of six innings. No new inning may begin after 1 hour and 45 minutes. The Top Seed is the Visitor in the Tournament.**

SCORING

- 13. Farm AAA will keep score. The score should be posted after each half inning on the scoreboards.
- 14. Scoring is achieved by the defensive team when they complete a fielding out during the game or if a player is unable to put a ball in play after 8 pitches (unless the last pitch is fouled off).
- 15. There are no points for scoring runs.
- 16. **If a team bats out of order, the fielding team will record an additional out for each batter hitting out of order. However, the batting team will correct the error and still have eight batters hit in the inning.**
- 17. Both teams are strongly encouraged to keep a score book and confirm the score after each half inning; however, the home team will keep the official score for reporting purposes.

PLAYER PARTICIPATION

- 18. Eight batters hit each inning, regardless of the number of players in the line-up. All players WILL be included in the batting order.
- 19. All players WILL play the infield and outfield every game. PLAYERS MUST BE ROTATED BETWEEN THE INFIELD AND OUTFIELD AT LEAST EVERY TWO INNINGS.
- 20. NO PLAYER WILL PLAY MORE THAN TWO INNINGS AT PITCHER, FIRST BASE, **OR ANY COMBINATION OF THE TWO.**
 - a. Example #1: Eli plays Pitcher in the first inning and First Base in the second. He may not play either of those positions for the remainder of the game.

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- b. Example #2: Zane plays First Base in the first two innings. He may not play Pitcher or First Base for the remainder of the game.
 - c. Example #3: Kathy plays Pitcher for the first two innings. She may not play Pitcher or First Base for the remainder of the game.
 - d. **IN OTHER WORDS:** A Player **MAY NOT** play 2 innings at pitcher and an inning at first base, or two innings at 1st base and an inning at pitcher.
 - e. **If the team does not comply to this rule, the team will forfeit the game for purposes of the season ending tournament seeding. A game will be forfeited for every instance of this non-compliance. Additionally, the Manager may be suspended for the playoffs.**
21. **NO PLAYER SHALL SIT ON THE BENCH FOR TWO CONSECUTIVE INNINGS.**
22. **NO PLAYER SHOULD SIT OUT A SECOND INNING UNTIL ALL PLAYERS HAVE SAT FOR ONE INNING.**
23. **ALL PLAYERS SHOULD PARTICIPATE IN AT LEAST 4 INNINGS IN THE FIELD DURING A 6 INNING GAME.**
24. Substitution documentation is not required to be regularly submitted, but you should retain your substitution records for proof of compliance if questioned by the League Director or Player Agent. Non-compliance could result in suspension during the season.
25. Less skilled fielders need to be evaluated for safety before they play First Base or Pitcher.

DUGOUT RULES FOR COACHES

26. In the Farm AAA division there can be four (4) coaches assisting during the games: a Manager and 3 coaches.
- a. While batting, there are three coaches on the field: at first base, third base and pitcher.
 - b. There must be an adult in the dugout at all times during the game to ensure player safety. If you only have 3 total coaches, someone must remain in the dugout.
 - c. On defense, there may be ONE coach located in centerfield, 30-40 feet beyond second base to assist the players with positioning. The coach may not interfere with the defensive players or assist them in fielding the ball.
 - d. On defense, the managers and coaches may stand outside of the dugout, but they need to stand within 10 feet of the dugout opening. Do Not wander along the baselines.
 - e. Managers and Coaches are not permitted to sit behind the catcher to assist the catcher in fielding pitches.

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- f. No Team Moms are allowed in the dugout. If there is a need for her to be close to the dugout, she should position herself near the entrance to the dugout.
- 27. Only players and league-approved Coaches are allowed on the field and in the dugout. No parents, siblings, friends or pets in the dugout.

SAFE/OUT and PITCH COUNT CALLS

- 28. All games will have an umpire to make all **SAFE/OUT** calls and FAIR/FOUL calls
- 29. The Umpire will not track the number of pitches. The coach who is pitching is responsible for tracking the pitch count.
- 30. All umpire judgement calls are final.
- 31. If there is a concern with a RULES INTERPRETATION, **ONLY** the Managers and umpire will resolve the issue. No coaches are to interact with the Umpire.
- 32. If there is no umpire to officiate the game, then the COACH PITCHING on the mound makes ALL SAFE/OUT CALLS. There will be no defensive team appeals.
- 33. The Manager is responsible for his team's assistant coaches' behavior. Manage the behavior of your coaches and parents. You should be setting an example for everyone in attendance.**

HITTING

- 34. **Each team will bat 8 players each half inning.** When the third out of an inning is recorded, base runners will stay on base and continue to advance on batted balls and they may be thrown out. The Goal of AAA is to teach base running and the timing of defensive plays. Teams may record more than three outs an inning. Players **MUST** bat in the top half of the order for half of the games during the season (batting positions 1-6).
- 35. There is no on-deck hitter, only the player batting can handle a bat.
- 36. All bats shall be stored inside the dugout. Managers need to control the bats in the dugouts.
- 37. No unsupervised swinging of bats before, during, or after game.
- 38. No batting practice (tee, hit stick, soft toss, wiffle, ...) during the game
- 39. No 'batting donuts' are allowed
- 40. Batters/runners that are **retired** leave the bases and go back to the dugout. (Reminder, the other runners remain on the bases until they are thrown out, score or the inning ends).
- 41. The last batter should be announced to the defensive team.

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42. No Throwing Bats – stop game and instruct player in proper way to drop the bat after making contact

EIGHT (8) PITCHES

43. The League is Coach Pitch. The coach will pitch from a distance no less than 35 feet from the home plate. A line should be made on the field prior to the game to insure that there is a consistency from team to team.
44. It is Pitch overhand or underhand from a 35-foot distance. Overhand pitches can come from kneeling or standing positions, aiming to keep the BALL LEVEL. Underhand pitching should match the speed of overhand pitching, but no slow-pitch softball LOB style. Any special considerations for batters must be discussed prior to the game.
45. The batting team coach may throw as many as 8 pitches to each batter until the ball is put into play. If the batter is unsuccessful after 8 pitches to put the ball in play, the player is retired to the dugout, regardless if the batter does not swing at one or more of the eight pitches.
46. If the batter fouls off the 8th pitch, the player may continue the at-bat until either the ball is put in play or the batter misses the last pitch. (i.e. The batter may continue the at-bat if he/she continues fouling off the pitches)
47. The Batter may swing as many times as needed until the ball is put into play, as long as the batter doesn't exceed 8 pitches. i.e. A batter can miss 7 pitches before putting the ball in play on the last pitch. As noted above, if a batter fouls off the 8th pitch, they can have an additional pitch(es).
48. An Out will be scored for players that are unable to put the ball in play after 8 pitches.
49. Bad pitches by the coach count as a pitches thrown. NO BALL BUCKET ALLOWED ON THE FIELD. USE A
50. BALL BASKET.

RUNNING THE BASES

51. On batted balls to the infield and outfield, the runners may advance bases until the ball is CONTROLLED in an infielder's glove (1B, 2B, 3B, P, C, SS). At this point, one of two situations occur:
- a. SITUATION ONE: The infielder controls the ball and 1) holds the ball, 2) throws it to the pitcher, or 3) throws it to the coach. --- All runners are allowed to advance to the base that they were running to prior to the ball being controlled by the infielder. Once the runners arrive at that base,

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they must stop. The runners MAY NOT advance beyond that base. In essence, the defensive team has conceded the bases to the runners.

- b. **SITUATION TWO: The infielder controls the ball and then makes a “play” on a runner.** --- At this point, the ball is “live” again and the runners may continue advancing to the next base or bases at their own risk. The ball will remain live until a subsequent infielder CONTROLS the ball and 1) holds the ball, 2) throws it to the pitcher, or 3) throws it to the coach. Again, at this point, the defensive team has conceded the bases to the runners.
- c. As long as the defensive team continues attempting to make “plays” on the runners, the ball is “live” and the runners may advance at their own risk.
- d. NOTE: The pitcher and catcher positions are considered Infielders when determining if a ball is controlled by an infielder.
- e. The offensive teams **WILL NOT VACATE the bases** if the defensive team achieves 3 outs in an inning, unless the last batter of the inning has completed his/her at-bat. Retaining the runners on the bases allows for additional development of the defensive players by providing more opportunities to make a play.

OVER THROWS

52. All over throws to **SECOND BASE, THIRD BASE and HOME** are treated as “live” balls. Runners may continue advancing bases at their risk until **the ball is CONTROLLED in an infielder’s glove.** **THE INFIELDER MUST BE IN THE INFIELD.** At this point, the two **SITUATIONS** noted above dictate how the play will continue.

- a. If the fielder holds the ball, the bases are conceded to the runners.
- b. If the fielder makes a play on a runner and puts the ball in “play”, the play continues until the subsequent infielder controls the ball.

53. Over throws to **FIRST BASE** are treated DIFFERENTLY.

- a. All runners advance at their own risk.
- b. Runners may **ONLY ADVANCE ONE BASE** on over throws to First Base. Thus, balls thrown into right field do not require an infielder to control the ball before the runners are required to stop advancing after one base. No matter how far the ball goes into Right field, only one additional base may be taken.
- c. If the defensive team attempts to make a “play” on the batter running to second or another runner who is advancing to the next base, the ball is now in “play” and the play continues until the subsequent infielder controls the ball.
- d. Throwing the ball to the cut-off player is not considered “making a play” on a runner when the ball has been retrieved from a throw to first base.

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FIELDING

- 54. Defense plays a 10 player field, with 4 outfielders: C,P,1B,2B,3B,SS,LF,LC,RC,RF
- 55. Catchers must always have a mask with throat protection, protector, shin guards and a cup.
- 56. Balls hitting the pitching coach:
 - a. A batted ball that strikes the pitching coach is dead
 - b. A thrown ball that strikes the pitching coach is dead
 - c. A ball that hits the ball bucket is dead.
 - d. Runners advance one base on a dead ball
 - e. Exception: A fly ball that hits the coach and is caught in the air by the fielder will be called an out and the runners will not advance
- 57. Important basic techniques:
 - a. Teach players to tag low. At this age many players will attempt to tag chest-high since that is the biggest target.
 - b. Teach runners to slide low, avoiding the tag. Require your players to wear baseball pants or sliding shorts to practice and learn how to slide effectively.
 - c. Teach your Catchers to stand immediately in front of home when a play is developing. When players stand on or behind the home plate bad things occur (collisions, interference).

END OF GAME

- 58. When the game ends, teams return gear to their dugout and meet at home plate for handshakes
- 59. After handshakes it is always a good idea to meet with the players for approximately 3-5 minutes and give some positive comments. Do this outside of the dugout and not on the field. (Save “negative” comments for practice to allow for time to correct the errors)
- 60. If no other games are scheduled after the game, **Home team** coaches take down the field including the bases, raking and watering.
- 61. SMILE – you have one of the best jobs going as a Tempe South Little League Coach!!