



Important Codes

Gaiser Storage Box: _____

Gaiser Bathroom: _____

Luke Jensen Locker: _____

Manager's Meeting Agenda – AAA Division

All coaches and parents should be informed of the following rules before the season starts. During the season, the coaches and parents might not understand the rules, and as the season goes on and things get more competitive, they need to know what's going on to avoid potential conflicts.

AAA Division (Player Pitch)

This level continues to build on basic baseball concepts while developing pitching skills and enhancing fielding and hitting techniques. Focus areas include pitching, throwing, catching, hitting, and sportsmanship. Scores are recorded, and teams are formed through a draft process based on player evaluations, which are mandatory to attend. Eight-year-olds may be eligible, depending on safety considerations and their evaluation results.

Game Day Overview

Rainout Procedures

- Coaches concerned about weather should get in touch with the opposing team's manager and their commissioner to confirm the game (or not).
- Gaiser can be an option for makeup games if no other game conflicts. Teams practicing there will get bumped.
- If during a game the weather turns bad and either coach requests a 5-minute conversation to discuss the present conditions and how to proceed (either press on, wait 15 minutes, or call it and reschedule), the umpire **MUST** grant that conversation.
- All games are encouraged to be completed whenever possible but are official after 4 innings.

Field Prep

- **At Luke Jensen** – Home team is responsible for installing the bases (found in Field 3 dugout storage), raking (before and after game) and chalking the fields. Tarps also need to be put back on the pitcher's mound and home plate area after each game. Bases should be at 60' and the distance between the mound and home plate is 46'.

- **At Gaiser** – Chalk and all other items are found in the storage unit behind the softball field. If you notice something is low (baseballs, chalk, umpire gear missing), please communicate to an SCLL board member that day. If fields need mowed, the INFIELD can be mowed prior to games if time allows. If the outfield is bad, communicate that to the SCLL board.

Game Rules

Time Limitations

- **Game Time** – 6 innings or a hard stop at 2 hours from scheduled start time. No new inning can start after 1 hour 45 minutes from the start. Learn now to keep the game moving, reduce coaching between innings, as this becomes a big deal at future levels. Umpires must keep the game moving.
- Coaches can warm up pitchers during games to keep the game moving.
- All games must end by 10pm regardless of circumstances – NO exceptions!

Scorekeeping

- Scorebook is required during the season. It is needed for All Stars. The pitch count tracker document needs to be updated after every game. If you make an error on the pitch count tracker, report to the AAA Commissioner or Commissioner in Chief.
- **5 Run Rule** – Play is stopped when the ball is dead, and the 5th run scores in an inning. Let kids finish the play even when the 5th run hits the plate. This way even if a 6th run is scored on a hit, the hitter gets to finish running. The final inning is unlimited, but the time limit is still in effect. If a complete inning is not finished in time, the score reverts to the last full inning.
- **15/10/8 Run Rule** – the game ends if 15 runs after 3rd, 10 runs after 4th, or 8 runs after 5th.

Number of Players

- You can play a game with 8 players – two of which are outfielders. Player pool players can play any position other than pitcher and catcher and will hit last in the lineup. Any late arrival goes to the bottom of the batting order.

General Rules

- Managers discuss issues before the game to be on the same page. Confirm strike zone with umpire, modified last inning for unlimited runs, etc.
- A coach cannot call time - the umpire must GRANT you time. Coaches sometimes will call time before the kid that gets walked gets to 1st base, making that runner have to stop at 1st. IF the umpire doesn't grant time, the game is still live.
- Balls and strikes are called. 3 strikes, and the batter is out. For the first two strikes, the zone can be big (we will discuss). For the 3rd strike called (no swing), it needs to be a true strike to call a batter out.
- No dropped 3rd strike applies in AAA. Batter is out (no throw to 1st).
- Must use a continuous batting order.

- You can steal once the ball reaches home plate. No leading off. If a runner leaves early, he's not out, but returns to the base previously occupied. If the ball is hit and the runner reaches an extra base because of leaving early, then the runner must return to that base.
- To keep a runner from continuing to run to 2B after a walk, the pitcher must make the runner stop. The pitcher simply being on the mound with the catcher ready to receive the ball does not keep the runner from advancing. Coach your pitchers and catchers to be alert. Some coaches love the "delayed steal" – waiting for the pitcher to look away and then run.
- Keep one foot in the batter's box unless a play happens.
- If a catcher isn't ready quickly, the umpire needs to not allow the pitcher 5 warm-up pitches (especially if it's a returning pitcher from the previous inning). Please have your catchers ready early if able.
- We do not keep standings in AAA until the playoffs. If you're winning or losing by a lot, PLEASE give other kids opportunities to pitch, play shortstop, etc. in those final innings.
- Players may not be benched for two consecutive innings during regular season games (unless due to injury or approved disciplinary action).

Safety Rules

- Safety is paramount, especially for the catcher. Catchers must always have all protective gear on, including dangling throat protector.
- Cups should be worn by all male players and is mandatory for the catcher.
- Managers must be in the dugout with the gates closed during play. No other kids are allowed in the dugout.

SCLL Adopted Rule

- Once a runner goes back to the bag at any base, he may not continue to jump off to try to draw a throw. It's not real baseball and is only possible at this developmental age that takes advantage of an inevitable bad throw. It wastes game time. So, if a kid gets a big jump and draws a bad throw, great, but once the kid takes a step back, the cat and mouse game is over. Let kids run, and then hopefully the manager (or umpire) will move the runner back once play is dead. If a kid is going back to a base for this purpose, he cannot be tagged out. Before you start arguing, wait to see if the coach is going to move back on their own.

9-Year-Old Pitching Rule

- All AAA teams must have two innings per week pitched by 9-year-olds (or an 8-year-old, if applicable). One inning is considered 3 defensive outs; two innings is considered 6 defensive outs (or a 5-run inning).

Pitch Count Limits

- 11–12-year-olds can pitch up to 85 pitches per day.
- 9–10-year-olds can pitch up to 75 pitches per day.

- 7–8-year-olds can pitch up to 50 pitches per day.
- Pitch counts must be clearly reported in the team scorebook and reported through Google Docs.

Pitch Count Rest Requirements

- 66+ pitches in a day = four (4) calendar days of rest must be observed
- 51-65 pitches in a day = three (3) calendar days of rest must be observed
- 36-50 pitches in a day = two (2) calendar day of rest must be observed
- 21-35 pitches in a day = one (1) calendar day of rest must be observed
- 1-20 pitches in a day = zero (0) calendar days of rest must be observed

Pitcher + Catcher Limitations

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- If a player catches for 4+ innings (1 pitch into 4th is considered 4 innings), then they are not eligible to pitch the same calendar day.
- A player that has played catcher for 3 or less innings, then pitches and delivers 21+ pitches, may not return to catcher for the rest of the calendar day.
- **EXCEPTION:** if a pitcher reaches his daily limit, the pitcher may continue to exceed their pitch count until any one of the following conditions occurs:
 - That batter reaches base
 - That batter is retired
 - The 3rd out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Umpires

- Teams will be required to ump other games (not their own) during regular season play on a rotation basis.
- One umpire is okay, but it's best to have two if possible. If only 1 umpire, please show effort to get the best angle on close plays for your sake, as well as the teams and the spectators. For infield grounders, run halfway down 1st baseline. For a tag at 2nd from the outfield, move into the field near the mound if it makes sense to. DO NOT just always stay glued behind the plate or be prepared for unsavory feedback. Get loud on foul balls.
- Umpire gear is on Field #3; 1st base dugout (at Luke Jensen) and in the storage container on top of the hill (at Gaiser).
- We agreed on 1 ball inside and 1 ball outside, and armpit to knees as our strike zone. We want hits, we do not want to teach kids to walk.
- Do not let coaches argue balls, strikes, or base running calls (out/safe). The umpire has total authority and final word.
- If at the bottom of the 6th inning the Home team is up, then the Home team does not hit, and the game is over.

- If it is past the time limit and the Home team is winning, then the game is over, and the home team does not hit.
- If the Home team is winning 10 minutes before the time limit, then the Home team can still hit. Once the time limit is past, that batter can complete his turn at bat and then the game is over for more plate appearances for all (no need to look at clock and say “time”. Let the batter finish his at bat).

Manager & Coach Selection

- Managing and coaching positions are not guaranteed year-to-year.
- Manager and coach request forms are reviewed annually and voted on by the SCLL Board of Directors prior to team assignments.
- Duration of title for a coach or manager, unless prematurely removed by the Board, is one playing season.

Manager/Coach Conduct

- Managers and coaches are responsible for their conduct and the conduct of their team and fans. Obscene and foul language gestures from players, fans, coaches or managers will not be tolerated. Chanting or yelling, which interferes with the play of an opposing player or verbal abuse of any player, is not permitted.
- Team members, manager and approved coaches are the only persons allowed in the dugout.
- Do not argue balls and strikes with umpires.
- If a manager or coach is ejected from a game, he/she will be suspended the following game. After the second ejection, there will be further suspensions and the possibility of dismissal, if warranted.
- Serious misconduct could result in immediate ejection from a game, future games are subject to the disciplinary policy procedures outlined in Section XIX, even if it is a first offense.
- Managers, coaches, parents and fans are reminded that a person ejected from a game/ballpark will leave the ballpark, to include the parking lot and surrounding park area, within five (5) minutes. Failure to do so could result in a possible forfeiture to the team being played. SCLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ballpark, for whatever reason, he/she will be subject to the disciplinary policy procedures outlined in Section XIX.

Protests & Ejections

Game Protest Policy (see playing Rule 4.19) - Any protest must be submitted by the manager first to the umpire on the field of play, if not resolved, note in the official scorebook and play on. Then after the game, the protesting manager shall report in writing to the local league president within 24 hours. The umpire in chief of the game shall also submit a report within 24 hours to the local league president, District Administrator and the District UIC. The league president shall then notify the interleague board for resolution. Ejections shall be reported within 24 hours by the umpire who executed the ejection or the umpire in chief of the game to the local league president of the offending

player, coach or manager. Copies will be sent to the district administrator and district UIC as well. This is mandatory so that the penalty of an additional game suspension will be enforced on the offending person.