

AA Division

A. General

1. These WLALL AA Division Rules are in addition to Little League Official Rules. To the extent the following rules contradict the Little League Official Rules, the WLALL rules are controlling.
2. The AA division is an instructional league. The goal is to prepare the players for upper WLALL divisions by teaching baseball skills. The emphasis should not be on winning, but rather playing the right way through good sportsmanship, consistency, hustle, and being a good teammate. Winning should be a by-product of those teachings.
3. All Managers and Coaches must be patient and exercise restraint with the umpires. The Code of Conduct is for the parents, players, Managers, and Coaches. Any form of bad sportsmanship from managers, coaches, parents, or players will not be tolerated and may be cause for expulsion or suspension.

B. Pool Players

1. It is the responsibility of the Manager to have at least nine (9) players present at the start of play and for the duration of the game. During the regular season, the Manager shall request pool players from the AA Commissioner promptly on learning their team will or may have fewer than nine (9) players for a game. The AA Commissioner shall use best efforts to recruit so the team will have nine (9) players for the game. Pool players shall be assigned by the AA Commissioner in their discretion. Pool players, once assigned, may not be canceled by the Manager within 48 hours before the scheduled game time without the express prior permission of the AA Commissioner or league President. Pool players may not be utilized during the playoffs.
2. Managers shall not recruit pool players. If a team has eight (8) players at game time, they shall borrow one (1) player from the other team to fill-in on defense. Borrowed players may only play the outfield.
3. Each assigned pool player must play the entire game regardless of team members arriving before or during the game. Pool players must bat last in the batting order. Pool players may not play the positions of pitcher, catcher, or infielder; however, pool players may play infield if the team has four (4) or more pool players for the game.

4. A pool player shall not be intentionally walked under any circumstances.

C. Pre-Game

1. Teams shall allow the grounds crew to prepare the field without interference. The visiting team shall be allowed access to the field for ten (10) minutes of on-field warm-up. The visiting team shall be ready to take the field for its warm-up thirty (30) minutes before the scheduled game time and its 10-minute period shall start then or as soon as the grounds crew completes field preparation. The home team shall then have access for ten (10) minutes of on-field warm-up. If less than twenty (20) minutes remains before the scheduled game time the teams shall split the on-field warm-up time equally. Opposing team players shall remain off the field during a team's on-field warm-ups.

2. Each Manager shall deliver their lineup card to the opposing team's Manager before the scheduled game time. Players shall be identified by uniform number, and first and last name.

3. Managers shall meet with the umpires at home plate at least five (5) minutes before the scheduled game time to discuss ground rules. During this meeting, the umpires and Managers should agree on the official start time for the game and the 1 hour 20-minute mark after which the last inning shall begin (1 hour 40 minutes for playoff games).

4. The Little League pledge shall be recited before the game begins.

D. During the Game

1. All games shall be played in accordance with Little League Official Rules except as modified by these rules. Managers may not change the rules by agreement. Rule changes for any game must be approved in advance by the league President.

2. Scheduled Start Time. The game shall start at its scheduled time or earlier if all available players and umpires are present and ready to begin play. Both teams must have eight (8) players to start play. A team not having eight (8) players ready for play ten (10) minutes after the scheduled time shall forfeit unless approved in advance by the AA Commissioner or the league President.

3. Only the Manager or Acting Manager shall engage the umpires during the game.

4. Dugouts. The home team occupies the third base dugout. The only persons allowed in the dugout and on the field are the players, the Manager, and up to two (2) league-approved coaches. The Manager and coaches shall not enter the field of play during the game except to coach bases, attend to injured players, report substitutions or

position changes, and after time out has been called. The Manager or at least one (1) Coach must remain in the dugout with the players at all times during the game. The Manager or one (1) Coach may stand or sit in the opening to the dugout during play unless the umpire requires them to be in the dugout. If one or more of the Manager and two (2) official team coaches is absent, parent volunteers may fill-in if they have completed the league required background check and been approved by the league in advance. Players with helmets may coach the bases.

5. Pitching, Pitch Count and Catching. The pitching rubber on the mound shall be 42' from home plate. Subject to pitch count limitations below, during the regular season only, no pitcher may pitch for more than six (6) recorded outs per game regardless of the number of pitches thrown. During the playoffs, subject to pitch count limitations below, no player may pitch for more than nine (9) recorded outs per game. New pitchers entering the game may throw no more than eight (8) warm-up pitches consuming no more than two (2) minutes, and the pitcher who starts the inning should warm up in the bullpen prior to the inning. For any pitcher who pitched the previous inning, they shall be allowed no more than five (5) warm up pitches in between innings. A pitcher, regardless of whether they are under the pitch count or limits, may not pitch again in the same game after they are removed from the position. Pitchers always remain subject to the Little League daily pitch count limits and requirements for days of rest.

For reference, the pitch count rules and limits are as follows:

- 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.

Maximum Pitches in a calendar day:

- League age 9 and 10: 75 pitches
- League age 7 and 8: 50 pitches

A pitcher who reaches the pitch-count limit imposed by the Little League Official Rules while facing a batter may continue to pitch to that batter until the at-bat ends, and the pitches in excess of the pitch-count limit are disregarded in calculating the required

days of rest. For example, if a pitcher starts their last batter at 34 pitches, they only need one day (1) calendar day of rest even if they finish that batter with more than 35 total pitches.

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Catching one (1) pitch in an inning constitutes having caught one full inning. For example, a catcher who has caught in three (3) previous innings and then receives one pitch to a batter in that catcher's fourth inning of play is considered to have caught four (4) innings and is ineligible to pitch on that calendar day.

If a player who played the position of catcher for three (3) innings or less moves to the pitcher position and delivers 21 pitches or more in the same day, they may not return to the catcher position on that calendar day.

THRESHOLD EXCEPTION: If the pitcher reaches the 20- pitch limit while facing a batter, the pitcher may continue to pitch and maintain the eligibility to return to the catcher position, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

If a player delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day. (See THRESHOLD EXCEPTION.)

The Manager or one (1) of the two (2) Coaches may visit the mound to speak with the pitcher after a time out is granted by the umpire. An individual pitcher shall be removed from pitching on the third visit in an inning or on the fourth visit in a game. Stoppage of the game to talk to the pitcher, whether or not the Manager or coach crosses the baseline, shall constitute a mound visit.

All Managers must give all players on their rosters at least two (2) chances to pitch during the regular season; the player does not have to complete an inning. The home team shall keep an official scorebook with pitch counts during all games and shall report the score and pitch counts to the AA Commissioner within 24 hours of completion of the game. Official score, lineup, and pitching disputes will need to be checked through the scorebook for accuracy/inaccuracy and resolved prior to 24 hours before the team in dispute's next game. Except as provided in this paragraph, the Little League Official Rules govern.

Under no circumstances shall a player pitch on three (3) consecutive days. A player may not pitch in more than one (1) game in a day unless they throw 30 pitches or less in the first game, subject to threshold exception outlined above, which would allow the pitcher to exceed 30 pitches and finish an at-bat while maintaining eligibility to pitch in a second game so long as the pitcher does not face another batter after exceeding 30

pitches.

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. When warming up, if a pitcher is discovered to be ineligible, they must be removed and the previous pitcher of record may not return.

6. Batting. All players shall bat, and batting shall be done in continuous order. A player arriving after official play has started shall bat at the end of the batting order including after pool players, if any. A batter who cannot start or complete an at-bat due to injury shall be removed from the game, shall not be permitted to return to the game, and the next batter in order shall take the injured player's at-bat starting with a fresh count. If the opposing Manager suspects a player is using an illegal bat, they may challenge the player's bat as illegal only after the at-bat ends and before the next at-bat begins. If the umpire upholds the challenge, the batter shall be ruled out, runners shall return to the bases occupied before the at-bat, and the bat shall be removed from the game.

If a batter throws their bat, the batter shall receive a warning upon the first occurrence. If the same player throws their bat again during the same game, the player may be ejected at the umpire's discretion. If a player is ejected for unintentionally throwing their bat, the mandatory one-game suspension rule shall not apply. If an umpire determines a batter threw their bat intentionally, the player may be ejected without warning, and the Director of Discipline shall determine if a one (1) game suspension is appropriate. In any event, in the case of a thrown bat, the play shall be allowed to continue to its natural end, the result of the play shall stand, and any ejection shall take place after the play's conclusion. Further, an out shall not be awarded solely as the result of a thrown bat, but may be awarded in accordance with Rule 6.05(g) of the Little League Official Rules, which provides that interference shall be called and the batter shall be out when a batter has thrown their bat and it interferes with a defensive player's attempt to make a play.

7. A rostered player (not a pool player) may be intentionally walked only one (1) time during a game, regardless of how many innings are played. A team can still walk a player with four pitched balls, but it cannot be a second "intentional" walk.

8. Stealing. Stealing of 3rd base only is allowed. The base runner may not leave contact with 2nd base until the ball has reached the batter. Leadoffs are prohibited. If the umpire determines that a baserunner left any base prior to the ball reaching the batter, Rule 7.13 shall be enforced. If there is an overthrow of 3rd base on a steal attempt, the runner may not advance to home. Stealing of 2nd base and home is not allowed.

9. Sliding. Sliding feet-first is permissible, but not mandatory. Players shall be

taught to slide on a close play. However, there is never a situation in which a runner must slide. Refer to Rule 7.08(a)(3) of the Little League Official Rules, providing "Any

runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag." Players shall be taught the rule with emphasis on its application when the fielder has the ball and is waiting to make the tag. Sliding headfirst is not permitted when a runner advances toward any base and any runner doing so shall be ruled out. However, a runner retreating to a base may slide headfirst back into the base.

10. Fielding. The defense shall consist of nine (9) players in the field. There shall be three (3) outfielders who must remain in the outfield at least ten (10) feet away from the dirt infield until the ball is hit and may not be brought into the infield as an extra infielder. A batter, following a hit, may advance as many bases until the ball is called dead by the umpire or a time out is called by the umpire. A time out may not be called by a player. The infield fly rule is in effect.

11. Run Cap/Mercy Rule. Four (4) runs per half inning is the maximum runs allowed until the last inning of the game, which is an open inning with no run limit. For the avoidance of doubt, no more than four (4) runs will count in any inning that is not the open inning. The game shall end and the team ahead shall be declared the winner without further play when:

(a) the home team or the visiting team is ahead by 15 runs or more after completion of 4 innings; or

(b) the home team is ahead by 10 runs or more after completion of 4 innings or the visiting team is ahead by 10 runs or more after completion of 5 innings. The mercy rule applies during the regular season and playoffs.

12. Time and Time Limits.

During the regular season (and pre-season), the last inning, if not the 6th inning, shall be the inning commencing after 1 hour and 30 minutes of official playing time. During the regular season, no game shall exceed six (6) innings; provided, however, extra innings shall be played as necessary to declare a winner subject to the time limit, and the game may end in a tie. During the regular season only, there is a drop dead time limit of 1 hour and 45 minutes. If the drop dead time limit is reached, the game ends immediately and the score reverts back to the last completed inning. The umpire is the final arbiter of the drop dead time limit.

During the playoffs, the last inning, if not the 6th inning, shall be the inning commencing after 1 hour and 40 minutes of official playing time; provided, however, extra innings shall be played as necessary to declare a winner with no time limit, and

the game may not end in a tie.

Notwithstanding the foregoing, a complete game requires a minimum of four (4) innings of official playing time. If the first three (3) innings have not been completed in the first sixty (60) minutes of official playing time, there shall be no further defensive warm-ups between innings with the pitcher limited to three (3) warm-up pitches.

Courtesy Runner 7.14 (b) In the interest of time, a courtesy runner may be used to replace the catcher of record when there are two outs. The courtesy runner may be in the team's batting order and must be the player who made the last out.

Managers shall avoid delays between innings caused by catchers putting on gear and follow best practice by designating one coach as being responsible for having the catcher dressed and ready to warm up the pitcher when the side is retired. While the catcher is getting equipped, another player may warm up the pitcher while wearing a catcher's mask and catcher's glove. Managers and coaches are permitted to warm up pitchers on the field or in the bullpen.

13. Safety. Base coaches must be adults (coach or Manager); however, if there two or fewer adults (coaches and Manager) present, a player may coach 1st or 3rd base and must wear a helmet. Notwithstanding the foregoing, a Manager may elect to have player base coaches so long as they wear a helmet and do not go onto the field until defensive warmups have concluded. All male players shall wear athletic supporters. Catchers must wear helmets, metal or plastic cups and use a long-model chest protector. The bullpens in left and right field may be used to warm up pitchers during official play, but only when an additional player with a glove and helmet stands in front of the bullpen mound to protect the pitcher and catcher warming up. Managers and coaches are not permitted to warm-up pitchers, either on the field or in the bullpen. There is no on-deck circle in Little League; only the player at bat may hold a bat. All players of the batting team, except for the batter and baserunners (and base coaches when applicable), must remain in the dugout.

14. Mandatory Play Requirements.

A. Each player on the team roster and present when play commences must play a minimum of four (4) innings of a regulation six-inning game unless the home team does not bat in the 6th inning due to home field advantage in which case players on the away team must play a minimum of three (3) innings in the field. Regardless of the length of a game, no player on the team roster and present during a game shall sit out consecutive defensive innings. A player who has sat out for three (3) consecutive defensive outs must play in the field for the next three (3) defensive outs. Every player must sit out three (3) consecutive outs prior to any player sitting out a fourth out. A player who is sitting out may enter the game at any time for any player other than a player who sat out the previous inning.

B. Any player who does not meet this mandatory play requirement during a regular season or playoff game shall start the next scheduled game, play a period equal to the remainder of the mandatory play requirement from the prior game, and then play the mandatory play requirement applicable to the current game. If a half-inning ends because of the imposition of the four-run limit and a player on the defense has played

for the entire half-inning, that player will be considered to have participated for three (3) consecutive outs for purposes of this rule.

C. The Manager shall keep a contemporaneous record of where each player played during every inning and shall ensure all players meet or exceed the mandatory play

requirements. The Manager shall report failure of any player to meet a mandatory play requirement for a game to the AA Commissioner within 24 hours after the game ends.

Violations of a mandatory play requirement shall result in a written warning to the Manager upon a team's first offense, a Manager suspension for the next scheduled game upon a second offense or the first offense if in the playoffs, and a Manager suspension for the remainder of the season upon a third offense. Penalties in the case of a violation done for a competitive advantage or other circumstances may include forfeiture of games won as determined by the league President after consultation with the Board and the AA Commissioner as they deem appropriate.

15. The Manager is responsible for the conduct of the coaches, parents, and players on their team. Anyone ejected from the game who continues to interfere with the game shall cause the team to forfeit the game. A Manager, coach, player, or spectator ejected from the game must leave the field and the premises. An ejection is further punishable by a mandatory one (1) game suspension for the person/player ejected. The person ejected may also be assessed additional penalties as determined appropriate by the league President after consultation with the AA Commissioner.

16. The home team shall keep an official scorebook with player substitutions and pitch counts during all games. The scorebook shall be made available in case of disputes over the score, or line-ups. The visiting team shall be responsible for operating the scoreboard.

17. The 8-player rule. If a team has only eight (8) players at the start of the game, and every effort to secure a pool player has failed, a team may play the game. A team with fewer than 8 players at the start of play or during the game must forfeit the game.

Notes:

- a. The game counts in the standings. All stats count.
- b. The 8-player rule is for both the regular season and postseason.

- c. During the regular season only, the team with eight (8) may, but is not required to unless mandated by the umpire, borrow a defensive player from the opposing team. Borrowed players shall only play defense for the opposing team; and shall not bat for the opposing team.
- d. During the postseason, a team with eight (8) players may not borrow a defensive player under any circumstances.

E. Post-Game

1. If the game played is the final game of the day/evening, the home team must return the mat to cover the pitching mound.
2. Each team shall be responsible for cleaning its respective dugout, including throwing trash away.
3. Failure to comply with field and dugout cleanup may cause a team to forfeit one (1) turn at bat during the next game. Repeat violations shall be assessed such additional penalties as determined by the league President after such consultation with the Board as they deem appropriate.

F. Playoffs

1. Each team makes the playoffs so long as the team completes its volunteer and other league obligations. Regular season records shall determine the seeding for a double elimination tournament. Specifically, teams will be ranked according to winning percentage, where the teams with the higher winning percentages will have the higher seeding. Winning percentage is determined by the formula $W\% = (\# \text{ wins} + (0.5 * \# \text{ ties})) / \text{total } \# \text{ games played}$. If two or more teams have the same winning percentage, then the seeding between those two teams will be determined in order by:
 - (a) head-to-head record;
 - (b) average total runs allowed per game played;
 - (c) average total runs scored per game played.
2. The team with the higher seeding shall be the home team in all winners' bracket games. In losers' bracket games and the "if" game, the home team shall be determined by coin flip.

G. Other Rules

1. Only with the prior express approval of the league President may a team carry fewer than 12 players on its roster. A Manager must report excessive player

absences to the AA Commissioner, including if a player misses more than four (4) games for any reason.

2. Violations of the rules shall be punished in a manner as determined by the league President. Managers and coaches are reminded that volunteer positions are a privilege conferred by the league and not a matter of right.