

**HALF MOON BAY LITTLE LEAGUE BASEBALL**  
**AAA DIVISION RULES**  
**2017 SEASON**

*The following document defines the local rules for the AAA Division of Half Moon Bay Little League (HMBLL). The HMBLL Board of Directors rules have adopted these local rules in addition to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball®.*

*The intent of these local rules is to have all players in AAA play as many innings and to bat as many times as possible in a game. The AAA Division is a coach pitch league. The teams in the AAA play one or more games per week and may have one or more practices per week.*

*The purpose of the AAA division is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the Player Pitch Minor Division.*

**1. Game Play:**

- Managers/Coaches pitch a maximum of 8 pitches or 3 strikes to each their own batters. There are no walks and no called strikes. If the batter fails to hit the 8<sup>th</sup> pitch, they are out. If the batter fouls the 8<sup>th</sup> pitch, they continue until they get a hit or strike out.
- There are 3 outs per inning. Games will be played for only 6 innings (Rule 4.10) or 2 hours - whichever comes first. No new inning is allowed to begin after the 2 hour time limit has been reached. Game is allowed to go over time limit in order to complete a full inning. AAA games are allowed to end in a tie.

1. There will be a 5-run rule per inning. Upon fifth run being scored, play is over and offensive team will take the field in a defensive role. If the sixth inning is played, there is no run limit in the sixth inning and each team can bat through the order. Each team can only bat once through the rostered players present and playing at the game for their team only. Home team gets to bat last to make a complete inning or until they score the go-ahead run. The five-run rule is suspended in the last half inning of the game (note: if a team is behind by 10 or more runs after 3½ through 5½ innings, the umpire will declare to both teams that the teams turn at bat will be considered the last inning of the game and that the game is over once the inning is complete). ***The half inning concludes once the entire lineup has batted once through the order present at the game.***

•

2. **Minimum Play:** Only ten defensive players are allowed on the field. The tenth player must be an outfielder. The catcher is not considered an infield position for this rule. If unable to field a complete team ( nine players), guest players are allowed and they must play in the outfield.

- **Regular Season:** Every player must play a minimum of three defensive innings. Each team must field at least nine players per team per inning. All players shall play one

defensive inning of infield play per game accumulating a total of one inning for each regular season game.

- **Tournament:** Each player shall play one defensive inning of infield per game. The exception being if the mercy rule is in effect and a player scheduled to play in the 5th or 6th inning is unable to do so. If a player fails to meet minimum play or infield play due to mercy rule, minimum and infield play from previous and current game must be fulfilled before said player's removal from current game. Guest players are not permitted during HMBLL tournament.
  - **Suggested Defensive Playing Time:** The HMBLL has a local rule of players playing a minimum of nine (9) defensive outs including 1 inning of infield play (catcher is not an infield position) per game. All managers shall see that as many innings as possible are played by the players in attendance. Managers shall see that all players play as many different defensive positions as possible. 13 players = 12 defensive outs (4 defensive innings); 12 players = 15 defensive outs (5 defensive innings); 11 players = 15 defensive outs (5 defensive innings); 10 players = 18 defensive outs (6 defensive innings)
3. **Continuous Batting Order:** HMBLL AAA uses continuous batting lineups defined as all Players participating in the game bat continuously; i.e. all Players in the dugout at the start of the game bats before any batter bats twice. Guest players must be the last batter in the batting order
  4. **Mercy Rule:** The game is over when winning team is ahead by 10 runs after 4 complete innings. Exception: The game may continue if agreed to by the managers. The score is suspended and the game continues in a regular manner (as a scrimmage) to its completion or the time limit is reached. Games won by "mercy rule" are automatically reported to the Players' Agent via the HMBLL game score system for review by the Players' Agent. In the course of a team winning by "mercy rule," the Players' Agent will suspend for 1 game any manager or coach deemed to have encouraged players to continue to run the bases to "run up the score," or in an otherwise unsportsmanlike manner.
  5. **Game Scores:** Game scores will be kept and reported to the HMB Review. The Manager or Scorekeeper of each team shall report game scores to AAA Player Agent after every game.
  6. **Base Stealing:** No base stealing and no advancing on pitches that get past catcher.
  7. **Coaching:** Only the four rostered adults per team are allowed on field or in the dugout during a game for coaching purposes only. No one except those four rostered coaches are allowed on the field at any time while the game is in progress. Coaches may coach, pitch, or monitor the dugout. No coaching from the stands. There must to be one adult rostered coach in the dugout at all times.
    - **Offensive Team:** Base coaches may be players or coaches (if a player is used, they must wear a batting helmet). The manager/coach who pitches may not coach and direct base runners.
    - **Defensive Team:** One adult is allowed in foul territory or behind the outfielders, and one is allowed behind the plate to back up the catcher for the entire season.

8. **Overthrows:** Overthrows can occur at any base, except home plate, and are determined by an umpire ruling only. When the umpire rules that there has been an overthrow or the ball hits the fence or dugout, he must stop play immediately, declare the ball dead, and award the runners their bases. One base is awarded to the runner(s) on all overthrows, even if the ball remains in fair territory. If the throw is properly backed up, the ball remains live and play continues.
9. **Pitcher's Circle:** There will be a 15-foot diameter circle around pitcher's mound. Coach Pitcher must pitch from within this circle. Player Pitcher must have one foot inside the circle prior to the release of the pitch. Any ball that is carried into or passes through the "circle" shall be called a dead ball by umpire. The umpire may award bases based on the advancing runner(s) position relative to the halfway mark, but the play is dead as soon as the ball penetrates the circle.
10. **Infield Fly Rule:** No infield fly rule in AAA League.
11. **Throwing Bats:** A batter throwing a bat in a manner the umpire deems to be unsafe is issued a warning. A batter throwing a bat in an unsafe manner again in the same game, is not allowed to bat for the remainder of the game. If a batter becomes ineligible during an at bat, the next batter in the lineup bats and assumes the ineligible batter's ball/strike count.
12. **Approved Bats:** All bats must comply with the Rule 1.10 describing approved bats. In addition, HMBLL prohibits all bats with a composite barrel in all practices and games; bats with a composite handle are acceptable as are composite wood bats such as bamboo bats.
13. **Playing Field:** The home team uses the dugout along the 3<sup>rd</sup> base line and prepares the field for play and dragging the infield after the game. Five (5) marking cones delineate limits of the outfield all 165 feet from home plate: (1) on the 3<sup>rd</sup> base foul line, (2) on the 1st base foul line, (3) on a line through second base, (4) in right field in a line halfway between first and second base, and (5) in left field in a line halfway between second and third base.
14. **Home Run:** A ground ball beyond the cones: Two bases (Ground Rule Double)  
A fair fly ball that passes over the cones: Home Run. Any fly ball caught by an outfielder is an out.
15. **Standings:** There shall be no standings in the AAA Division.
16. **Postseason Tournament:** HMBLL AAA champion are determined by a postseason double-elimination tournament. Tournament seeding will be by blind draw.
17. **Manager/Coaches Hats (All Divisions):** All managers and coaches will wear the league-provided hats during games.
18. **Snack Bar Duty:** Both the home and away team are responsible for providing the snack bar with four volunteers for the duration of the snack bar shift coinciding with their game. Failure to do so will result in a forfeit of that game.

19. **Positive Coaching Alliance (PCA):** All managers must attend the PCA workshop provided by HMBLL. Managers who fail to attend the workshop, forfeit all games until PCA certification is attained.
20. **Code of Conduct:** All parents and players must read, understand, and agree to abide by and agree to the consequences, by signing the HMBLL guidelines of the Code of Conduct.
21. **Volunteer Application:** All adult volunteers must fill out a volunteer application, provide a photo ID, and be approved by the league before participating in practices and games.

For additional clarification on rules regarding field maintenance, safety, batting cages and snack bar duty, please see the following league publications:

- STANDARD PROCEDURES*
- SAFETY MANUAL*
- BATTING CAGE PROCEDURES*
- SNACK BAR DUTY*