



## LBLL Spring 2025 AA LOCAL Rules

**AA Division Season Play:** AA is intended to be an introduction to competitive baseball. Pitching distance is 46 feet and base distance is 60 feet. Players continue developing baseball fundamentals, all aspects of teamwork, and learn more advanced defense and offensive strategy. *While competitive, the focus in Spring AA remains player development, with focus placed on having fun, player safety, and sportsmanship.*

1. All games, including interleague games, will count towards league standings.
2. All rules not addressed here will follow Little League "Blue Book" rules.
3. Continuous batting order shall be observed which includes all rostered players. See **Rule 4.04**.
4. No player shall sit out 2 consecutive innings on defense.
5. A maximum of five (5) runs per inning may be scored in all innings, including in the final inning. The offensive team shall take the field at the sooner of the third out recorded, after one team has batted through their lineup, or after having scored its 5<sup>th</sup> run. See **Rule 5.07**
6. All inning mercy rules shall be observed pursuant to Rule 4.10(e), to include "15 runs after 3," "10 runs after 4," and "8 runs after 5." Provided the time limit in Rule 14 (below) has not been met, play may continue. However, the game will be recorded for standings according to the losing manager conceding at the time of the mercy. **Rule 4.10(3)**
7. The infield fly rule shall NOT be observed.
8. Prior to the home team's Spring break, base runners **cannot steal home**, no matter which base they were occupying at the start of the play. If a runner is put out attempting to steal home, the out stands. If the runner is safe, he must return to third base. A runner can only score as a result of a play initiated by a batted ball, or forced in by a base on balls or a batter hit by a pitch. After Spring Break, teams shall be able to steal home and normal Blue Book runner rules shall apply. See **Rule 7.00**
9. Home team shall keep official score; visitor is responsible for pitch count and scoreboard (unless host).
10. Home teams are always responsible for providing the plate umpire. Visitor shall provide a base umpire, but host team may provide base umpire if visitor defers. If no base umpire is available, the game may proceed with a plate umpire only. However, 2-Umpire crews are strongly recommended.
11. Home team is responsible for field setup, and visitor shall be responsible for field cleanup, unless visitor is from another league, in which case the host team shall be responsible for such duties.
12. When the umpire calls the game, it shall be considered a regulation game if 4 innings have been completed. [Rule 4.10(c)(1)]. During the regular season ONLY, a **tie score** after four completed innings may be considered a completed regulation game if the umpire terminates play for any reason. If four innings are not completed, a game shall be resumed where it left off, and completed pursuant to 4.10.
13. A game will be regulation if the game has been played for (1) hour forty-five (45) minutes. Any inning that has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. See **Rules 4.10 and 4.11 (League Option)**
14. The umpire may call a game earlier if in their judgment there are safety or insufficient lighting issues.



# **APPENDIX A: PITCH COUNT RULES (SEE BB REGULATION VI – PITCHERS)**

## **BASEBALL PITCHERS LEAGUE AGE 14 AND UNDER**

- ◆ 1-20 Pitches = 0 Days Rest
- ◆ 21-35 Pitches = 1 Day Rest
- ◆ 36-50 Pitches = 2 Days Rest
- ◆ 51-65 Pitches = 3 Days Rest
- ◆ 66+ Pitches = 4 Days Rest

LEAGUE AGE	
AGE	PITCHES PER DAY
6-8	50 Pitches
9-10	75 Pitches
11-12	85 Pitches
13-16	95 Pitches

**Exception:** If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base;
2. The batter is put out;
3. The third out is made to complete the half-inning of the game;
4. The inning is over due to a run limit reached.
5. The pitcher is removed from the mound prior to the batter completing his/her at bat.

**NOTE:** A player who plays catcher for three (3) innings or less, moves to pitcher, and delivers 21 pitches or more in the same day, may not return to catcher on that calendar day. **Exception:** If pitcher reaches the 20-pitch limit while facing a batter, they may continue to pitch, and maintain their eligibility to return to catcher, until one of the following 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.



#### **APPENDIX B: Game Time Rules / Momentum of Game (see BB cites below)**

**If a game is called Due to Time at 15 minutes before next scheduled game, score will REVERT to last complete inning (see below):**

- **What This Means:** a game may revert back to an earlier score, causing the team that is currently winning to lose. This is a situation to try to avoid with good game management, but one to be prepared for regardless – see notes and appendix below:
  - A minimum of 4 innings must be played to have a “complete game” – reference LL Blue Book Rule 4.10(c).
  - **IF a game ends due to drop dead time**, a game may need to “revert” to the previous inning / score – reference BlueBook Rule 4.

**REDUCE TIME BETWEEN INNINGS:** given the tight scheduling and tight time limits, umpires should strive to move the game along and limit inning transitions per Little League Rules:

- **Rule 8.03 (TIME BETWEEN INNINGS):** When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the Umpire-in-Chief shall allow the pitcher as many pitches as the umpire deems necessary.

**RULE 4.10 –** (a) - A regulation game consists of six innings, unless extended because of a tie score, or shortened

(1) because the home team needs none of its half of the sixth inning or only a fraction of it; or

(2) because the umpire calls the game.

(b) - If the score is tied after six completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

(c) - If a game is called, it is a regulation game:

(1) - If four innings have been completed;

(2) - Local League Option: If the game has been played for 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.

(3) - If the home team has scored more runs in three and one-half innings [ Intermediate (50-70)



Division/Junior/Senior League: four and one-half innings] than the visiting team has scored in four completed half-innings;

(4) - if the home team scores one or more runs in its half of the fourth inning to tie the score.

(d) - If a game is called before it has become a regulation game, it shall be resumed exactly where it left off.

(e) - If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

**RULE 4.11** - The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(a) - The game ends when the visiting team completes its half of the sixth inning if the home team is ahead.

(b) - The game ends when the sixth inning is completed, if the visiting team is ahead.

(c) - If the home team scores the winning run in its half of the sixth inning, or its half of an extra inning after a tie, the game ends immediately when the winning run is scored.

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate. A.R. – The batter hits a home run out of the playing field to win the game in the last half of the sixth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

(d) - A called game ends at the moment the umpire terminates play.

EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

(1) - The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.

(2) - The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning. Local League Option