BRANHAM HILLS LITTLE LEAGUE

# 2023 LOCAL GROUND RULES AND REGULATIONS

# TRIPLE A DIVISION (AAA)

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, to improve the quality of playing conditions for the children involved in this program.

Branham Hills considers this division to be quasi-competitive.

Managers' Rules and Regulations:

1. The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers, not less than fifteen (15) minutes prior to the scheduled game time. Lineup shall be presented to opposing manager and umpire(s) at plate meeting prior to start of the game.

A. Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order. Any player in the lineup who is not at the field at game time will be recorded as an out each time it is their turn to bat and they are not present.

NOTE: Any player removed from the game by their parents, is injured or becomes ill during the game will be passed over in the batting order without the penalty of a recorded out. Once removed, the player cannot return to that game.

AAA will be using Game Changer app for the season.

1. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs.

NOTE: All players not receiving the required minimum playing time shall start the next scheduled game and may not be removed until past and current game time requirements are met. Substitutions will be based on Little League Rule 3.03. Failure of Manager to give minimum playing time to each present player during a 6 inning game will be subject to disciplinary action by the BOD.

1. Per Regulation IV - The Players, Part (i), Note 2 of the Little League Rulebook => There is no exception to this rule unless the game is shortened for any reason, at which time the Board of Directors may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.
2. The home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.
3. All balls hit or thrown outside of the fences or projected backstop fence lines (on first and third base lines) will be considered out of play.
4. The home team shall occupy the first base side of the field.
5. Teams may have two (2) adult base coaches per Rule 4.05 of the Little League Rulebook.
6. When AAA Teams are playing on the Major Field, the next batter in the order will remain behind the fence and NOT occupy the designated area outside the dugout within the coach’s deck area.
7. No new innings will be started after 2 hours of play from the OFFICIAL START TIME. All games will be completed within two and one-half (2-1/2) hours. The umpire in charge will be responsible for starting the game and ending the game as required.

NOTE: The end of game time is from the OFFICIAL START TIME. NO play will continue beyond this point. The umpire will determine and communicate the OFFICIAL START TIME to the managers and scorekeepers who will record it in their respective scorebooks. Once the OFFICIAL START TIME is recorded, time limits (No New Inning and End of Game) should be calculated and noted for reference. The OFFICIAL START TIME is the scheduled time of the game unless and only unless the umpire delays the starting time.

1. Each half inning will be limited to the first of three (3) outs or five (5) runs, whichever comes first. No more than 5 runs will be counted per half inning even if more than five runs are actually scored. The maximum number of batters in an inning is once through the batting order.

NOTE: Unlimited runs may be scored in the last inning (defined as the sixth inning or earlier at umpire discretion). Unlimited runs may also be scored in any extra innings played. Maximum number of batters in an unlimited runs inning is once through the batting order. If the teams have different amounts of present players, the maximum number of batters allowed will be the total number of players on the team that has the less amount present for that game.

NOTE: If the score is tied at the end of Item #10 above and the game has not reached the two and one half (2 1/2) hour mark or six complete innings, then another inning can be played. If the two and one half (2 1/2) hour mark and/or six complete innings has/have been reached, then the game will end in a tie.

NOTE: The ten (10) run rule from the Little League Rule Book (4.10 E) will be enforced in this Division, **during regular season games and** **during the playoffs**.

NOTE: If after 3 and one half innings and a team has a lead of 15 runs, the trailing team will be given the chance, ONE TIME, to score as many runs necessary to make the 10 run rule invalid. If successful, the game will continue per the rules. Example; If a team leads by 15 runs, the trailing team can score 6 runs and the game will continue per current rules. If they do not score 6 runs, the game is over. If the 10 run rule occurs in the same inning or the next inning, the game is over.

1. All players on the roster shall bat continuously.
2. Nine (9) players will be on the field defensively at one time.
3. If a fair ball strikes a tree limb above the outfield fence in fair territory it will be ruled a homerun by the umpires. If a ball strikes a tree limb along the third base line on the fly it will be ruled a foul ball.
4. Visiting team will be responsible for set up and prep of field before each game. Home team will be responsible for tear down, cleanup of all dugouts and dressing of field after each game. During home interlock games, the BHLL team will complete set up, tear down and all other necessary tasks. The Home team is responsible for providing the scoreboard operator.
5. If final game at field, the home team will supply an adult representative to escort snack shack personnel from field.
6. Both Official Team Scorekeepers must occupy the designated scorekeeper area during the game.
7. All Managers/Coaches must wear appropriate attire (no tank tops, open toed footwear, alcohol/tobacco advertisements, etc.).
8. No seeds, peanuts or chewing gum allowed on the playing field or in the dugout. This applies to all participants (players, managers, coaches, umpires, etc.).
9. PITCHERS –The manager must remove the pitcher when said pitcher reaches the limit for his/her league age. Violation of pitching rules is subject to protest.

However, the offending manager is still subject to disciplinary action by the BOD.

League Age Limit

11 60 pitches per day up to game 5

70 pitches per day up to game 10

85 pitches per day games 11 on

9-10 50 pitches per day up to game 5

60 pitches per day up to game 10

75 pitches per day 15 games on

7-8 50 pitches per day

EXCEPTION: Per Regulation VI, (d) of the Little League Rulebook, if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played catcher in four (4) innings or more, or in any part of four innings in a game, is not eligible to pitch on that calendar day. 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 (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

Pitchers league age 14 and under must adhere to the following rest requirements:

* + - * 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 day of rest is required.
      * If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

1. The visiting team will provide the umpire with three game balls prior to start of the game, except during interlock games where it is the responsibility of the home team.
2. Pre-game warm ups;
   * + 1. Home team has the option to take the entire field at 30 minutes prior to start for a (ten) minute infield/outfield warmup session
       2. Visiting team has the option to take the entire field at 20 minutes prior to start time for a (ten) minute infield/outfield warmup session

Both teams to clear the field 10 minutes before game start time until the umpire invites the teams to take the field. This is subject to time allowed and at the umpire’s discretion.

1. Upon a wild pitch or passed ball (in the judgment of the umpire), a runner occupying 3rd base cannot attempt to advance to home and must return to the base. When the catcher (or any fielder) gains possession of the ball immediately following the wild pitch or passed ball, the runner at 3rd base can now advance home at their own risk. Runners at 1st or 2nd base can advance at their own risk after a passed ball or wild pitch at any time.

* + - * 1. Rule 22 will continue in effect until most if not all teams have played 10 games.

* + - * 1. For the remainder of the regular season after that Rule 22 will be in effect ONLY when a team gets ahead by 5 runs in a game. That is, once a team is 5 runs ahead, it cannot score from 3rd on a WP/PB. The team trailing has no restriction. If a team is no longer 5 runs ahead, no restriction applies.

* + - * 1. Rule 22 will NOT be in force for the playoff tournament.

1. If a player shows bunt they must either: a) attempt to bunt the ball OR b) pull the bat back and take the pitch. If a player that shows bunt pulls the bat back and makes an attempt to swing at the pitch the umpire will rule the batter out, regardless of the count. If the ball is put into play, the play will be considered dead and runners will return to the bases they occupied at the time of the pitch. Batter will be recorded as a swinging strikeout in the score book.
2. Unintentionally Thrown Bat.

A. A dangerous unintentional thrown bat during an at bat is determined by the umpire's judgement. Bats tossed, thrown lightly, or not deemed dangerous should not be considered under this rule.

* + 1. Any unintentional bat thrown into fair or foul territory that interferes with a player trying to make a play can be considered interference (Rule 6.05g page 93).
    2. "Intentionally thrown bats" out of anger or frustration should be dealt with as disciplinary situations by the manager and umpire. Umpire judgement rules in these rare cases.

When we have an instance of a dangerous unintentional thrown bat:

-First occurrence of a dangerous unintentional thrown bat: player is given a stern warning. This is regardless of whether it hits someone or not. Coach mediated benching or umpire mediated ejection is not an option with the first occurrence as this is an unintentional action and should be dealt as such.

-Second occurrence of a dangerous unintentional thrown bat: the umpire gives the coach 2 options. The coach benches the player for the rest of the game under the coach's authority OR the umpire ejects the player under the umpire's authority. In every instance, the manager should choose to bench the player under his authority to avoid the extra game suspension.

-If benching or ejection occurs:

MINORS - the player making the last out will assume the at bat or enter as a pinch runner. The player removed will be skipped over in subsequent at bats.

-If the benching by the coach results in missed minimum playing time for the player, the coach should follow the normal procedure for that the next game. The BOD would not impose any disciplinary actions with regards to the manager in these cases for missed minimum playing time.

1. When there are 2 outs and the batting team’s catcher for the next half inning is on base, the catcher may be replaced by the last player to make an out as a courtesy runner.