

2005 AAA HARDBALL LOCAL RULES

1. Team Responsibilities

- A. Visiting team provides plate umpire if one has not been assigned to the game. Typically the League will not provide trained umpires for AAA level games.
- B. Home team prepares and lines the field for play.
- C. Both Visiting and Home team will pickup and properly dispose of trash in dugouts, spectator areas and field at conclusion of game.
- D. On last game of day both Visiting and Home teams pickup and store bases, clean dugouts and field and secure field. This includes all fields played on by Northshore Little League teams.

2. Player Participation & Special Game Rule Requirements

- A. All players shall play a minimum of three (3) innings in the field. Every player shall have equal playing time.
- B. Player Rotations: All players shall play equal time in the infield and outfield, exception being a player whose abilities present a safety concern for the player.
- C. The pitching rubber shall not be moved closer to home plate.
- D. Pitchers shall be allowed to pitch a maximum of 2 innings per game.
- E. Bat through the team roster regardless of defensive placement.
- F. For games played on fields without outfield fences, a batted ball that touches or is touched by a defensive player and then continues beyond the cones is considered out of play, resulting in a ground rule double (except a ball that passes the outfield cones in flight, which is a home run). A batted ball that bounces or rolls past the cones without being touched by a defensive player is also considered out of play, resulting in a ground rule double.
- G. Defense will field nine (9) players.
- H. Outfielders cannot be positioned in such a manner that they effectively become infielders (For example: Directly behind a base, infielder or on the outer edge of the infield in gaps between the infielders).
- I. Base stealing will be limited by the following:
 - Stealing is allowed.
 - Lead-offs are not allowed. Base runners must remain on the base until the ball crosses home plate.
 - A runner may steal only one (1) base per pitched ball.
 - A runner may not advance on a catchers errant throw back to the pitcher.
 - A runner attempting to steal any base may not advance to the next base on an errant throw by the catcher to that base.
 - To encourage catchers to throw to second base on an attempted steal, any runner on third base at the time may not steal home due to an attempt to throw out the runner stealing second base. However, the runner on third may steal home on a wild pitch or passed ball.
- J. No Managers or Coaches are allowed on the field during live play to provide "teaching". (Exception is base coaches as allowed by Little League rules).

3. Umpire Requirements

- A. All Team Managers shall umpire a minimum of three (3) games per season. These games must be scheduled through the Umpire In Chief.
- B. Team Manager may umpire at any level but the one that he/she is coaching at.
- C. Manager may elect to have a team coach or team parent umpire games he/she is responsible for.
- D. A trained umpire (who has attended a District or approved umpire clinic) may bump a team manager, coach or parent. The team manager must contact Umpire In Chief to schedule a replacement game to umpire.

4. Game Time Limits

- A. All games are subject to a two (2) hour time limit.
- B. The start of the two (2) hour time limit is the scheduled game start time, not the actual game start time.
- C. For games which have a scheduled game following, these time rules shall apply:
 - No new inning shall begin after the two (2) hour game time limit expires.
 - If play is in the middle of an inning at the end of the two (2) hour game time limit, then play may continue for a **maximum** ten (10) minute grace period. After the maximum ten (10) minute grace period has expired game play **shall stop immediately** (regardless of score, inning, game situation, etc) and the field will be made available for the following scheduled game.
 - Scores of games that are not officially complete due to time limitations shall revert back to the last fully completed inning (Reference Rules 4.11 and 4.12).
- D. For games which are the last scheduled game of the day or do not have a game scheduled to follow, these time rules shall apply:
 - Game will be played to the final out occurs or the plate umpire calls the game due to weather, darkness or safety.
 - No new inning shall begin after 8:15 PM or 2 hours 15 minutes after scheduled game start time.
 - No pitch will be allowed after 8:30 PM or 2 hours 30 minutes after scheduled game start time.
 - Scores of games that are not officially complete due to time limitations shall revert back to the last fully completed inning (Reference Rules 4.11 and 4.12).
- E. If a player is at bat when the game time limit expires, that player shall complete the at bat before the game is called.

5. Game Scoring

- A. The home team will provide the official scorekeeper for the game.
- B. The League has elected not to use the 10 run rule.
- C. Side retires after three (3) outs or when six (6) runs score (no more than six (6) runs shall be counted in an inning). The exception is the 6th inning or beyond in which scoring is not limited.
- D. Protests must be resolved before the next play.
- E. Balks will not be penalized.

6. Ejection of Manager/Coach

- A. Ejection of a Manager or Coach shall result in the following:
 - First ejection shall be reported to the League President/Board of Directors and will result in a one (1) game suspension effective immediately (next game).
 - Second ejection shall be reported to the League President/Board of Directors and will result in immediate termination from Manager or Coach position.

7. Manager Selection

- A. Each Manager is released from his team at the end of every season.
- B. Each Manager is required to re-apply for Manager position the following season.
- C. Parent/Umpire evaluations and Manager Selection Committee will determine Manager positions for each season.