

**WOODLAND LITTLE LEAGUE
AAA & MINORS
CITY TOURNAMENT RULES & REMINDERS**

The rules for the Triple A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

Rule Changes/Additions/Clarifications:

1. Minors/AAA

a. Pitching and Batting

- i. Pitching – WLL will follow the Little League International Green Book.
- ii. An inning is 5 runs or 3 outs. The sixth inning is considered an open inning where teams can score an unlimited number of runs prior to reaching 3 outs.
- iii. There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
- iv. Two adult base coaches will be permitted. They must remain in the designated coach's box.
- v. Intentional Walks
 1. Can be requested prior to or during an at bat. Defensive manager must call time and inform umpire of request. The ball is dead. Appropriate # of balls needed to walk the batter is added to pitch count.
 2. A player may only be intentionally walked once per game. This would not restrict a team from throwing 4 balls outside of the strike zone at another time during the game.

b. Duration of Game

- i. No new inning will begin after 1 hour and 25 minutes, unless playing off a tie game.
- ii. No game will last more than 1 hour and 55 minutes. Any game reaching this allotted time shall be terminated at once. In the event of a tie, the game may proceed past the 1 hr 55 min mark until there is a winner.
- iii. 6 innings is considered a complete game.
- iv. A game must complete 4 innings to be considered a regulation game. If the home team is ahead after 3 1/2 innings and time has expired, or the mercy rule is in effect then that game shall be considered a regulation game. Note: if a game reaches the "no new inning" time limit and cannot be mathematically won (due to the 5-run rule) then the game must terminate at once (even if the home team had not received their at bat in the bottom half of the inning). This rule is to ensure that needless pitches are not thrown.
 1. Run Rule: 15 runs after 3 inn, 10 runs after 4 inn, 8 runs after 5 inn
- v. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be ended immediately. Safety is your main concern.
- vi. If a game is called due to darkness, the Player Agent will arrange for a time where the game can be picked up where it left off to decide a winner.

c. Base running

- i. Players can slide into any base or home plate provided it is NOT head-first. Players may dive head-first **back** to the base from which they came.
- ii. The defensive player tagging the orange bag at first base is not an out. It is for the batter that is running to first. The offensive player shall only touch the orange bag unless advancing to second base.

d. Players and Player Requirements

- i. Each team is allowed 9 defensive players on the field.
- ii. Each player attending any game shall be in the batting order.
- iii. Teams can make free substitutions, at the top or bottom of each inning. Players must not sit on the bench defensively two innings in a row.
- iv. Each player attending a game shall play at least 3 defensive innings per complete game. (Complete games are considered 6 innings). Games that are 5 innings or less, players need to play 2 innings. Any player that does not receive their minimum playing time will start and play the entire next game.

2. League Rules

- a. You may not start, nor continue a game with less than 8 players (See Green Book Sections 4.16 and 4.17). The Player agent will make every effort to find a replacement player prior to the game.
- b. Replacement Players
 - i. During the City Tournament, players from other AAA division teams may be used to add up to 10 players. Before the tournament begins, each manager will submit to the Player Agent of the division a 1-12 ranking of their players based on his/her personal manager opinion of that player's ability. When a team needs a substitution, they will notify the Player Agent of the player who is absent and their corresponding ranking. The Player Agent will then recruit a player with a similar ranking from another team to fill in. That substitute will bat last and is not allowed to pitch. Fill-in player's minimum playing time shall adhere to the local rule requirements in Section 1. D., Players and Player Requirements. A fill-in player may not fill-in for the same team in consecutive games. The Manager shall be notified in a timely manner by the Player Agent when a replacement player has been selected.
- c. If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game).
- d. Any request for disciplinary action against a player must be in writing via the online complaint form.
- e. The Home Team is responsible for picking up the game balls, turning on/off the lights, putting the bases away and securing the equipment box after the game; unlocks/locks the gate on their side.
- f. The Visiting Team is responsible for unlocking/locking the bathrooms before/after the game, putting out bases and unlocking/locking the gate on their side.
- g. Both teams must get their pitching affidavits back after the game.

3. Safety Rules

- a. All players must wear a helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence.
- c. No more than 3 adults in the dugout.
- d. All Catchers must wear a catcher's helmet with throat guard and male catchers must use a cup during catching duties.
- e. All male players must wear an athletic supporter or sliding pants.
- f. Coaches are allowed to warm up pitchers before or during a game.
- g. No metal cleats are allowed.
- h. During pre-game warmups, only two players maximum shall have a bat in their hands.

4. Tournament Seeding

- a. Regular season Champion and subsequent seeding for the City Tournament will be determined by the aggregate total of wins and losses for the entire regular season. A tie breaker may be necessary in the event of an aggregate record tie. The following criteria will determine standings:
 1. Overall record determined by win percentage
 2. Head-to-head record
 3. Divisional record
 4. Runs allowed
 5. Coin toss
- b. Teams will be seeded according to the end of season standings.
- c. The higher seeded team in each tournament game will have their choice of Home or Away.
- d. CHAMPIONSHIP GAME ONLY: Home vs. Away team will be determined by a coin flip.

Managers are responsible for the conduct of their team's parents. Please explain or share the rules with them so they are aware. If a parent's behavior cannot be controlled, the team manager may be ejected. PLEASE CONDUCT YOURSELVES IN A MANNER THAT WILL REFLECT GOOD SPORTSMANSHIP.

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