

WOODLAND LITTLE LEAGUE

AAA & MINORS

DIVISION RULES

OBJECTIVE OF LEAGUE:

The objective of the AAA league is to provide a competitive atmosphere while keeping score. The managers and coaches can spend time **fine tuning the fundamentals** of baseball that their players learned in the younger leagues and **teach** them some fundamentals that they need for this level. There is winning and losing at this level, although that is not what is important.

Success in this league can only be measured by how well each and **EVERY** player progresses throughout the season. The most important aspect of your season will be to get your players ready for the next level of play the following season.

Also, as important, is the matter of **GOOD SPORTSMANSHIP**. Players should be taught the meaning of good sportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). In this league there is no reason for managers and coaches to argue with umpires or amongst themselves, but if something should arise take it off to the side and discuss it like adults in a private manner. Sportsmanship does not only take place inside the foul lines, the behavior of your parents is a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

The rules for the AAA 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):

A. Minor AAA

1. Pitching and Batting

- a. Pitching – WLL will follow the Little League International Green Book.
- b. 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.
- c. There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
- d. Two adult base coaches will be permitted.

2. Duration of Game

- a. No new inning will begin after 1 hour and 25 minutes, unless playing off a tie game.
- b. No game will last more than 1 hour and 55 minutes. Any game reaching this allotted time shall be terminated at once. If an inning is not completed before 1 hour and 55 minutes, the score will revert to the last completed inning to determine the game result.
- c. A game must complete 4 innings to be considered a regulation game. If the home team is ahead after 3 1/2 innings and either 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 bats in the bottom half of the inning). This rule is to ensure that needless pitches are not thrown. This rule only applies if 4 innings have been completed.

3. Base running

- a. 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.
- b. 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.

4. Players and Player Requirements

- a. Each team is allowed 9 defensive players on the field.
- b. Each player attending any game shall be in the batting order.
- c. Teams can make free substitutions, at the top or bottom of each inning. Players that sit the previous inning shall play in the field the next inning.
- d. 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.

5. City Tournament

- a. Rules to follow at a later date.

6. 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. If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game).
- c. Any request for disciplinary action against a player must be in writing to the Player Agent before it will be looked at by the Disciplinary Committee.
- d. 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 and staying after the game until the snack bar help leaves.
- e. 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.
- f. Both teams must get their pitching affidavits back after the game.

7. 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 not 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.

8. Coaching Tips

- a. Teach your players to play positions in accordance with the rules.
- b. Teach them how to catch fly balls and how to run the bases on fly balls.
- c. Teach them pitching mechanics; count the number of pitches.
- d. Teach them how to bunt and how to defend against bunting.
- e. Teach them how to use cut offs for balls hit to the outfield.
- f. Teach them how to steal bases and how to defend base stealing.
- g. Enforce the safety rules above.

9. Player Movement

- a. **Fill-in Players** During League play, or the City Tournament, players from other AAA division teams may be used to add up to 10 players. With the approval of the President, Vice President or Director of Operations, the Player Agent shall arrange for all fill-in players. If possible, the fill-in players should be from the opposite League. Fill-in players must bat last and cannot pitch during that game. Fill-in player's minimum playing time shall adhere to the local rule requirements in Section 4, Players and Player Requirements. Fill-in players shall be selected by the Player Agent. 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.

10. Standings

- a. Regular season Champion will be determined by the aggregate total of wins and losses for the entire regular season. A playoff 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