



## 2026 CLLLB AAA Rules

The objective of the AAA Division is to provide fun, instructional and competitive play. This division will offer a more in depth understanding of the game of baseball through the introduction of “normal” baseball rules with a few exceptions. The season will consist of 14 regular season games and an end of season single elimination tournament. Standings will be kept and used strictly for end of season tournament seeding.

The 2018 edition of Little League Baseball Regular Season Regulations and Playing Rules (“Green Book”), shall be used and officiate all games played except where such rules are in direct conflict with the amendments listed herein. In such cases the amendments listed herein shall supersede “Green Book” rules.

### League Wide Safety and Equipment Rules

1. A standard baseball is used.
2. No metal cleats permitted.
3. Bases are 60 ft. Pitching rubber is 46’ from the back of the plate. An extra “safety” base will be used at 1<sup>st</sup>.
4. No metal cleats are permitted.
5. All bats must have the USA baseball label on them. All bats with the USA Baseball label on them are approved by Crystal Lake Little League.



6. All batting helmets must be NOCSAE approved and all batters and base runners must wear their helmets on the field until they are inside the dugout.
  - a. The league will provide extra helmets for each team- no player can swing a bat at any time (practice or games) without a helmet.
  - b. Any player using a bat at practice or a game must wear a helmet. (batters and baserunners)
7. All boys must wear a protective cup for games & practices. NO CUP= NO participation NO EXCEPTIONS!

8. All Catcher's masks must include a hanging throat guard.(including hockey style helmets.)
9. All players warming up pitchers must wear a catcher's mask and helmet.
10. Coaches may warm up pitchers while the catchers are getting ready. As soon as the catcher is ready, he or she will take over. Warm up pitches are limited 3 at AA, 5 at AAA and intermediate, which include balls thrown to the coach.
11. No "On Deck" batters are allowed at any time. Players must remain in the dugout until their turn to bat. Hitting sticks or other training tools are not allowed during games.
12. Both teams are responsible for setting up the fields before a game. The home team is responsible for locking up all necessary sheds and facilities.
  - a. See List of field prep/cleanup
  - b. Only the manager and approved coaches with a completed background check will be allowed on the field or in the dugouts at any time. If coaches are added during the season, their name and contact must be given to the safety and a background check must be completed before participation.
  - c. A manager and up to 3 approved/background checked assistant coaches are allowed inside the dugout or on the field during a game.
    - i. Anyone on the field or in the dugout must be named as an assistant to the board
    - ii. Anyone on the field or in the dugout must be named as an assistant to the board and have a background check completed before stepping on the field.

### **League Wide Rainout/Cancellation policy**

13. If no prior league decision has been rendered, the ability to play a game based upon field conditions and safety must be decided by both managers. If no agreement can be reached, they must consult the Division VP.
  - a. The league reserves the right to postpone, cancel, reschedule games at its direction
  - b. Canceled or suspended games must be reported immediately to the Division VP and Executive VP.
  - c. The league reserves the right to postpone, cancel, reschedule any game at its discretion.
  - d. A game will be suspended and all players, parents and coaches must leave the field to the protection of their vehicles when any adult sees lightning, the act of seeing lightning overrides the audible warning system
  - e. Teams can not return to the field until after 30 minutes of no lightning and/or the all clear is sounded.
  - f. Suspended games will pick up where they were stopped including batter counts

- g. Previously removed pitchers cannot return in a suspended game when it is completed. All pitches thrown in the suspended game are recorded on the pitch log as if the game was completed.
- h. For individual game cancellations or suspension, coaches will work together to come up with a list of dates that might work. Coaches should then send those dates to the Executive VP and Division VP who will assign a field and a final date based on umpires and field availability.
- i. When the league makes the decision to cancel games, the league will reschedule all games from that day and let coaches know of the new game date.

### **Fielding and game management**

- 14. A standard baseball is used.
- 15. Bases are 60 ft. Pitching rubber is 46' from the back of the plate. An extra safety base will be used at 1st base.
- 16. Each team should designate a scorekeeper for each game.
- 17. Games are 6 innings in length.
- 18. No new inning can begin after 1:45. When playing a late game at Central High School, no new inning can start after 9:45pm no matter what the game start time was.
- 19. Tied games can be extended to a 2:00 time limit when there is no game to follow.
- 20. Game start time is officially recorded by the umpire immediately after the first pitch.
- 21. A 10 run slaughter rule is in effect after the top of the 4<sup>th</sup> inning if the home team is ahead and after the bottom of the 4<sup>th</sup> inning if the away team is ahead. Teams may continue to play a slaughter rule completed game in their allotted time but any additional runs will not count. However the pitches thrown will be counted and need to be reported on the pitch count website.
- 22. Except for the 6<sup>th</sup> inning, and only the 6th inning, all half innings are complete when 3 outs have been recorded or 5 runs have been scored.
- 23. There are unlimited runs in the umpire declared last inning. The time for the last inning can be extended by an additional 10 minutes (2hr 10 min max) to allow both teams to complete their inning.
- 24. If the 6<sup>th</sup> or declared final inning cannot be completed for any reason, the score of the game reverts back to the end of the last completed inning.
- 25. Tied games that cannot be completed will remain tied
- 26. All substitute players will be approved 8/9 year olds form the AA division and will be assigned by the Player Agent and Division VP upon request.
- 27. All substitute players will bat last and cannot play pitcher or catcher.
- 28. All players must play at least 4 innings in the field and 2 innings in the infield during a complete game. 3 innings in the field and one inning in the infield before the end of 4 innings. No player should sit out two consecutive innings unless there is a health or discipline problem. If there is a specific safety concern with

playing any player in the infield, the manager must inform the other manager **before** the game starts.

29. All players shall sit at least one full defensive inning prior to any player sitting a second inning.
30. All players not participating in the game at any given time or warming up for the purpose of entering a game shall remain in the dugout at all times unless excused to leave the dugout by a manager or coach. Players are not permitted to occupy areas outside of the dugout or the field of play.

### **Batting and Base Running**

31. A continuous batting order is used.
32. All players arriving after the first pitch must be placed at the bottom of the batting order.
33. Bunting is allowed. However, once the batter shows bunt, he/she must bunt. If a batter shows bunt and swings away, the batter is out.
34. Stealing is allowed. However, the runner must keep one foot on or against the base until a pitched ball "reaches the batter".
35. Runners may, at their own risk, attempt to advance from first to second or second to third on a missed catcher pitcher exchange. However, at no point is a runner at third allowed to advance on a missed catcher pitcher exchange.
36. Each team is allowed two successful "steals" of home each inning. A "steal" includes running on any pitched ball. After two steals, players from third base may only advance to home on a batted ball or a walk/hit by pitch when bases are loaded, etc... If the runner comes off the base at third on a pitch, the defense may still make a play on the runner. The runner's course of action is to only go back to third.
37. On a batted ball, all runners may advance on their own until the pitcher has control of the ball and steps on the mound. Runners more than half-way to a base may advance to the next base.
38. All runners must "slide or attempt to get around a fielder who has the ball and is waiting to make the tag". No head first slides except when returning to a base. A player who slides head first into any base or home plate will be called out.
39. There is no advancing to first base on a dropped third strike.
40. A walked batter cannot steal 2<sup>nd</sup> base until the 1<sup>st</sup> pitch to the next batter.
41. Teams will only play with 9 players in the field.
  - a. All outfielders must be positioned in the grass/outfield at least 15 feet behind the infield bases and are not allowed to be considered an infielder nor assume the position of an infielder during play.

### **Pitching**

42. All games are player pitched and all pitch counts in suspended games count as if the game has been completed.

43. Any manager not complying with the proper rest days of a pitcher will have to forfeit the current game & the coach/manager will have to serve a 1 game suspension.
44. Pitch counts need to be entered into the system within 24 hours after the current game played. If the pitch count(s) are not entered into the system within 24 hours the coach/manager will have to serve a 1 game suspension.
  - a. Each team should have a designated pitch counter and should confirm pitch counts for both teams between innings.
  - b. Managers are required to report pitch counts via the pitch count site within 24 hours of the conclusion of each game. These pitch counts must be confirmed or challenged by the opposing team.
    - i. Confirm pitch counts at the fields at each half inning- this eliminates the reason to contest counts.

**45. if the coach/manager communicates with the CLLLB President or Division VP that the system is not working or can not enter and provides that number it will not count against them.**

**46. All pitchers are limited to 250 total pitches during the regular season. (In the In House tournament, All Stars and TDP pitches do not count against this number.)**

47. League age players 9 & 10 can pitch a maximum of 75 pitches per day.
48. A player that is league age 8 can pitch a maximum of 50 pitches per day.
49. Pitchers may finish pitching to a batter if they reach their maximum pitch limit or the manager's planned pitch limit during an at bat. The additional pitches required to finish the batter will not count against the player's pitch count. (For example, if the coach wants to pull a pitcher at 35 pitches and the 35th pitch is reached during an at bat, the pitcher can finish pitching to the batter and record only 35 pitches for the game.)
50. The following pitching rules for rest apply:
  - 1-20 pitches=zero (0) calendar days of rest
  - 21-35 pitches=one (1) calendar day of rest
  - 36-50 pitches=two (2) calendar days of rest
  - 51-65 pitches=three (3) calendar days of rest
  - 66-75 pitches=four (4) calendar days of rest
51. Any pitcher who exceeds 41 pitches in a game cannot play the position of catcher for the remainder of that day.
52. A player who catches 4 innings in a game cannot pitch for the remainder of the day.
53. Teams are required to pitch league age 8 or 9 year old pitchers at least (3) outs in every game prior to the completion of the 4th inning. A league age 9 year old who played in AAA the prior year is not eligible as a league age 9 year for the purpose of this rule.
54. The pitcher on the mound when the 5<sup>th</sup> run of an inning is scored is credited with one (1) out. All other non recorded outs are credited to the pitcher who started the inning.
55. If a pitcher hits three batters in one game, the pitcher must be removed from the position of pitcher for the rest of the game.

56. If a pitcher throws twelve consecutive balls in one inning, the pitcher must be removed from the position of pitcher for the rest of the game.

Exception: If a pitcher reaches the limit imposed 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 put out; 3. The third out or 5<sup>th</sup> run is made to complete the half-inning.

If this situation occurs with a league age 9 year old, it will count as a maximum of three outs towards Rule 50.

57. There are no balks.
58. Home managers will be responsible for reporting pitch counts and scores using a tracking program linked to the CLLL website immediately following each game. Visiting managers are required to confirm this information within twenty four (24) hours. Any disputes over pitch counts will be handled by the division VP. Repeated failure to comply with pitch count reporting rules can be grounds for manager suspension.

## Manager Conduct

**“The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league board of directors.” Section XIV Little League “Green book”.**

59. All All coaches and managers must complete USA Baseball Certification.
60. Managers are responsible for the conduct of all assistant coaches, all players and all team parents at the field of play.
61. Crystal Lake Little League has a zero tolerance policy towards managers whose actions are abusive or threatening towards umpires, players, parents, coaches or opposing managers.
62. Batting orders must be exchanged prior to the game start preferably at the pre-game meeting with the umpire. Any player arriving after lineup exchange has been completed will be added to the bottom of the batting order. Failure to comply with this will result in the offending team receiving a forfeit for that game.
63. Only managers may discuss any calls with the umpire. Assistants or non-managers who repeatedly ignore this rule can be ejected from the field of play by an umpire.
64. Any manager who is thrown out of a game for any reason is automatically suspended for the next game which also includes coaching at any other level until that next game is completed.
65. Managers who pitch players illegally, do not report pitch counts in a timely manner or otherwise break the manager’s code of conduct are subject to a

possible game suspension for the first offense. Any such action will be determined by the executive board of CLLL and the Division VP.

66. At no time should a manager, coach, parent or player challenge or otherwise publicly complain about an umpire's judgement calls. Balls and strikes, force plays, balks and fair/foul calls are examples of judgement calls. An interpretation of rules may be challenged but only by a manager with a copy of the rules and the other manager in a respectful conference with the home plate umpire. Ignoring this rule or repeatedly breaking this rule can result in disciplinary action from the CLLL Board of Directors.
67. There will be no protested games allowed. All rules discrepancies must be discussed, and resolved, by both team managers and the umpire on the field when the issue is discovered.