

# AAA Division



The objective of the AAA division is to provide fun, instructional and competitive play. This division will offer a more indepth understanding of the game of baseball through the introduction of “normal” baseball rules with a few exceptions. The season will consist of 12 regular season games and an end of season tournament. The end of season tournament will be a random draw for seedings.

The Little League “Green book” shall be used in all games except where rules are in direct conflict with the amendments listed. CLLLB rules listed supersede “green book rules”

[Rulebook App - Little League](#)

## League Wide Safety and Equipment Rules

1. NO metal cleats permitted.
2. All bats MUST have the USA baseball label on them, no other bats allowed. All bats with the USA baseball label are approved by Crystal Lake Little League.
3. All batters and base runners must wear their helmet until they leave the field and enter the dugout; a player removing his/her helmet prior to exiting the field can be called out.
  - a. 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)
4. All helmets must be NOCSAE approved and facemasks are permitted.
5. All boys must wear a protective cup for games & practices. NO CUP= NO participation NO EXCEPTIONS!
6. All Catcher’s masks must include a hanging throat guard.(including hockey style helmets.)
7. All players warming up a pitcher at any time must wear a catcher’s mask.
8. Coaches may warm up pitchers while the catcher is 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, Intermediate, which include balls thrown to the coach.
9. Pre-game warmups should not take place on the infield until the home team takes the field.
10. 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.

11. Both teams are responsible for setting up the fields before the game and ensuring everything is locked and cleaned up afterwards.
  - a. See list of field prep/cleanup
12. 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.
13. A manager and up to 3 approved/background checked assistant coaches are allowed inside the dugout or on the field during a game.
  - a. Anyone on the field or in the dugout must be named as an assistant to the board
  - b. 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**

14. If no league decision has been rendered, the ability to play a game based on field conditions and safety must be decided by both managers. If no agreement is reached, consult with the division VP. ( Games should be played when scheduled, if possible.)
15. Canceled or suspended games must be reported immediately to the division vp and executive vp.
16. The league reserves the right to postpone, cancel, reschedule any game at its discretion.
17. 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.
18. Teams can not return to the field until after 20 minutes of no lightning and/or the all clear is sounded.
19. Suspended games will pick up where they were stopped including batter counts.
20. 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.
21. 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.
22. 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.

### **Pitching Rules AAA**

23. All games are player-pitched and all pitch counts in suspended games count as if the game has been completed towards season limits and days of rest.
24. All pitchers are limited to 350 total pitches during the regular season. (The in house tournament, All Stars and TDP pitches do not count towards this number. )

25. NEW (6/2023)-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.
26. New (6/2023): 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.
27. Each team should have a designated pitch counter and should confirm pitch counts for both teams between innings.
  - a. 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.
28. \*\*\*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.\*\*\*
29. All of these limits are based on league age and NOT division of play.
30. League age 8 year olds can pitch a maximum of 50 pitches per day.
31. League age 9/10 year olds can pitch a maximum of 75 pitchers per day.
32. Pitchers may finish pitching to a batter if they started the batter prior to hitting the maximum pitch limit or the managers' planned pitch limit. (They must be under the threshold before pitching to a new batter.)
  - a. For example, if the coach wants to pull the pitcher at 35 pitches and that 35th pitch is thrown during an at bat, the pitcher may finish pitching to that batter and record 35 pitches for the game.
33. Days of rest begin the day after the game pitched.
  - a. The following pitching rest rules apply:
    - i. 1-20 pitches = Zero days rest
    - ii. 21-35 pitches= One day of rest
    - iii. 36-50 pitchers= Two days of rest
    - iv. 51-65 pitches= Three days of rest
    - v. 68-85 pitches= Four days of rest
  - b. Example: If a player throws 36 pitches on Monday they require 2 days of rest.
    - i. Rest days would be Tuesday and Wednesday
    - ii. They are then available to pitch on Thursday
34. Pitchers who throw more than 41 pitches in a game cannot play catcher the rest of the day. (or game- int)
35. A player who catches 4 innings in a game cannot pitch for the remainder of the day.
36. 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 AAA in the prior year is not eligible as a league age 9 year old for the purpose of this rule.
37. The pitcher on the mound when the 5th run of an inning is scored is credited with 1 out. All other non recorded outs are credited to the pitcher who started the inning.

38. If a pitcher hits 3 batters in one game, the pitcher must be removed from the position of pitcher for the rest of the game
39. 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.
  - a. 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 is met:
    - i. The batter reaches base.
    - ii. The batter is put out.
    - iii. The third out or 5th run is made to complete the half inning.
40. There are no balks.

### **Fielding and game management**

41. A standard baseball is used.
42. Bases are 60 ft. Pitching rubber is 46' from the back of the plate. An extra safety base will be used at 1st base.
43. Each team will designate a scorekeeper and pitchcounter.
44. Games are 6 innings in length.
45. No New inning can begin after 1:45. When playing a night game at Central High School, no new inning can start after 9:45pm, no matter what the game start time was.
46. Tied games can be extended to a 2 hour time limit when there is no game to follow.
47. Game start time is officially recorded by the umpire immediately after the first pitch.
48. A 10 run slaughter rule is in effect after the top of the 4th inning, if the home team is ahead and after the bottom of the 4th inning if the away team is ahead. Teams may continue to play a slaughter rule completed game during their allotted time, but any additional runs will not count. However, pitches thrown will be counted and must be reported to the pitch count website.
49. Except for the 6th inning, and only the 6th inning, all ½ innings are complete when 3 outs have been recorded or 5 runs have been scored.
50. There are unlimited runs in the umpire declared last inning 6th inning. The time for the last inning can be extended by 10 minutes to allow both teams an opportunity to complete the inning (2 hours 10 min Max.)
51. If the 6th inning can not be completed for any reason, the score reverts back to the 5th inning. (this means the home team completes their at bat or is winning when time is called.)
52. Tied games that cannot be completed will remain ties.
53. All substitute players will be league approved 8 year olds players from the AA division. Players will be assigned by the player agent and division VP upon request.

54. Substitutes will not play pitcher or catcher.
55. Substitutes will bat last.
56. All players must play at least 4 innings in the field and 2 innings on the infield during a complete game. 3 innings in the field and 1 on the infield before the end of 4 innings.
57. No player should sit 2 consecutive innings unless there is a specific health or discipline problem. If there is a specific safety concern with playing the infield, the manager must inform the other manager before the game starts.
58. All players not participating in the game at any given time or warming up for the purpose of entering the game shall remain in the dugout at all times unless excused to leave the dugout by a manager or coach.
59. Players are not permitted to occupy areas outside of the dugout or field of play.

### **Batting and Base Running**

60. A continuous batting order is used.
61. All players arriving after the first pitch must be placed at the bottom of the batting order.
62. 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.
63. Stealing is allowed. However, the runner must keep one foot on or against the base until a pitched ball "reaches the batter."
64. 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.
65. Each team is allowed two successful "steals" of home. A "steal" includes running on any pitched ball. After 2 steals, players from third base may only advance to home on a batted ball or walk/hit by pitch when bases are loaded.
  - a. 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 only course of action is to go back to third (even on an overthrow pickoff attempt.)
66. 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.
67. 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 allowed, except when returning to a base. A player who slides head first into any base or home plate will be called out.
68. There is no advancing to first base on a drop third strike.
69. A walked batter can not steal 2nd base until the 1st pitch to the next batter.

70. The use of 4 outfielders is allowed for all non-tournament games as long as both teams have at least 10 players.
  - 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 a play.
  - b. It is up to each team if they want to use a 4th outfielder as it is not mandatory, but either or both teams may as long as each team has 10 in the lineup for the day.

Manager & Coach 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.”**

71. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.
72. All Coaches and Managers must complete a background check prior to being on the field, this includes all assistant coaches.
73. All Coaches and Managers must complete safety training and all required league trainings.
74. Managers are responsible for the conduct of all assistant coaches, players and team parents.
75. Crystal Lake Little League has a zero tolerance policy towards managers and coaches whose actions are abusive or threatening towards umpires, players, parents, coaches.
76. Managers that break the code of conduct, are subject to possible game suspension for the first offense. Any such action will be determined by the executive board and the division VP
77. Batting orders must be exchanged prior to the game start. Any player arriving after lineup exchange will be added to the bottom of the batting order. Failure to comply may result in forfeiture of the game.
78. Only managers may discuss any calls with the umpire. Assistant or non-managers who repeatedly ignore this rule can be ejected from the field of play by the umpire.
79. Any manager who is thrown out of a game for any reason is automatically suspended for the next game, which includes coaching at any other level until the next game is completed.
80. 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 games suspension for a first offense. Any such action will be determined by the executive board and the division VP.

81. At no time should a manager, coach, parent or player challenge or otherwise publicly complain about an umpire's judgment calls. Balls, strikes, force plays, balks, leaving early, and fair/foul calls are examples of judgment calls. An interpretation of the 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 umpire. Ignoring this rule or repeatedly breaking this rule can result in disciplinary action from the CLLL Board of Directors.
82. 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.