

Maidu AAA Minor Division Rules



The following is a summary of some of the Maidu Little League rules in the AAA Division. These rules are in addition to the official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at all games.

1) Team Formation

- a) Teams are formed based on an evaluation process followed by a draft. This is intended to create parity within the division.
- b) Players are required to attend an evaluation to be placed in the appropriate division.
- c) Evaluations are performed toward the end of January.
- d) The draft is held in the beginning of February.
- e) Team assignments are communicated shortly after drafts have concluded.
- f) The player draft is governed by the approved Maidu Little League draft policy.

2) Players

- a) Playing age 8 through 11 are eligible to play in the AAA Division. Playing age 12+ players require a waiver from the district to play in the AAA division. Refer to the current Little League age chart to determine league age for the current year.

3) Parents

- a) Parents must sign and agree to the Little League's Parents Code of Conduct.
- b) Parents must sign and submit a Medical Release form for each player.

4) Managers and Coaches

- a) Medical Release forms and Parent Code of Conduct forms must be kept with the manager at all games and practices.
- b) Each team may have a maximum of three named coaches (including the manager) in the dugout during games.
- c) All managers and coaches must agree to and pass a background check prior to participating in any practices or games.
- d) Each manager and coach represent Maidu Little League and are expected to exhibit exemplary sportsmanship. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e) All managers are required to attend Maidu Little League mandatory safety clinics, field prep clinics, and coaching clinics.
- f) Managers are required to record and report all pitch counts and send them to the Player Agent within 24 hours of game conclusion.

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5) Game Prep

- a) The home team is responsible for providing 2 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b) The home team is responsible for prepping the field for play including dragging the field, marking the infield, and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c) The home team is responsible for keeping the official scorebook. Teams are encouraged to maintain the official scorebook during the "preseason" to prepare scorekeepers for the season.
- d) The home team is responsible for supplying the plate umpire a pitch counter and plate brush.
- e) Managers will exchange completed league approved line up cards prior to the start of the game indicating the batting order and planned fielding/bench assignments for each inning.

6) Game Time

- a) Games are a maximum of 6 innings.
- b) A game is considered official if each team has at least 8 players. If either team is unable to start a game with at least 8 players, the game becomes a forfeit in favor of the team with at least 8 players. In a case of forfeiture, managers will divide into equal teams and play a scrimmage.
- c) No new inning will start after 1 hour and 50 minutes from first pitch. A new inning starts as soon as the 3rd out or run limit is satisfied. There is no "hard stop" rule.
- d) Transition between half innings should be done quickly to speed up the game. Line up cards will be prepared prior to the game. Time between innings should not exceed 90 seconds or 8 warm up pitches for a new pitcher and 5 warm up pitches for a continuing pitcher. Catcher should be suited up and ready to go.
- e) Courtesy runners: With two outs and the player designated to play catcher in the following half inning on base, managers are encouraged to use a courtesy runner so the catcher can gear up. The courtesy runner will be the last recorded out of the current inning.

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7) Equipment

- a) Each manager will be supplied catcher's gear, a team bat and team helmet.
- b) Only the designated batter may have a bat in hand.
- c) All players must wear a protective cup during games and practices.
- d) All batters must wear a protective batting helmet while on the field.
- e) The catcher must wear full catcher gear including a helmet with a mask and throat protector, chest protector, and shin guards.

8) Game Basics

- a) The visiting team occupies the 1st base dugout, and the home team occupies the 3rd base dugout.
- b) The visiting team bats in the top half of the inning and the home team plays defense.
- c) The half inning ends when either three outs are recorded, or five runs are scored.

9) Pitching

- a) Players will pitch the entire game with the mound being placed at 46.4 feet with adherence to pitch count rules without exception.
- b) Pitch Count Rules
 - 1. Playing Age 8 – 50 pitch maximum per day
 - 2. Playing Age 9 – 10 – 75 pitch maximum per day
 - 3. Playing Age 11 – 85 pitch maximum per day
 - 4. If a pitcher delivers more than 40 pitches in a game, they are not allowed to return to the game as a catcher.
 - 5. If a player plays the position of catcher for 4 or more innings in a game, they are not eligible to pitch that day.
 - 6. A player who played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more, in the same day, may not return to the catcher position for the remainder of the day.
 - 7. If a player pitches the maximum pitch count, they are not allowed to catch the

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following day. Maximum pitch count to catch the following day would follow a pitch rest rule of 3 full calendar days rest per age.

c) Pitch Count Rest Requirements

1. If a player pitches 66 or more pitches in a day, 4 full calendar days of rest must be observed starting on the next calendar day.
2. If a player pitches 51-65 pitches in a day, 3 full calendar days of rest must be observed starting on the next calendar day.
3. If a player pitches 36-50 pitches in a day, 2 full calendar days of rest must be observed starting on the next calendar day.
4. If a player pitches 21-35 pitches in a day, 1 full calendar day of rest must be observed starting on the next calendar day.
5. If a player pitches 0-20 pitches in a day, 0 calendar days of rest are required.

10) Offense

a) Batting

1. Offensive coaches will act as 1st and 3rd base coaches.
2. Late arrivals that miss their scheduled at bat are automatically assigned to the end of the batting order.
3. If a batter misses a scheduled at bat after their first at bat they may not return to the game.
4. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.
5. Bunting is allowed.

b) Base Running

1. Stealing is allowed.
2. Base runners must not leave a base until the ball has reached the batter.
3. A walk is a live ball, and the walked batter can advance beyond 1st base at their own peril.

11) Defense

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- a) Defensive coaches are not allowed in the field and will be required to instruct defensive players from the dugout.
- b) Infield
 - 1. Teams will play the infield with only six players. Pitcher, catcher, 1B, 2B, 3B and SS will play at the appropriate location on the field. No defensive infield shifts are allowed.
- c) Outfield
 - 1. The outfield will be played with three players. LF, CF, and RF.
 - 2. All outfielders must start the play on the edge of the grass at a minimum. Outfielders are not allowed to begin a play in the dirt.
- b) A half inning ends when 3 outs are recorded, or 5 runs scored.

12) Player Rotation

- a) The entire roster will bat, and the order will remain in place throughout the game regardless of defensive substitution. Late arrivals will be moved to the end of batting order. Players injured or leaving early will be skipped in the order without ramification.
- b) All players must play a minimum of every other inning for 3 consecutive defensive outs in the assigned position. There is no switching of positions during a defensive half inning unless an injury occurs, or a pitching change takes place. The pitcher should replace the player that replaced him/her. Each player must play at least one inning of each game at an infield position, unless a safety issue exists that has been vetted through the division Player Agent. Each player must play at least one inning in an outfield position. Minimum play requirements must be satisfied in the first 4 innings of each game. Equal play should be emphasized. Sitting on the bench does not constitute playing in the outfield.
- c) Managers are required to bring a minimum of 3 copies of the lineup sheet/card to each game and supply a copy to the opposing manager, the umpire, and the scorekeeper. The lineup sheet should be filled out through at least 4 innings to ensure minimum play requirements are met. Managers can make changes during the game as needed but are required to inform the scorekeeper and opposing manager.
- d) If a team loses a player during the season due to injury, moving, or being pulled up to another division and unable to return during the season, the manager must notify the

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Player Agent within 24 hours. The manager will have one week to fill the vacancy by calling up an eligible player from the lower division and will require board approval. The roster spot may also be left vacant upon board approval. All communication should be through the Player Agent and the manager should not communicate directly with the family of the lower division managers about the selection. The Player Agent will seek board approval and notify the player's family of the option to move into the higher division. If the family accepts, the Player Agent will notify the manager that contact can be made with the family. If the family declines, the selected player will not be eligible to move up to the higher division for the remainder of the season. If a family declines, the manager will have 72 hours to make an alternate selection subject to the same rules listed above. All questions should be directed to the Player Agent.

13) Umpire

- a) A youth umpire will be assigned to the plate and a youth umpire will be in the field.
- b) The home team manager will supply a pitch counter and plate brush to the umpire for the duration of the game. The youth umpire will return the items after the game concludes.
- c) A youth plate umpire may not have a sibling on either team. A field umpire may have a sibling on either team.
- d) An adult umpire will be provided for all playoff games and serve as both plate and base umpire.

14) Scorekeeping

- a) Preseason scores, win-loss records and league standings are not kept.
- b) Regular season scores, win-loss records and league standings are maintained and used for postseason seeding.
- c) The home team is responsible for keeping the official score book including accurate pitch counts for each pitcher that entered the game.

15) Post Game

- a) The visiting team is responsible for field clean-up. This includes putting away the bases and mound and securing all sheds and lock boxes.

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- b) Each team is responsible for the clean-up of their respective dugout.
- c) Managers and coaches for both teams are responsible for taking down the outfield fence if there is a pending "mow day". A fence down schedule will be distributed to all managers prior to the first games played.
- d) Managers are to exchange final line-up cards notating any changes made during the game to the original lineup
- e) Home manager is responsible for recording the final score and pitch counts for both teams on the league website.

16) Post Season

- a) There will be a post season tournament. Standings from the regular season will determine seeding for the tournament. All teams will participate in the postseason tournament. The bracket will depend on the number of teams. The highest seeded teams will receive byes is applicable.
- b) In the event the season ends with an uneven number of games played by all teams in the division, we will use the winning percentage of total games played during the regular season. If a team is tied in winning percentage and points tie breaker rules will be followed.
- c) Tiebreakers for seeding are determined in the following order:
 - 1. Head-to-head record against each other during the regular season. (no matter how many teams are tied)
 - 2. Team with no head-to-head wins are eliminated.
 - 3. Head-to-head between remaining teams.
 - 4. Run differential defined as runs for vs. runs against, with a maximum of a 10-run differential per game for the regular season.
 - 5. Runs against head-to-head during the regular season.
 - 6. Coin flip.
- d) Regular season rules will be observed during post-season play.
- e) The Championship Game will be 6 innings with no time limit or run cap in the 6th.

17) Discipline

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- a) Discipline rules apply to all managers, coaches, players and parents.
- b) If anyone is removed from a game by an umpire, they are automatically suspended from the following game.
- c) If anyone is removed from a game by an umpire for a second time during the season, they are automatically suspended for the remainder of the season.
- d) The Maidu Little League Board will take additional action as appropriate to ensure a positive baseball environment for all players and families of Maidu Little League.