



# Mount Seymour Little League – Rule and Regulations

## MINOR AAA Division

### Introduction

The rules in this document are supplemental to the official Little League Rule Book and apply only to the MSLL Minor AAA division. The complete set of game rules is a combination of the rule book and the rules in this document. In the case of a conflict the rules in this document shall be deemed official.

### Game Schedule and Team Responsibilities

- Games are as per the schedule posted on the MSLL website
- The Home team is responsible for the following
  - Field prep before/after the game
  - Occupies the score booth to operate the scoreboard
  - Provide official scorekeeper and pitch counter for the game
  - Reporting the game score to the division coordinator after the game
  - Signing the umpires log book
  - Locking the dugouts and the equipment storage locker
  - Set up/take down of scoreboard when playing on Seycove diamond
- The Away team is responsible for the following
  - Set up/take down of the advertising banners on the home run fence when playing on the Majors diamond
  - Must also keep score and pitch count

### Number of Players

- If a team has less than 8 players to start a game, they forfeit the game with a 6-0 score
- If a team has 8 players, the 9<sup>th</sup> spot in the batting lineup is an automatic out
- Alternatively, if a team is short of players, they have the option to borrow players from the other team to field 9 players. This scenario is considered a forfeit – unless the opposing coach agrees to playing a scoring game prior to the start of the game

### Dugouts

- The home team occupies the 3<sup>rd</sup> base dugout
- The away team occupies the 1<sup>st</sup> base dugout
- All gates must be closed during play
- All players and coaches must stay inside the dugout when not actively participating in play
- There must be at least one coach in the dugout at all times
- There may be a maximum of 3 coaches in the dugout at any time
- No one other than a coach, manager or player is allowed in the dugout
- Anyone wearing a cast must remain in the dugout and not go on the field

## Rainouts

- If there is a question about field condition, both coaches are responsible for contacting the Umpire in Chief or the league President to request a rainout. Only the UIC or President can cancel a game prior to game time.
- Once the line-ups have been exchanged at the field, only the umpires may call off the game
- In the case of extreme weather MSLL may declare a rainout in advance of the game time
- All rained out games are automatically rescheduled by the division coordinator to the next available rainout slot

## Required Equipment

- All players must wear a helmet while batting and running the bases
- Metal cleats are not allowed in this division
- Catchers must wear mask, throat guard and chest protectors
- Catchers must wear a catcher's mitt
- All players must wear a protective cup
- All bats must be on the Little League approved bat list
  - Composite NOT allowed in this division
  - Hybrid bats are allowed if they are on the LL approved bat list
- Player must not wear jewelry including watches, rings, bracelets, necklaces etc.
- Pitchers may not wear wristbands, or long sleeves that are either white or patterned
  - Pitchers may only wear compression arm sleeves if they are covered by a long-sleeved shirt, or if are a matching pair of solid colour other than white/grey

## Game Length

- A regulation game consists of 6 innings
- Coaches and umpires should apply common sense in regards to whether to start an innings when the light is fading:
  - On week days, no inning shall start more than 2 hours after game start time
  - On weekends, no inning shall start more than 2.5 hours after game start time
- If the game is called early due to darkness, weather etc.
  - if the game is called during an inning, the score rolls back to the end of the last complete inning
  - if 4 or more innings have been played the game is complete
  - if less than 4 innings have been played, the game must be rescheduled for completion

## 5 Run Rule, Catch Up Rule and Open Inning

- **5 Run Rule:** the inning automatically ends when the offensive team scores 5 runs
- **Catch-up Rule:** the offensive team may continue the inning if they are still behind on the scoreboard. The inning will continue until either the defensive team gets 3 outs, or the offensive draws even on the scoreboard.

- **Open Inning:** the last inning of the game shall be declared an open inning.
  - When it appears unlikely that all 6 innings will be played within the time constraints, coaches and umpires should work together to make a sensible declaration of the open inning.
  - The open inning is always the last inning of the game
  - A game can end without an open inning if the time has expired

### Mercy Rule

- The mercy rule results in the automatic end of the game if either team is winning by 10 runs or more after 4 or more complete innings

### Batting

- Little League rules do not allow an on-deck batter in this division
- Practice batting between innings is also not allowed
- The only player allowed to have a bat in-hand is the current batter
- Bunting is allowed
- Between pitches the batter must keep one foot in the box at all times (see rule book for exceptions to this rule)

### Continuous Batting Order

- All players are included in the batting lineup
- Teams must use a continuous batting order across games
- The batting order may be changed during the first 3 games of the season
- Coaches must provide the division coordinator with their batting order prior to game 4
  - This order shall then be used for all regular season games including Interlock
- Coaches may opt to alter their line-up for the playoffs
  - This new lineup must be provided to the coordinator prior to playoff game 1
  - This new lineup must be used in continuous order throughout the playoffs

### Fielding

- All players on the roster must sit for one defensive inning prior to any player sitting for a second defensive inning
- It is at the discretion of the coach to assign players to fielding positions
- Players should be assigned with the opportunity to best learn the game of baseball in positions they can play safely
  - Safety, opportunity to play, player development and fun are the priorities
- All players must get a mix of both infield and outfield playing positions

### Pitching

- New pitchers have 1 min for warm up pitches (max of 8 pitches)
- Between innings a pitcher may have up to 5 warm up pitches

- Pitcher substitutions must come from the field of play unless the player coming off the bench to pitch has already sat out for one complete inning
- Call-up players are not eligible to pitch

### Pitch Count

- Coaches are responsible for knowing their pitcher's baseball age
- All teams must adhere to the Little League pitch counts rules
- For all games in April all pitchers regardless of age have a maximum pitch count of 50 pitches

Baseball Age	Max Pitch Count	April Max Pitch Count
11 or 12	85	50
9 or 10	75	50
8	50	50

- When a player reaches their max pitch count they may continue to pitch to complete the current batter
- A pitcher who delivers 41 or more pitches in a game must not play catcher for the remainder of the game (note: this rule does not allow for the pitcher to complete the batter – if the pitcher wishes to play catcher they must be pulled from the mound prior to throwing the 41<sup>st</sup> pitch)
- A catcher who catches 4 innings may not play pitcher for the remainder of the game
- All pitchers must adhere to the required days rest prior to pitching again

Pitches Thrown	Days Rest Required
1-20	0 calendar days
21-35	1 calendar day
36-50	2 calendar days
51-65	3 calendar days
66-85+	4 calendar days

### Base Running

- Only 2 adult base coaches are permitted
  - A player wearing a helmet may act as a base coach if no adults available
- Players must wear helmets while running the bases
- Players may only start running once the pitch crosses the plate
- At all bases, other than 1<sup>st</sup>, the runner must either slide or attempt to avoid the player with the ball while attempting to reach a base
  - Runners do not need to slide if the ball is not there
- Runners may advance only one base on an overthrow
- Refer to the rule book for full rules regarding base running and obstruction

### Stealing

- Players may not lead off in this division
- If the catcher catches or blocks the ball in front of him/her, (subject to umpire's call) then there is to be no stealing
- There is no stealing on the throwback from the catcher to the pitcher, even if the pitcher misses the ball

## Safety and Respect

- Umpires may warn any player or coach who is acting in an unsafe or disrespectful manner
- Umpires may eject a player or coach at their discretion for continued inappropriate behaviour
- MSLL has zero tolerance for disrespectful actions toward the umpires
- Proper field decorum shall be demonstrated by all coaches when communicating with the umpires
- Coaches and managers are responsible at all times for the actions and behaviour of their players and team parents regarding interactions with the umpires

## Expectations for Coaches

- Know the rules
- Respect the umpires, players, coaches and fans
- Focus on maintaining playing rules and rules of safety at all times including during warm-ups and practices
- Briefly review the rules with the umpires prior to the start of the game
- Coaches must request for the umpire to call time before the coach may leave the dugout to conduct discussions on field with players, umpires or opposing coaches
- Advise players that they may only ask the umpire for time to be called if injured or needing to adjust their equipment (except catchers who may ask for time to talk to their pitcher only)
- Coaches may not warm up players – no coaches shall wear baseball gloves, either on the field or in the bullpen
- Coaches/Managers are expected to inform parents and players of all MSLL events such as opening/closing ceremonies, photo day, clinics etc.
- Coaches are required to collect and return all MSLL equipment and uniforms as soon as the season has ended