

Cranbury-Plainsboro Little League 2011 AAA Rules

The AAA Division is considered a Minor League by Little League rules. The Little League Baseball 2011 Official Regulations and Playing Rules will be adhered to at all times with the following modifications:

Minimum Number of Players Forfeiture

A team must have eight (8) players in order to start and finish the game. Umpires will wait for 15 minutes past the posted start time as it appears in the official CPLL schedule. **Players from the AA call-up list may be used to field a team during the regular season only.**

Field Players

A team must have a minimum of eight (8) players in the field and maximum of nine (9) players in the field at any time during the game.

Batting Order

A team will bat each player at the start of a game before starting through the batting order again (i.e., the entire team bats). Once the starting lineups are exchanged between the teams, any player showing up to play will be added at the end of the batting order. The batting order will remain fixed throughout the game.

Substitution

A team is allowed to substitute freely in the field, except the pitchers position. A player may exit and re-enter the game without restrictions. The batting order will remain unchanged by field substitutions. Each player should play a minimum of six (6) outs in the field and play a complete game every third game. Every effort should be made for players to play the infield and the outfield and not be relegated to one area.

Stealing

CPLL does not want a game's outcome to be overly influenced by an offensive team's ability to steal home.

This definition of stealing is what it is not: Any advancement to home by a runner as a result of a bases loaded walk or a hit ball shall not be considered a steal. Every other form of advancement to home is a steal.

There is no limit to the number of steals allowed in an inning or in a game, except that the number of steals to home plate will be limited to two (2) successful attempts per inning. **There will be no taunting of the pitcher/catcher to throw between pitches as we do not want to delay the game.**

Managers will track this information and will advise the umpires when the second home steal of the inning has occurred. The ball is "live" at all times unless the umpire grants time out.

Pitching

Little League pitch count rules will be utilized. Each team shall designate one manager or coach to count pitches for his team. Each designated manager will confirm with the opposing pitch count manager the number of pitches thrown at the end of each inning. Each manager shall be responsible to maintain a pitch count chart for his team and shall produce the same for inspection at the request of the opposing manager or umpire in chief in the event any question should arise regarding the eligibility of a player to pitch on a given day. NO twelve-year-old player may pitch.

The Home Team Manager will be responsible for posting **both team's** pitch counts (player #, name and # of pitches) on the CPLL web site within 24 hours of the game and/or before the next scheduled game.

Pitchers may not wear gray or white sweatshirts underneath their uniforms. Batting gloves may not be worn by a pitcher inside the player's glove.

Once a pitcher is removed from a game, he/she may not re-enter the game as pitcher.

Only days rest will apply to pitchers based upon the number of pitches thrown as per little league rules.

Any player who throws 41 pitches or more in a game may not play the position of catcher the remainder of the day.

CPLL does not allow Intentional Walks of any batter at anytime.

Pitch Count

11-12 - 85 pitches per day

9-10 - 75 pitches per day

Exception: If a pitcher reaches the limit 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 is made to complete the half-inning.

Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest.

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.

Rainouts

CPLL League officials will make every effort to notify managers prior to the game if weather forces a postponement. Managers are to call the league phone number or go to the league website to learn of about cancellations. If managers are unsure, they must report to the game field assigned. Umpires will decide the field is in playable condition.

Infield Fly Rule

The Infield Fly rule will be in effect for all games.

Bunting

There is no limit to the number of bunts allowed in an inning or a game. Standard Little League rules apply (i.e., bunting a ball in foul territory with two strikes constitutes an out). If the Bunt Stance is assumed, the batter may not fake and then swing away. If the Bunt Stance is assumed and the batter pulls back, the determination of the pitch being a ball or strike will be left to the umpire.

Catchers

Catchers must wear a hard protective cup. Any player warming up the pitcher (on or off the field) must wear a catchers mask. Coaches have the option of wearing a mask while warming up a pitcher.

Overthrows

The ball is live on all overthrows in a fenced in field, and there is no limit to the number of bases that a runner can attempt. In a field without a sideline fence, the umpire will award the base to the runner and call the play dead. It is at the sole discretion of the umpire to call the play dead. If the play is called dead, the runner gets the base headed to plus 1 more.

Pinch Runners

With two (2) outs in an inning, a manager has the option of pinch running for the catcher. Pinch runners may also be used for an injured player. In all cases, the player who made the last out will be the pinch runner.

On-Deck Position

There is no batter on deck position. The batter will go directly from the dugout or bench to the batters box.

Managers/Coaches on the Bench

A manager or coach must remain with each team in the dugout or on the bench at all times. An exception is made for conferences with pitchers and catchers at the sidelines.

5 Run Rule/10-Run Rule

There is a five run max rule per inning. If a team is down by more than 5 and you get to the last inning then there is no max per inning. This will allow a team to always remain in the game. Both Coaches must declare an inning to be its last at the top of the inning if the game doesn't go to 6 innings. If a team is losing by ten (10) runs or more after four (4) innings of play, the losing team has the option of ending the game. The losing team may elect to continue the game for an additional inning or play to conclusion.

Field Preparation

At forty (40) minutes prior to the scheduled start of the game, the home team will have the field exclusively for its own use for fifteen (15) minutes. The visiting team will have the field for 15 minutes after the home team is done. This will leave 10 minutes for the home team to prep the field and then exchange lineup cards. This does not apply if there is a game prior to your game. In this case, find a safe place to warm up and do not interfere with the game in progress.

Jewelry

Players are not permitted to wear any type of jewelry during the game.

Uniforms

Players will wear CPLL uniforms supplied by the League (shirts, hat, and socks) during a game. No other hat is permitted to be worn except the issued hat. Plastic or rubber spikes or sneakers are to be worn. No metal spikes are allowed. Coaches should wear CP issued hats and shirt.

First Aid Kits

At least one (1) First Aid Kit must be present between the two teams for a game to begin. First Aid Kits must also be present at practices. Keep Kits in the dugouts at all times in a place that is easily located, Contact CPLL Equipment Manager if additional First Aid supplies are needed.

Communicable Disease

Any player sustaining an injury that results in an open wound must have that wound covered and all bleeding must be stopped prior to returning to the game. Excessive blood on the uniform will necessitate removal of the uniform. A player may return to the game with a suitable tee shirt or sweatpants. No shorts will be allowed.

Game Results

The home team is responsible for inputting the game results, including pitches thrown by each pitcher in the game, into the CPLL website.

Publicity

Managers may identify a parent to act as team reporter. Please make an effort to have game highlights written up and published weekly. During the course of the season, managers should make an effort to mention all players on the team in publicity highlights.

Sliding

All runners are required to slide into a base they are attempting to reach if a play is being made on the runner. First base is an exception. A runner who slides headfirst when advancing to the next base will be called out. This does not apply if a runner is returning to a base from a rundown or pick-off situation.

Game Duration

No inning will begin two (2) hours after the umpire signals the start of a game. On lighted fields (PC1, PC2, & PC3), the lights go out automatically at 10 p.m.

Regulation Games

If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed where it was called. All records, including pitching, will be counted. A game that is called before one full inning is completed will be declared a no-contest. In this case, all records, including pitching, will be discarded.

Bats

Bats shall not be more than 33" in length nor more than 2 ¼" in diameter. Non wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. Composite barreled bats or illegal unless approved from Little League.

Equipment

Contact the Equipment manager if equipment is broken, missing, or needs to be replaced.

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