

2017

Summary of Selected AAA Little League Rules



1. SEASON

The AAA season will consist of (a) 12 scheduled regular season games and (b) a post-season tournament. The OBLL AAA division will play under the same rules used in the OLL Major League division except the drop third strike and a run limit in innings 1 - 5. This is explained below.

2. RESCHEDULED GAMES

Games that are postponed for any reason will be rescheduled by the OBLL Scheduling Coordinator or his/her designee. Managers are not permitted to unilaterally reschedule games. It is OBLL's policy that, except in cases of prolonged weather situations, all 12 regular season games will be played by each team.

3. AAA REPLACEMENT POOL

The OBLL Player Agent will maintain a pool of Coach Pitch players eligible for promotion to a AAA team (the "Replacement Pool") for either

(a) a specified game or games (such as when a AAA team does not have a sufficient number of rostered players available for a scheduled game), or

(b) the remainder of the season (in the event a player is permanently removed from a AAA roster for any reason).

The Replacement Pool shall include (a) all Coach Pitch players who achieved a AAA qualifying evaluation score, but were not drafted to a AAA team, and (b) a sufficient number of additional players, as determined at the discretion of the Player Agent. **It is the responsibility of the AAA manager to request that the Player Agent assign a player from the Replacement Pool.** The determination of whether a replacement player should be assigned and the selection of such player is the sole discretion of the Player Agent,

although any replacement player must be assigned to a team within the Charter in which that player resides. Assignment under this rule is voluntary, and no player is required to play as a replacement AAA player.

Any AAA team may choose to play any game with fewer than 12 players and is therefore not required to utilize the Replacement Pool. Having fewer than nine players at the scheduled time of a game, however, may result in a forfeit.

4. MAJOR LEAGUE REPLACEMENT POOL

The OBLL Player Agent will maintain a pool of AAA players eligible for promotion to a Major League team, similar to the rule set forth above for the AAA Replacement Pool. Players assigned to AAA teams may therefore be called upon to play in Major League Games and/or may be permanently placed on a Major League roster. In the event a player is permanently promoted to a Major League roster, the AAA team losing the player may request a permanent replacement from the Coach Pitch division, as outlined above.

5. ROSTER SIZE

Each AAA team is to have a roster size of 10-12 players.

6. PLAYER AGENT AUTHORITY

The OBLL Player Agent has ultimate authority over all rosters and has the power, to the full extent permitted by Little League regulations, to control or modify rosters to ensure the best interests of all participants.

7. REGISTERED PLAYERS ONLY

No player shall be permitted to participate in any OBLL game or participate in any OBLL practice unless that player is (a) registered with Olentangy Little League and (b) assigned to the team's roster or otherwise approved by the OBLL Player Agent.

8. TRADES

Trading of players is permitted, but must be completed on the day of the draft. Any trades must be for an equal number of players and must be approved by both the OBLL Player Agent and the OBLL President.

9. MANAGER/COACH/VOLUNTEER QUALIFICATIONS

All individuals desiring to manage or coach in any OBLL division may be required to participate in coaching clinics, umpire clinics, interviews or other activities, as determined by the OBLL Coaching Coordinator and OBLL President.

In addition to assigned coaches, managers are permitted to obtain the volunteer assistance, during practices, of team member's parents or otherwise qualified individuals. During games, teams shall have no more than one manager and two coaches in uniform. No additional coaches or volunteers are permitted to participate in games.

Per Little League regulations, all persons who provide regular service to OBLL and/or have repetitive access to, or contact with, players or teams must annually complete and submit an official "Little League Volunteer Application" to the OBLL President. This rule applies to all managers and coaches, as well as parent or other volunteers who provide assistance on a repetitive basis. Annual background checks shall be paid for directly by OBLL.

All managers are responsible for ensuring compliance by their team and (to the extent reasonably possible) their team's parents and families with all Little League rules and all OBLL bylaws. A manager who fails to do so is subject to removal as manager, at the recommendation of the OBLL Coaching Coordinator and upon approval of the OLL President and Board of Directors.

10. UNIFORMS

All uniforms worn by managers, coaches or players during OBLL games must be provided by OBLL. All managers and coaches must be in uniform during games. AAA teams may opt to place player and coach last names on the top, back portion of uniforms, at the player's and/or coach's own expense.

11. EQUIPMENT DEPOSIT

OBLL will provide equipment to each team for use throughout the season. To ensure return of such equipment, each manager (or a person they designate) must provide a check made out to OBLL in an amount and pursuant to a process to be determined by OBLL on an annual basis. Such check will not be cashed unless the manager fails to return the equipment at the conclusion of the season.

12. NO JEWELRY

Pursuant to Little League International 1.11(j), players may not wear jewelry of any kind, other than those worn for medical purposes. Coaches are expected to enforce this rule, which will also be enforced by umpires.

13. SCORE REPORTING

OBLL has established an online score reporting system. The winning manager in each game (or someone he designates) is responsible for posting the final score, pitch count totals and umpire evaluation forms by midnight on the day of the game. Game scores and current standings will be updated by OBLL on a daily basis.

14. TIE GAMES

Unless the teams have a future game scheduled against one another, tied games which are suspended because of time limitations, weather, or darkness, and which constitute a regulation game per Little League rules, shall be declared a tie. Whether a game is to be declared a tie (i.e., whether runs scored in the final inning count) is governed by Little League rule 4.11.

15. TIME LIMITS

No new inning may start 2 hours after the start of the game.

16. PITCH COUNTS

Pitch count rules are strictly enforced.

Pitch Count Link - <http://www.littleleague.org/learn/rules/pitch-count.htm>

Pitch count rules are fully set forth in the Little League rulebook and OBL managers are expected to be fully familiar with these rules.

At a minimum, OBL rules require that (a) at the conclusion of each game, each team shall physically sign off on the opposing team's pitch count for that game, and (b) that each manager provide, prior to every game, the actual pitch count for all players on his team who have pitched in the prior four days. Failure to provide an actual pitch count for all such players prior to a game may result in forfeiture.

17. PRE-GAME LINEUP EXCHANGE

Immediately prior to each game, managers shall exchange line-ups. Line-ups shall include (a) the batting order, (b) the starting defensive players listed by position, and (c) as stated above, pitch counts for all players.

18. CONTINUOUS BATTING ORDER

OBL AAA division games will utilize a continuous batting order, where each player on the roster shall bat in order regardless of their defensive position.

19. FIRST BASE COACH

OBL encourages the use of bench players as a first-base coach. Teams may have a manager or coach share the first base coach's box with a bench player. Any player acting as a first base coach must wear a helmet.

20. FIELD PREPARATION, DUGOUTS, AND CONCLUSION OF GAME

The home team manager and coaches are responsible for preparation of the field before each game.

Both teams shall have an equal amount of infield practice prior to a game. The visiting team shall take infield first, followed by the home team. If time permits, each team shall have a total of 10 minutes infield.

The home team shall occupy the third-base dugout. No person other than uniformed players, managers and coaches may be in the dugout. Uniformed players must remain on the field or in the dugout throughout the game and may not leave the dugout without umpire permission.

Each team is responsible for cleaning its dugout area at the conclusion of each game, including removal of all trash.

Both teams shall ensure that, at the conclusion of the final game on a field for the day, that all trash has been placed in trash cans (including in spectator areas), that the bases have been removed, and that all equipment has been stored and locked.

21. SAFETY RULES

All safety rules, including the rule governing lightning, are to be strictly enforced.

22. PRE-GAME OATH

Prior to each game, a manager, coach, player or players chosen by the home team manager shall lead the teams in reciting the Little League Oath and, when a flag is visible, the Pledge of Allegiance.

23. UMPIRE HARASSMENT

Harassment of umpires will not be tolerated. Per Little League Rule 9.02 (a):

Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

OBLB implemented the "6 things rules" in all levels of umpired Little League baseball games. The 6 things that are not allowed to question, discuss or inquire are fair/foul, out/safe or ball/ strike. Any coach, player or parent that violates this rule will be subject to disciplinary action up to and including suspension and/or removal from team for the remainder of the season.

24. MINIMUM PLAYER TIME

Little League tournament playing time rules apply in AAA. Per such rules, all players must play a minimum of six defensive outs in each game. Because of the use of the continuous batting order, the Little League rule governing minimum number of times at bat does not apply to AAA games.

25. DROPPED THIRD STRIKE

Per Little League Rule 6.05(b), a batter may become a runner on a third strike not caught by the catcher in Major Division games. This rule will NOT be applied in the OBLB AAA division.

26. INFIELD FLY RULE

The infield fly rule is in effect.

27. STEALING/BASERUNNING

Runners must stay on their base until the pitched ball has been batted or has crossed home plate.

Runners may NOT steal home on a passed ball in the AAA division.

Runners on Third may advance home if the defensive team makes an attempt at a base during the game. This includes an attempt at 2nd base on a steal & an overthrow of a steal attempt at 3rd base.

An overthrow from the catcher back to the pitcher is **NOT** an attempt at a base.

28. WARMING UP PITCHERS

Any player warming up a pitcher must either be in full catcher's gear or, if not in full gear, must be wearing a catcher's mask and standing in front of home plate. **No adult or coach may warm up a pitcher at any time.**

29. RUN LIMITS AND MERCY RULE

Each half-inning shall conclude when the defense makes three outs, or the batting team scores seven runs, whichever occurs first.

The 10-run "mercy" rule is in effect, per Little League rule 4.10(e).

30. THROWN BAT RULE

OBLL local rules provide that in the event of a thrown bat by a batter, the team will be given a warning by the umpire. Each thrown bat thereafter will result in the batter being called out. If a thrown bat hits any person (including the catcher, umpire, base coaches, or other defensive players), the batter will be called out regardless of whether a warning had previously been issued.