

AAA Playing Guidelines

[updated March 2009]

Preliminaries

- Mouth guards and athletic supporters recommended. Cups required for all catchers. Rubber cleats only, no metal cleats. No jewelry worn (watches, bracelets, rings, etc.) No gum chewing, no sunflower seeds.
- If you are short players you may borrow players from another team to fill out your lineup line-up so long as the borrowed players are registered Little League players. Borrowed players can not pitch in the game.
- Umpires and managers to review the field situation and agree to any field-specific ground-rules before game play begins. Some examples might be rules around ground-rule doubles or tree branches extending into the playing area.
- Managers and coaches should attend coaching seminars before and/or during season. Practice time is critical- develop practice plans in advance and execute practice time efficiently. Recruit coaches and parents for help with skills stations, drilling on key fundamentals and keeping kids moving. Teaching game strategies, (e.g. base-running, getting the lead runner, double-plays, bunting, hitting cut-offs, etc.), and continued refinement of throwing, catching and hitting techniques, should be the focus at this level.

Game Playing Rules

- All play follows the current Little League Rulebook
- 6 innings / game. Minimum 3 innings per game per player, unless disciplinary action is being imposed (i.e. late to practices, missed practices, poor sportsmanship). If less time is to be played, it must be approved by coordinator and the opposing coach must be told before start of game.
- No new inning begins after one hour 45 minutes.
- "10-Run Rule" as per LL Rulebook applies.

Offense:

- Bat through entire roster. Late arrivals go to the end of the batting order.
- No on-deck batter.
- No fake bunts to swing. This is viewed as a serious safety issue.
- No leading off bases. No head first sliding (other than when diving back/returning to a base).
- 5 run max per inning, except in last inning (6th inning or last at-bat inning due to length of game as decided by managers).

Defense:

- Note that new Pitch Count and catching Rules may apply – consult current LL Rulebook. Managers are responsible and accountable for managing their pitchers' counts.
- The scorekeeper or another game official must be designated as the official pitch count recorder, and must provide the pitch count for a pitcher upon request. However, the manager is responsible for knowing a pitcher's pitch count.
- Refer to LL Rulebook for specifics.
- If player pitcher hits three batters in a game he should be removed as a courtesy by his manager.
- Don't allow poor control by pitchers to degrade the game into a series of walks. We want the players hitting. Encourage the umps to widen the strike zone a bit. Encourage the kids to be aggressive batters and swing at close pitches rather than waiting to be walked.

Game Environment

- No negative comments about umpires or players from the stands (the players all know when they make mistakes). No "calling of the game" by parents on the sideline. It is the managers' responsibility to control the parents.
- Remember this is for the players and not for coaches or parents egos. Focus should be on player development and enjoyment- let them have fun! Winning should not come at the expense of these objectives.

