

FISH CREEK LITTLE LEAGUE
AAA/AA Division House Rules - 2008

In addition to the Little League Baseball rules, the following is a list of rules adopted by Fish Creek Little League:

1. All games are 6 innings, with weeknight games starting at 6:30 PM sharp. No new innings may start after 8:00 PM (April/May), and 8:15 PM (June). A new inning starts the moment that the third out is made in the previous inning. In other words, if an inning ends at 7:59 PM, a new inning is deemed to have started before the 8:00/8:15 curfew. The umpire will determine which watch/clock will determine the time. There are no time limits on day games. In the instance of a game being shortened due to curfew, darkness, weather, etc., four innings constitutes a completed game (3.5 if the home team is winning). The mercy rule is in effect; i.e. the game is over after 4 innings if one team is leading by 10 or more runs (3.5 innings if it's the home team leading by 10). Tie games are allowed during the regular season but not during playoffs.
2. Pitching:
 - a. Any player on a team may pitch. (**Exception** - 12 year olds may not pitch in AA.)
 - b. There is no limit to the number of pitchers a team may use in a game.
 - c. The manager must remove a pitcher when said pitcher reaches their limit for his/her age group, as noted below, but the pitcher may remain in the game at a different position (other than catcher - see rule 2(k)).

League age 11 & 12:	85 pitches per day
League age 9 & 10:	75 pitches per day
League age 8:	50 pitches per day

Exception: If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue pitching to that batter until such batter reaches first base, is put out, or the inning ends.
 - d. Pitchers must adhere to the following rest requirements:
 - 1) If a player pitches 61 or more pitches in a day, 3 calendar days of rest must be observed.
 - 2) If a player pitches 41 to 60 pitches in a day, 2 calendar days of rest must be observed.
 - 3) If a player pitches 21 to 40 pitches in a day, 1 calendar days of rest must be observed.
 - 4) If a player pitches 1 to 20 pitches in a day, no calendar days of rest must be observed.
 - 5) If a player pitches 41 or more pitches in a game, the player may not pitch in his team's next game.
 - e. The visiting team will provide an official pitch count recorder. The pitch count recorder will use the pitch count sheet provided by FCLL. The pitch count recorder will sit near the official scorekeeper behind the backstop where they will be easily accessible by the plate umpire.
 - f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - g. The pitch count recorder should inform the umpire when a pitcher has reached his/her maximum pitches for a game. The umpire shall inform the pitcher's manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire, or failure by the umpire to notify the manager, shall not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - h. Violation of any section of this rule can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

Notes:

- 1) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that pitcher has pitched a ball to a batter, shall not be considered a violation. All managers, coaches, umpires, scorekeepers, pitch counters, and spectators are encouraged to prevent protest situations from arising. When a protest situation is imminent, time should be called and the potential offender should be notified immediately.
 - 2) Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall count against a player's eligibility to pitch.
 - 3) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - i. Fill out pitching records and have opposing coach sign same at end of each game and have it available at the beginning of each game for inspection by the opposing coach.
 - j. Once pulled as pitcher, a player cannot pitch again in the same game.
 - k. Once pulled as pitcher, a player cannot play catcher in the same game.
 - l. **Violation of pitching regulations, player substitution regulations or mandatory playing time will be considered grounds for forfeit by the team found to be in violation. Furthermore, repeated violations or violations found to be intentional, may result in the offending manager and/or coach(es) being suspended or removed.**
3. The home team will supply the home plate umpire for each game, with the visiting team supplying the base umpire(s).
 4. Baserunning (Applies to AAA only): Baserunners may not steal 2nd or 3rd base. Baserunners on 1st or 2nd base may only advance on a hit ball, or if forced to advance due to a walk, hit batter, etc.
 5. Home team coach is responsible for rescheduling cancelled games and booking diamond for it, through the coordinator. Try to reschedule games in the same week as cancellation. Rescheduled games have precedence over scheduled practices.
 6. Home team is to supply a new game ball and a second ball in good condition for each game and prepare the field prior to each game.
 7. Home team uses 1st base dugout, visitors use 3rd base dugout.
 8. Athletic cups are mandatory. Catchers must also wear chest protector, shin guards, full helmets and throat protector.
 9. No exhibition games after league play starts.
 10. Games can start and finish with 8 players. The missing 9th player is not an automatic out. If you know you cannot field a team, phone the other coach in advance and reschedule the game, therefore no forfeiture. The game is forfeited if you are unable to field 8 players within 15 minutes of the scheduled game time, unless you have previously rescheduled the game. 8 and 9 year olds can be called up from Coach Pitch to avoid forfeit.
 11. Each player must play 3 innings per game. If this does not occur then players playing less than the minimum shall play extra innings in the next game. The regular substitution rules

(LLRB 3.03) do not apply, except for House Rule 2. Average playing time per game should be the same (or nearly so) for each player by the end of the season.

12. Running shoes or rubber cleats may be used; no steel cleats.
13. Players used as base coaches must be in full uniform complete with helmet. Two adults may also be used as base coaches.
14. Six run maximum per inning or three outs, whichever comes first. No maximum number of runs in the 6th or last innings. Coaches must determine in advance and advise the umpire which is the last inning. The new inning starts the moment that the third out is made in the previous inning. No curfew on day games.
15. Winning coach shall email or phone game results in to coordinator. Home team to call in if tie game.
16. A batter who dangerously throws his bat will first be warned and on future instances can be removed from the batting order for the remainder of the game at the discretion of the Umpire. It is not a violation if a batter intentionally drops or tosses his bat to a clear area in foul ground with the obvious intent of removing it safely from the home plate area. Note: The play stands (a base hit, any runs scored, and/or and outs made) assuming the thrown bat did not cause interference. The player may continue as a base runner for that hit. If interference resulted from the thrown bat, the batter is out and no runners can advance.
17. All players present for the game will be placed in the batting lineup and will bat throughout the game, regardless of whether they are playing defensive innings or not. Players arriving late must be added to the bottom of the batting order. The batting order cannot otherwise be changed during the game. If a player is unable to bat (injured or ejected) his spot in the order will simply be skipped. If a player is injured while on the bases, the previous out for the team at bat will take up the position on the bases and becomes the "injury replacement runner".
18. On any close play, the runner must attempt to avoid collision with the defensive player or they will be called out. A slide is always considered an attempt to avoid collision.
19. Each team to supply their own scorekeepers. Scorekeepers will relate their batting order to the other team's scorekeeper before the game and call batters to plate. The home team's scorekeeper shall serve as the official scorekeeper and shall sit near the official pitch counter behind the backstop in a location easily accessible by the umpire.
20. For AAA only, a ten-foot diameter circle will be drawn around the pitching rubber. When the pitcher has possession of the ball within this circle, no runners may advance unless they've started towards the next base before the pitcher has entered the circle with possession.
21. All rules as per Little League Rules, except as amended above.