

Mt Top Area LL AAA Rules

- Teams will consist of all league age 10's & 11's not drafted into the majors; along with a limited number of 9's based on DOB and/or a skills assessment.
- Teams will be created by geographical location to the best of the commissioner's ability.
- Teams are dissolved at the end of each season.
- A player in AAA will remain there until drafted into the Majors.
- Home team prepares the field for play; visiting team cleans and rakes after the game.
- Pitchers may throw to pitch count or 3 innings; whichever comes first.

MAXIMUM PITCHES ALLOWED BY AGE

League Age 7 & 8:	50 Pitches
League Age 9 & 10:	75 Pitches
League Age 11 & 12:	85 Pitches

DAYS OF REST REQUIRED

66 Pitches or More:	Four (4) Calendar Days of Rest
51-65 Pitches:	Three (3) Calendar Days of Rest
36-50 Pitches:	Two (2) Calendar Days of Rest
21-35 Pitches:	One (1) Calendar Day of Rest
1-20 Pitches	No (0) Calendar Day of Rest

Anyone who catches more than three (3) innings in one game cannot play the position of pitcher for the remainder of that day.

Any pitcher who throws more than 40 pitches in game cannot play the position of catcher for the remainder of the day.

- All Pitchers will throw from pitching rubber
- Batting order will consist of entire team.
- All players are required to play a minimum of 6 consecutive defensive outs.
- Teams will use 4 outfielders.
- Bunting is allowed, however a runner must be on base.
- Inning will end after 8 batters, 3 outs, or 5 runs are scored. 8th batter may walk (not intentionally). 5 run max rule does not apply in the last inning.
- Teams are allowed to steal 2 bases per inning in the 1st half of the season & can not steal home. 2nd half of the season is unlimited stealing and you may steal home on passed balls **ONLY!!!**
- Base runners are not allowed to take leads. Once a pitcher is in contact with the pitcher's rubber, in possession of the ball and the catcher is in the catcher's box, base runners shall not leave their bases until the ball has been delivered and has passed home plate. Base runners may advance only after the ball passes home plate.
- Advancement on an overthrow does not constitute a stolen base.
- Failure to slide on a close play will result in the player being called out.
- Infield fly rule will apply as per LL rules.
- Teams will keep score but no standings kept.
- The catcher must wear a catcher's glove and cup. They may not wear a fielder's glove.
- An uncaught third strike does **NOT** require a put out at first base or the runner be tagged out.
- Overthrows of the pitcher by the catcher may not result in a runner advancing to home from 3rd in the 1st half. 2nd half of the season runner may advance.

New rules 2019

- When bases are loaded batter may walk. (Coaches may NOT choose to intentionally walk the last batter of the inning)
- A runner who steals second base shall not be permitted to advance to third on an overthrow to second base. The rule is intended to encourage catchers to try to throw out runners, and to make the offensive team earn its runs by batting them in. (***2nd half of season runner may advance***)
- A runner who steals 3rd base shall not be permitted to run home if the catcher overthrows the third baseman. (1st half) ***May advance home in 2nd half of season.***
- If there are runners on 1st and 3rd Base. The runner on 1st base is allowed to steal, however, the runner on 3rd is unable to advance to home base on an overthrow to 2nd (2nd half of the season they may steal home on the throw)
- **At the end of the season we will have a champions tournament.**
 - Last 2 games of the season teams will play a single elimination tournament to see who is AAA champion for the season. ONLY Coaches will pitch!!! Following rules will be used for the tournament:
 - NO STEALING OR BUNTING!!!
 - Max 5 pitches per batter!!! ON PITCH 5 BATTER MUST PUT BALL INTO PLAY OR HE IS OUT!
 - No walking!!
 - No called strikes!!
 - Once a batted ball is thrown back to the child pitcher position all runners MUST stop!! Child pitcher MUST possess the ball within estimated 7 feet from the pitchers rubber to stop the runners.
 - Child pitcher will remain towards the back of the pitchers mound while coach is pitching AND be able to see the batter at all times.
 - Any batted ball that accidentally hits a coach is considered a DEAD ball. Batter is awarded 1st base and all base runners advance 1 base.
 - 5 runs MAX per inning. Last inning unlimited runs may be scored!!
 - Teams may hit more than 8 batters in the last inning ONLY!!
 - Batting order will consist of every player on the team in continuous fashion.
 - AAA Champion will receive a medal or trophy. League may change award at their discretion.