

## AA GROUND RULES

1. Game duration is 1:30 (1 Hour 30 Minutes). No new inning will begin after 1:25. **A new inning begins the moment the 3<sup>rd</sup> out is made completing the previous inning.**
  - a) If a new inning is started it will be completed if the game is within reach (tie or win).
  - b) If a new inning is started and the game is NOT within reach (due to run limits per inning), the game should be continued with a hard stop at 1:30. However, the manager of the team with the least runs (not umpires) may elect to concede the victory to their opponent at which time the game shall end.
  - c) AA games CAN end in a tie.
  - d) Game time begins once the meeting between opposing managers and umpires is completed. At this time the umpires are now in charge of the playing field.
2. AA is GHLL's introduction to kid pitch, because of this the Little League 3 ½ inning rule for an "official" game is not in place. Games played to time limit are official.
  - a) Teams must have 9 players (every division) to constitute an official game. Teams with less than 9 players at the start of the game will forfeit the game.
3. Run limit of **4 (four)** runs per inning.
  - a) 10 run rule is in effect after 4 innings (3 ½ if home team is ahead).
4. Teams will bat with a full (continuous) batting order.
5. There is **NO** on deck circle. **No swinging of bats outside the dugouts or in the bullpens.**
6. GHLL **WILL NOT** apply the "one foot in the batter's box throughout the at bat" rule in the AA Division.
7. Dropped third strike is **NOT** in effect. Infield fly rule is **NOT** in effect.
8. **ALL** non wood bats **MUST have the USA Baseball mark**, whether they are 2 1/4 or 2 5/8. See Rule 1.10 on pages 66-67 of the rule book for more info.
9. Mandatory play is 6 defensive outs on the field and 1 at bat. No player shall sit 2 consecutive innings on defense (GHLL ground rule for AA). See Regulation IV (i) on page 41 of the rule book for more information regarding mandatory play.
10. Base stealing is allowed so runners can advance at their own risk. The base runner(s) must maintain contact with the base until the pitched ball has reached the batter. See Rule 7.13 on pages 107-109 of the rule book for more info.
11. There is no "Must Slide Rule" in Little League. However, any runner is out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Runners cannot slide head first while advancing but are allowed to slide head first when retreating to a base. See Rule 7.08 (a) – (k) on pages 103 – 105 in the rule book for more info.

**\*PAGE 44 OF THE RULE BOOK COVERS PITCHING LIMITS AND REST REQUIREMENTS\***

12. Pitchers limits:

- a) League age 9/10 – 75 pitches
- b) League age 7/8 – 50 pitches
- c) If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to complete the half-inning or the game.
- d) A pitcher once removed from the mound cannot return as a pitcher.**

13. Any player who has played the position of catcher in four (4) or more innings in a game is NOT eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count towards innings caught.

14. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. **No threshold for this rule.**

15. Pitchers rest requirements:

- 1 – 20 pitches in a day, no (0) calendar days of rest is required
- 21 – 35 pitches in a day, one (1) calendar day of rest is required
- 36 – 50 pitches in a day, two (2) calendar days of rest is required
- 51 – 65 pitches in a day, three (3) calendar days of rest is required
- 66 or more pitches in a day, four (4) calendar days of rest is required

a) **Managers may threshold a pitcher by informing the home plate umpire and the official pitch count person. See the bottom of page 44 and top of page 45 for more info.** The person recording the official pitch counts should put a “TH” (for threshold) next to the last pitch number crossed out for that pitcher.

b) Pitchers rest does not begin until MIDNIGHT of the day the pitcher throws.

**Example: A player throws 43 pitches on Saturday morning. That player must observe two (2) calendar days of rest so he/she is not available to pitch again until Tuesday.**

16. A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.

A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.

See Rule 8.06 (a) – (d) on pages 115 – 116 in the rule book for more info. **The “NOTE” in Rule 8.06 (b) does not apply to this division.**

17. Pool players must start and play nine (9) consecutive outs on defense. Pool players may NOT pitch or catch and must bat at the end of the line up.

18. No slashing is allowed. Batters are not allowed to show bunt and pull back and swing.