



Majors AAA SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Team Formation

1. Teams shall be formed in accordance with “LOCAL LEAGUE DRAFT METHODS,” Plan A – Serpentine Draft Plan per the Little League® Operating Policies in the Little League® Baseball Official Regulations, Playing Rules, and Operating Policies for the current season.
2. Players must complete an ORWALL skills assessment to qualify as an eligible draft. Players who do not complete a skills assessment shall be assigned to a team as a Hat Pick.
3. Hat Picks - Any player who did not complete an ORWALL skills assessment shall be assigned indiscriminately (blindly) to teams in the established order of the draft. Hat picks will only be assigned after all available draft picks have been selected.
 - Hat pick players are ineligible for ORWALL Premier Division selection during the Draft.
 - Hat pick players cannot be traded.
4. Manager’s child(ren) shall be assigned to each manager’s respective team in the following draft rounds, based on the league age of the player(s):
 - Player’s age is the oldest (or only) offered in the Division: 3rd Round
 - Player’s age is the next oldest offered in the Division: 4th Round
5. Where Manager has more than one (1) child participating and are the same league age, the children shall be assigned in consecutive rounds beginning at the designated round for league age and descending toward the next (later) round.
6. Siblings – When requested by a parent, siblings, step-siblings, or players residing at the same residence shall be selected in consecutive rounds.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be

permitted to pitch in that game. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Equipment & Uniform

1. Bats must be USABat stamped bats no more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. NOTE: Wood bats do not require the USABat stamp. (Bat Rule 1.10)
2. All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. TPU and Hard Plastic (non-flexible) cleats (no metal)
4. Catchers must wear:
 - long- or short-model chest protector with neck collar
 - baseball-style shin guards
 - catcher face mask
 - catcher helmet which meets NOCSAE standards
 - catcher's mitt Rule (1.12)
 - dangling throat protector attached to face mask (must hang freely)
 - Male catcher shall wear protective cup

Field & Equipment Prep

1. Both teams are responsible for:
 - Raking the infield
 - Marking foul lines with chalk machine
2. Visiting team is responsible for:
 - **Adult** Scoreboard operator
 - **Adult** Pitch Counter
3. Home team is responsible for:
 - Official **Adult** Scorekeeper
 - **Adult** Pitch Counter

Post-Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard (if only/last game of the day)
3. Close up scoreboard building – turn off lights/ac, close windows (if only/last game of the day)
4. Inputting scores and pitch counts within 24 hours from game completion.

Length of Games

1. Games shall last 1 hour & 45 minutes or 6 innings, whichever comes first. No inning shall start after 1 hour & 45 minutes. Innings started prior to the 1 hour & 45-minute mark shall be completed. An inning officially begins at the completion of the previous inning.

2. No inning shall start after 10:00pm.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Two (2) Coaches permitted. Coaches may not interfere with a play in progress.
3. One adult must remain in the dugout at all times to supervise players
4. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batted or thrown ball.
5. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
6. Only Manager may confer with the umpire.
7. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

General Rules

1. Two (2) Umpires shall be provided.
2. Infield Fly Rule **IS** in effect.
3. No Lead Offs or Balks.
4. No headfirst slides.
5. MAJORS: The batter may advance on an uncaught strike three under certain conditions.
 - a. The batter becomes a runner on an uncaught strike three when:
 - i. Less than two are out and first base is unoccupied or
 - ii. There are two outs
6. On deck batters are not permitted.
7. Uniformed players wearing a mask and protective cup may warm up pitchers.
8. Courtesy running for the pitcher and/or catcher is permitted. The courtesy runner shall be the last out made in the inning.
9. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games.
10. Bunting is permitted, but fake bunts/slap swings are NOT permitted for safety reasons. A batter that squares to bunt and then swings away, will be called "out" immediately. A fake bunt/slap swing will result in the removal of the manager for the remainder of the game.
11. Protests are permitted. (4.19)

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight (8) players in the fall] at any time during the game shall constitute a forfeit.

Lineups & Minimum Play

1. Teams shall bat a continuous batting order.
 - A batter removed from the lineup due to absence, injury, illness, disciplinary, or other just reason shall simply be skipped in the lineup without penalty (no out recorded).
 - Players that arrive late to the game may be added to the lineup at the end of the batting order.
2. Majors AAA
 - No player shall sit out in consecutive innings.
3. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.

Closed Base Division

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

If the lead runner is not advancing, time may be called at the umpire's discretion.

Intentional Walks

Intentional walks are permitted.

Only once per game can you intentionally walk the same batter.

Stealing Bases

1. Majors – Stealing any base is permitted, including home. Baserunners can attempt to steal once the ball has crossed home plate. Base runners may advance after stealing a base to the next base at their own risk (i.e., on an errant throw). The batter may advance on an uncaught strike three under certain conditions.
2. Majors - The batter may advance on an uncaught strike three under certain conditions.
 - The batter becomes a runner on an uncaught strike three when:
 - Less than two are out and first base is unoccupied.
 - There are two outs.

Run Rules & Limits

1. Each team is permitted a maximum of 5 runs per inning before three outs for first 5 innings. If game advances to the 6th inning, each team is permitted to score up to 10 runs.
2. The 15-run rule (after 3rd inning) and 10-run rule (after 4th inning) is in effect.

Player Pitch Guidelines

Daily Limits

Any player on a regular season team may pitch. The manager must remove the pitcher from the position of pitcher when the limit of daily pitches has been reached.

Threshold Exceptions for Pitchers

If a pitcher reaches any limit imposed in Daily Pitching Limits, Required Days Rest, or Pitchers moving to Catcher, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or
2. That current batter is retired; or
3. The third out is made to end the half inning.

Pitchers Moving to Catcher:

1. Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day. A pitch caught in any inning after the umpire declares “play” shall constitute as an entire inning for purposes of this rule. There is no “threshold” exception to this rule.
2. If any pitcher that delivers forty-one (41) or more pitches and is not covered by threshold exception, that player shall not play the position of catcher for the remainder of that day.

Required Days Rest

Pitchers are required to observe the required days rest as shown below. The rest period shall begin at the stroke of midnight after the pitcher’s outing (i.e., the following day) and shall last for the number of twenty-four (24) hour periods (days), each beginning at midnight on consecutive calendar days.

| League Age 14 and Under | | League Age 15-16 | |
|-------------------------|--------------------|-------------------|--------------------|
| Number of Pitches | Required Days Rest | Number of Pitches | Required Days Rest |
| 66+ | 4 | 76+ | 4 |
| 51-65 | 3 | 61-75 | 3 |
| 36-50 | 2 | 46-60 | 2 |
| 21-35 | 1 | 31-35 | 1 |
| 1-20 | 0 | 1-30 | 0 |

Notes:

1. Under no circumstance shall a pitcher pitch in three (3) consecutive days.
2. A player may not pitch in more than one (1) game in a calendar day.

Removing the Pitcher from the mound

A pitcher once removed from the mound cannot return to the position of pitcher.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player or spectator may neither be present for his/her team’s next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.

- For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, game will be stopped and reviewed by the competition committee.
 4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.



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