

Section 6.04 Triple A Division Ground Rules

1. Each game will consist of no more than six (6) innings OR 1 hour 45 minute, whichever occurs first. If a new inning is started prior to the 1 hour 45 minute mark the full inning must be completed, with the exception being if the home team were ahead, the bottom of that inning would not be played. There will be no extra innings in the event of a tie. No new inning will start if the 1 hour 45 minute mark has already passed.
2. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If a game ends in a tie, the tie will stand.
3. Only players may catch for the pitcher. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the pitcher while he/she is warming up.
4. Umpires will wait 15 minutes after a scheduled game time before calling a forfeit. At that point it is highly encouraged to have a scrimmage game to allow the players at the field to play a game.
5. The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask and protective helmet, shin guards, and a log model chest protector with throat guard. All male players must wear a protective hard cup. All female catchers must wear a soft cup.
- *6. Teams may start with a minimum of 8 players. There will be no penalty issued when the 9th spot comes up to bat.

7. The Triple A Division may only score 5 runs per inning
8. Triple A Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/ Rostered Manager and two (2) Board approved/Rostered coaches. One (1) Manager/Coach must remain in the dugout area at all times.
9. One (1) Manager or Coach is allowed to stand outside of the dugout when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed on the field. (buckets are not allowed on the field at any time)
10. Triple A will bat through the entire line up. Every player must have six (6) consecutive defensive outs. (2 innings on defense)
11. The Home team will provide a scorekeeper to keep score via GameChanger on the ALL provided tablet
12. All managers must report all changes to the scorekeeper.
13. If an umpire does not show up as scheduled, and 15 minutes has elapsed, home team will provide a volunteer parent umpire agreed upon by both managers.
14. Batter must keep one foot inside the batter's box at all times during his/her at bat.
15. A ball that bounces over the fence is a ground rule double and batter will be placed on second base.
16. Intentional walks are allowed. Manager of the team on

defense must notify the umpire prior to the pitch to the batter he/she intends to walk. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the IW must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk, only forced baserunners will advance during the intentional walk.

17. Maximum pitch count for 7-8 year olds is 50 pitches
Maximum pitch count for 9-10 year olds is 75 pitches
Maximum pitch count for 11-12 year olds is 85 pitches

Days of rest must be observed per Little League guidelines, which are listed below:

1–20 pitches No (0) calendar days rest must be observed
21-35 pitches One (1) calendar day of rest must be observed
36-50 pitches Two (2) calendar days of rest must be observed
51-65 pitches Three (3) calendar days of rest must be observed
66 or more Four (4) calendar days of rest must be observed

18. A pitcher who delivers over 40 pitches in a game may play the position of catcher in that same game ONLY if he/she were thresholded during the at bat he/she reached 40 pitches. It is the Managers responsibility to inform/confirm with the scorekeeper that the pitcher was properly thresholded.

19. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.

20. Teams must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.

21. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his/her coaches prior to leaving the game.

22. Standings will be kept. The winner of the regular season will be the TOC team. In the event of a tie, the team with the best head to head record against the team they have a tied record with, wins the division and will be the TOC team. In the event the head to head records are also a tie, then a one game playoff will determine the TOC team.

23. Any cheering must be done in a sportsmanlike manner and cannot be directed in any way towards the opposing team. Cheers should only be done as encouragement for a team's own players.

24. The backstop will remain open for spectators. Spectators who are sitting or standing behind the backstop may not relay signs to the pitcher or interrupt the players or umpires on the field in any way. If the umpire or Board member on duty feels spectators sitting behind the backstop are interfering in any way with the game, the backstop will be closed.

25. A manager or coach may come out to the mound twice in one inning to visit with the pitcher, but on 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 pitcher.

26. A courtesy runner may run for a catcher or pitcher if there are two outs. The courtesy runner will be the batter in the lineup who made the last out. The courtesy runner cannot run for both the pitcher and the catcher in the same game.