

Capitol Hill Little League



AAA Division Rules

Sportsmanship Rules

All players, coaches, and parents will learn and follow principles of good sportsmanship, which include respecting umpires, teammates, coaches, the fields, and especially players and coaches on the opposing team.

1. All players and coaches from opposing teams will shake hands after each game. They also will thank and/or shake hands with the umpire(s).
2. Each team is responsible for cleaning up their bench areas after the game. The home team is responsible for field preparation prior to games and providing game balls for the game. The visiting team is responsible for field clean up, including raking the field and returning equipment to the shed and locking up.
3. Players and coaches will encourage teammates.
4. Players, coaches, and parents will recognize good play by the opposing team and, in all instances, refrain from shouting at, taunting, attempting to distract (e.g., the catcher may not speak to an opposing batter), or making disparaging comments (such as “no batter”) directed at players on the opposing team.
5. Players, coaches, and parents are not to sit behind the backstop because doing so distracts the players, especially the pitcher.
6. When a batter is hit by a pitch, the batter and pitcher will shake hands.
7. At no time will any player, coach, or parent curse or use abusive language.
8. Penalties are enforced solely by the umpires.
9. Players, coaches, and parents are not to question the umpire’s call of balls and strikes, fair and foul, or safe and out. Coaches may ask umpires before the start of a game to describe the strike zone that will be used during the game and communicate that information to the players.
10. Players will not argue with an umpire. A coach who has a question about an umpire’s call may ask for time and in a calm and respectful tone ask the umpire to explain the call. At no time is a coach to raise his or her voice and argue. If a coach believes that an umpire has improperly interpreted the rules, the coach has the right to continue to play a game under protest and/or report the matter to the Division Commissioner.
11. The display or consumption of tobacco or alcoholic beverages in any form is strictly prohibited on the playing field, benches, dugouts, or bleachers.
12. Per Little League regulations, the actions of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league board of directors. When a manager, coach, or player is ejected from a game, they shall take no further part in that game. A manager or coach ejected from a game must leave the field

immediately and may not sit in the stands. A player ejected from a game may not be recalled, may not take any further part in the game (e.g., warming up the catcher, serving as a base coach), and must remain supervised until released to his/her parent or guardian (or other responsible adult). Any manager, coach, or player ejected from a game is suspended for his/her team's next physically played game and may not be in attendance at the game. Please see the CHLL Code of Conduct for additional information.

Sportsmanship Rules Note: In Little League programs, if the player will not cause a disturbance for the remainder of the game, it is acceptable, and advisable, to leave him/her in the dugout for the remainder of the game.

Safety Rules

1. All players shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
2. There is no on-deck batter. Only at-bat batters may have a bat in their hands.
3. Batters and base runners must wear helmets.
4. Managers and coaches (adults) are prohibited from warming up a pitcher either on or off the field. A registered Capitol Hill Little League player must warm up the pitcher.
5. Catchers and defensive players will not block a base, home plate, or the base line without possession of the ball. This is considered an obstruction. The obstructed runner is safe and a dead ball is called.
6. Male catchers are required to wear a protective cup. All male players are encouraged to wear a protective cup, regardless of the position they play.
7. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. EXCEPTION: Jewelry that alerts medical personnel to a specific condition may be worn.
8. Players and umpires may not wear casts during the game. Persons wearing casts, including managers and coaches, must remain in the dugout during the game.
9. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permitted.
10. Penalties are enforced solely by the umpires. (Any reference to "umpire" included in this document refers to the individual(s) responsible for enforcing penalties at a given division level.)
11. The home team is responsible for having the first aid kit in a dugout during the game.
12. Throwing the bat is an automatic out. It is at the umpire's discretion on whether a bat has been thrown. Warnings should be given to players who show this tendency, but if the umpire determines that the player has thrown the bat, the player should be called out without a warning.
13. A base runner must never purposefully remove his/her helmet while on the field without first calling a timeout. The penalty is that the player is out.
14. All injuries where a player is unable to return to a game or practice or must seek outside medical assistance must be reported by the team manager/coach to the Safety Officer and the CHLL President within 48 hours of the incident. An incident form must also be completed and submitted to the Safety Officer.

General Game Rules & Format

- The Playing Rules are governed by the most recent Little League Baseball Rulebook, including updates, as modified and interpreted by the CHLL House Rules below.
- All calls, including balls and strikes, fair and foul, safe and out and any other decision based on rules, made by the umpire(s) are considered final.
- A team must have at least 9 players and 1 coach to play. A team has a 15 minute grace period from the scheduled start time of the game to meet this requirement. If a team fails to meet this requirement, the game shall not be played.
- If a manager knows in advance that s/he will not have 9 players for an entire game, the manager should refer to the CHLL player call-up policy to request one or more players
- Games are 6 innings long with a time limit of 2 hours. An inning in progress at the 2 hour mark may be completed. No new full inning can begin after reaching the 1 hour 45 minute mark. However, if there is no “next game” on the field, the game limit extends to 2 hours 30 minutes, with no new full inning beginning after the 2 hour 15 minute mark.
- With the exception of the semifinal and championship games, games may end in a tie. If the aforementioned time limits have not been reached, extra innings may be played to determine a winner. For the semifinal and championship games, the games may exceed the aforementioned time limits to determine a winner.
- There are two styles of play in the AAA Division. The division commissioner will determine when Phase II begins.

Phase I
Developmental play, where games do not count towards the standings.
Teams have a 5 run limit per inning. There is no mercy rule.
Each team must have at least 9 players and 1 coach for the entire game. A team has a 15 minute grace period from the scheduled start time of the game to meet this requirement.
If a team does not have at least nine players, teams can choose to scrimmage. <u>If a scrimmage is played, pitch counts rules must be followed and recorded.</u>
Any manager who knows s/he will not have at least 9 players for an entire game should refer to the CHLL player call-up policy to request one or more players.
Due to weather or time limits, a game is declared official if the home team is ahead after 3 1/2 innings or the visiting team is ahead after 4 innings.

Phase II
Competitive play, where games count towards the standings.
Teams compete to earn a playoff spot with semifinals and a championship game played at the end of the season.
There are no limits to the number of runs scored per inning.
If a team does not have at least nine players, the game cannot be played for official purposes of win/loss and standings. The team with fewer than 9 players will be given a 15 minute grace period, with the 15 minute clock beginning at the scheduled start time. After 15

minutes, an official game cannot be played. However, teams can choose to scrimmage if both team managers agree. This is not required and there is no penalty if one manager chooses not to.

If a scrimmage is played, pitch counts rules must be followed and recorded.

For purposes of win/loss and standings, a team with fewer than nine players does not automatically forfeit. That manager has 48 hours from the scheduled start time of the game to appeal to the division commissioner to ask that the game be rescheduled and officially played. The division commissioner will coordinate with the board, who will make a determination. If no appeal is made or the board does not approve, the game will be considered a forfeit and the score will be recorded as 6-0. If the board agrees that the game should be rescheduled, the division commissioner will work with both teams to find a time to play the game. It is expected that both managers will be as accommodating as possible. If no time can be agreed upon, the division commissioner will contact the board president to determine the next steps.

Any manager who knows s/he will not have at least 9 players for an entire game should refer to the CHLL player call-up policy to request one or more players.

Due to weather or time limits, a game is declared official if the home team is ahead after 3 1/2 innings or the visiting team is ahead after 4 innings.

- Teams must confer at the end of each inning to agree on the score. If there is a dispute, it is resolved by the umpire.
- A player may not sit out from the field for more than one inning in a row. In addition, no player may sit out a second inning until all players who were present at the start of the game have sat out at least one inning. If a player arrives after the start of the game, the player must be inserted into the defensive lineup by the next full inning following his/her arrival and completion of warm ups.

Batting

- Teams will use a continuous batting order that contains the entire roster of players
- The dropped third strike rule is not in effect, meaning the batter is not able to try to advance to first base if the catcher drops the third strike. A batter is called out on the third strike regardless of whether the catcher catches the ball. Note that if a batter foul tips a 3rd strike and the catcher drops it, that pitch is considered a foul ball. However, if a catcher holds onto a foul tip 3rd strike, the batter is out.

Pitching

- The following charts outline pitch count limitations & required days of rest for the AAA division:

Pitch Count Limitations	
League Age	Pitch Limit

11	85 pitches per day
9-10	75 pitches per day
8	50 pitches per day

Days of rest Requirements	
Pitch Count	Required Days of Rest
66 or more pitches in a day	4 calendar days
51-65 pitches in a day	3 calendar days
36-50 pitches in a day	2 calendar days
21-35 pitches in a day	1 calendar days
1-20 pitches in a day	0 calendar days

- The manager must remove the pitcher when they reach the limit for his/her age, but the player may remain in the game at another position.
 - Exception: If a pitcher reaches their pitch count limit while facing a batter, the pitcher may continue to pitch until any of the following occur:
 1. The batter reaches base;
 2. The batter is put out;
 3. The third out is made to complete a half-inning
 - Exception: If a pitcher reaches any of the “X pitches in a day” threshold while facing a batter, they may continue to finish that at bat until one of the above three outcomes occurs. When this occurs the pitch total should not include the additional pitches thrown after reaching the threshold.
 - Scenario: Pitcher begins an at-bat with 33 pitches and gives up a single after throwing 5 pitches.
 - Explanation: Although the pitcher threw a total of 38 pitches, only 35 are counted in their official record, resulting in a required 1 calendar days rest rather than 2.
- Once a pitcher throws 41 pitches (unless finishing a batter), s/he cannot play catcher in that game or subsequent games on that day.
- Once a pitcher has been removed from the mound, s/he cannot return at that position, even if s/he are below pitch limits, during that game.
- A player that has played catcher for 4 innings in a game cannot pitch on that calendar day. If a player has played catcher for 3 or fewer innings, moves to pitcher, and throws 21 or more pitches (unless finishing a batter), the player may not return to the catcher position that day.
- A pitcher cannot pitch more than 2 innings (or exceed his/her pitch count limitations) during Phase I games. A single pitch thrown constitutes an inning pitched. In Phase II, only pitch counts are used to determine pitching limits.
- All players should have an opportunity to pitch.
- No player may not pitch in more than one game on the same day.

Defense

- A defensive player without the ball may not fake a tag, shout out or otherwise try to trick a base runner to induce an unnecessarily slide or cause them to return to the previous base. This is considered obstruction and, if a play is being made on the obstructed runner, the runner shall be awarded one base beyond the base last legally touched by such runner, before the obstruction.
- Catchers and defensive players will not block a base, home plate, or the base line without possession of the ball. This is considered obstruction and the runner will be called safe at that base and a dead ball is called.
- The position of the fielder's body or feet, have absolutely nothing to do with judging whether a ball is fair or foul. The judgment is based solely upon the relationship between the BALL and the LINE at the moment the fielder touches the ball, or at the moment the ball comes to a stop, or on outfield fly balls; the moment it touches the fielder or the ground.
- Defensive players on the field may not switch positions (e.g., center fielder and shortstop switch positions) in response to a particular batter. Defensive players may shift (e.g., players move to their left or right) at any time.
- The infield fly rule is in effect.

Base Running

- When a fielder has the ball and is waiting to make the tag, the runner has three options:
 1. Slide feet first, OR
 2. Attempt to get around the fielder; OR
 3. Retreat to the previous base.
 - There is no “must-slide” rule. Sliding is only one of the three options for the runner that comes into play when the fielder has the ball and is waiting to make the tag. If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, the runner cannot be called out because of the collision; only if the umpire determines that the runner deliberately or maliciously attempted to contact the fielder, the umpire could eject the runner for unsportsmanlike conduct.
- Teams may use a courtesy runner for their catcher. If the next inning’s catcher is on base with 2 outs, the player who was last out should be used as substitute runner. This allows the catcher to return to the dugout and put on the catcher’s gear on before the end of the inning.
- If any base runner deliberately or maliciously attempts to contact a fielder, the umpire could eject the runner for unsportsmanlike conduct. The ball is dead and any other base runners may not advance to the next base.
- There is no headfirst sliding unless a player is returning to a base. The penalty for inappropriately sliding headfirst is the runner being called out.
- There is no rule against sliding into first base, except that the slide cannot be headfirst unless the player is returning to the base.
- The play is live until the pitcher is on the mound in possession of the ball
- There is no leading off the base. Runners may only come off their base after the pitched ball crosses home plate.

- During Phase I, a runner may only attempt to steal 1 base per pitch. Runners may not advance to the next base if a catcher's throw is wild. During Phase II, there are no restrictions on the number of bases that may be stolen on a single pitch.
- Stealing home is not permitted during Phase I and II. A runner can advance home only on the following conditions:
 1. Advanced on a ball the batter puts in play
 2. Advanced on a bases loaded walk
 3. Advanced on a bases loaded HBP
 4. Advanced on a poor throw back to the pitcher from the catcher. A poor throw is defined as any throw in which the pitcher does not catch.

Note1: Catchers or pitchers may attempt to throw a runner out at third who takes a secondary lead. This is essentially a free throw over because even if a pick-off throw goes wild the runner may not proceed home. A runner on third base can only retreat back to the base.

Note 2: If a runner tries to advance from 3B to home on a play not listed above, the ball is not dead, and the runner does not get a free pass to walk back to 3B.

- During Phase I, no delayed steals are permitted. That is, a runner may not leave their current base to attempt a steal by timing their run by waiting for catcher to throw the ball back to the pitcher. During Phase II, delayed steals are permitted with the exception of stealing home.
- Any base runner touched by a live batted ball has committed interference and is out. The ball is dead. The batter is awarded first base and other runners advance only if forced. However, the runner is not out if s/he is touched by a batted ball after it passes through or by an infielder, except the pitcher. (For example, if a base runner is passing behind an infielder while the fielder is making a play on the ball, but the infielder then misplay the ball and the misplayed ball passes through the infielder's legs or by him/her on either side, and then touches the runner, the runner is not out. This is not interference. The ball is live.)
- Any base runner hit by a thrown ball is not interference (live ball) unless the runner intentionally attempts to make contact with the thrown ball or otherwise hinders or impedes a fielder's opportunity to field or throw the ball.

Miscellaneous Rules

- Only a properly-equipped (protective cup if male, catchers helmet/mask) player may receive warm-up throws from a pitcher during a game. No manager, coach, or any other adult volunteer, is permitted to be on the field or in the bullpen for the purpose of warming up a pitcher. They may, however, stand by to observe a pitcher during warm-up in the bullpen..
- A batted ball that hits home plate is not a foul ball. For the purposes of a fair/foul determination, home plate is no different from the ground. All of home plate is in fair territory, so if a batted ball touches it, it has merely struck part of fair territory.
- No base coach can physically assist a runner in any way while the ball is alive. Pushing a runner off a base or pulling them back to a base, or helping a runner up off the ground would be considered coaches' interference and result in the base runner being called out.
- Any coach failing to get out of the way of a fielder who is making a play on a batted ball, regardless of where the fielder is at the time is considered coaches' interference and results in the batter being called out.

- A pitch that bounces in front of the plate can be hit. If a pitch bounces, the only thing that changes is that it can no longer become a called strike. With this single exception, the pitch is alive and in play. If the batter swings at the pitch and misses, it is a strike. If the batter hits the ball in fair territory, the batted ball is alive and in play. If the batter hits the ball foul, it is simply a foul. If the bounced pitch hits the batter, all the standard hit-by-pitch rules apply.