

# 2015 NBLL Rules for AA

## (Revision January 7, 2015)

1. Games are restricted to 2 hours. A new inning may not begin after 1 hour & 45 minutes.
2. No player shall sit out more than two innings in any regulation game, except for cases of illness, injury, or disciplinary action by the manager or umpire. An inning is defined as 3 outs by any team or the conclusion of the game by the winning run scored or the time limit being reached.
3. During each game, each player must have playing time in both the infield and the outfield. No player should play the same position for more than three innings per game.
4. Every player on the roster bats, even if not currently playing defense. Substitutions do not affect the batting order.
5. An on-deck batter is not permitted at any time.
6. Pitching Restrictions
  - Any player on a roster may pitch; there is no limit to the number of pitchers per game.
  - Any player who has played 4 or more innings of catcher may not pitch that day
  - Once a pitcher is removed, he may not pitch again in the same game.
  - A pitcher who delivers 41 or more pitches in a game cannot play the catcher position for the remainder of that day.
  - If a pitcher hits two batters in one inning or three batters in a single game, he/she may no longer pitch in that game.
  - **Required days of rest: (from 2015 Little League Rule Book)**

<b>&gt;= 66 pitches</b>	<b>4 calendar days rest</b>
<b>51-65 pitches</b>	<b>3 calendar days rest</b>
<b>36-50 pitches</b>	<b>2 calendar days rest</b>
<b>21-35 pitches</b>	<b>1 calendar day of rest</b>
<b>1-20 pitches</b>	<b>0 calendar days</b>
  - **Maximum pitches per game:**

<b>Age 11-12</b>	<b>85 pitches</b>
<b>Age 9-10</b>	<b>75 pitches</b>
<b>Age 7-8</b>	<b>50 pitches</b>

    - If the pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until a) that batter reaches base, b) that batter is put out, or c) the third out is made to complete the half inning.
    - If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached with his first pitch to a batter not the last pitch of the at bat, provided that

pitcher is removed before delivering a pitch to another batter. (I.e. If a pitcher begins pitching to a batter with his 33<sup>rd</sup> pitch and finishes the at bat with 42 pitches, he/she will be only required to observe one calendar day of rest.)

- Managers and coaches may not warm up a pitcher on the mound. Players are required to wear a facemask when catching for a pitcher during warm ups. A pitcher will be given seven throws in a period of approximately one minute to warm up prior to his initial pitch.
7. After a pitcher delivers 4 balls to a batter, the batter shall use a tee.
    - The batter has one swing with which to place the ball into play.
      - If the batter makes contact with the tee, but not with the ball, the umpire will call him/her out regardless of where the ball lands on the playing field.
      - If the batter makes contact with the ball but it lands near the tee, it shall be called “fair” or “foul” based on where it physically lands on the field. If it is called “foul”, the batter shall be out.
      - The batter must take a full swing when using the tee; bunting from the tee is not permitted.
      - If the batter puts the ball into play, the defense shall play the ball as a batted ball and may put base-runners and/or the batter out.
      - If the batter puts the ball into play from the tee, the batter may not progress past 2<sup>nd</sup> base on that play, regardless of overthrows, defensive errors, or other circumstances. Other base-runners may advance at their own risk.
  8. Head first sliding is not permitted into a base, but is permissible for returning to a bag. The runner shall be called “out” if he/she slides head first into the bag.
  9. Stealing is not permitted. The batter must put the ball into play in order for the runners to advance at any time.
  10. Leading off is not permitted. A runner must remain in contact with a base until the pitch has reached the batter.
  11. A runner may continue to advance on an overthrow (or otherwise) until the pitcher is in possession of the ball in the circle around the pitcher’s mound.
  12. Little League International requires a 5-run rule; specifically, once a team scores 5 runs in its half of an inning, their half of the inning is over and the opposing team shall have its turn to bat regardless of the number of outs recorded. The last inning shall be an “open inning”, during which there is no limit on the number of runs allowed for either side. The open inning shall be the 6<sup>th</sup> inning, or the last inning as declared by the umpire based on time constraints and/or weather issues. If the umpire does not declare an open inning and time expires, there shall be no open inning in that particular game. If, during the last play of a half-inning, a team actually scores more than 5 runs, only 5 runs will be counted, although the final play should continue until the ball has been declared dead.
  13. There is no 10-run or Mercy rule in AA. Play continues until the time limit has been reached, until 6 innings have been played, or until the game is suspended due to

weather or darkness. Games may end in a tie.

14. Win / Loss records are not kept in AA.