

# 2015 NBL Rules for AAA

## (Revision January 7, 2015)

1. Games are restricted to two hours. A new inning may not begin after one hour and 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. Every player on the roster bats, even if not currently playing defense. Substitutions do not affect the batting order.
4. An on-deck batter is not permitted at any time.
5. 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.
  - **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 must wear a mask when warming up a pitcher. A chest plate is not required

when warming up a pitcher. Pitchers will be given seven throws in a period of approximately one minute to warm up prior to his initial pitch. (LL Rule)

6. If a single pitcher hits any batter twice in one inning or three times in one game, the pitcher must be replaced and cannot return to the pitching position for the duration of the game. (NBLL Bylaws)
7. 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. (LL Rule)
8. Stealing (or base runners advancing without the batter putting the ball into play) is permitted in AAA under the following circumstances, as described in the NBLL Bylaws.
  - In AAA, base runners may advance without the batter putting the ball into play ONLY in the following situations:
    - a. A base runner may advance to 2<sup>nd</sup> and/or 3<sup>rd</sup> on a wild pitch and/or a passed ball where the ball leaves the catcher’s box behind home plate. The catcher’s box shall be defined by the umpire (and outlined in chalk) before each game. A base runner may advance on ANY loose ball (i.e., not in the catcher’s control) that falls outside this designated area. A base runner may not advance if the ball is caught and in the catcher’s control, even if the catcher is physically outside the catcher’s box area.
    - b. A base runner may advance to any base, including home, on overthrows to the pitcher where the ball leaves the circle around the pitcher’s mound. If the pitcher is outside of the circle but has control of the ball on a throw back from the catcher, the base runner may not advance.
9. Leading off is not permitted. A runner must remain in contact with a base until the pitch has reached the batter. (LL Rule)
10. 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.
11. 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 may 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.
12. There is no 10-run or Mercy rule in AAA. 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.