

CHERRY HILL ATLANTIC LITTLE LEAGUE

“AAA LEAGUE DIVISION”

LOCAL RULES

(Revised Feb 3, 2006)
(Revised March 8, 2007)

All divisions of C.H.A.L.L. shall play in accordance with the *Official Regulations and Playing Rules of Little League Baseball, Inc.* as outlined in the current “Rule Book” and “Operating Manual.” In addition, below are “Local Rules” that have been approved by the C.H.A.L.L. Board of Directors.

AAA Division Teams

1. The AAA Division is the highest level of minor league play in a players little league career. It is the intent of CHALL that the AAA Division be an instructional level of play where all players should be given ample opportunity to learn each position on the field with game time experience. The goal of the AAA level is to prepare the players for the next level of play where the competition is greater and the opportunity to learn new positions may become limited.
2. The CHALL Board of Directors shall determine the number of teams based on the number of players eligible. There is no minimum or maximum number of teams.
3. The AAA team rosters will be established by the AAA League Coordinator(s) and Player Agent with input from the Major League Managers and Coaches based on player evaluations and the Tournament team Managers and Coaches from the previous year’s tournament team
4. The 8, 9, and 10 year old tournament team players from the previous year will be split evenly among the AAA Teams in an attempt to bring parity to the league.

PLAYER REGISTRATION AND ELIGIBILITY

5. To be AAA League Division eligible:

- (a) An 8, 9, 10 or 11-year-old that is not injured to the extent that his/her participation is precluded, or is not a returning AAA League Division player, must participate in at least one indoor tryout.
- (b) An 8-year-old who attends an evaluation is not guaranteed a spot in AAA. An 8-year-old player who does not pose a safety hazard to themselves or to other players as determined by the evaluations that has registered prior to the draft, and has indicated on their registration a desire to play in AAA will only be eligible on a space available basis. The number of 8-year-old players allowed to play in AAA will be determined by the Board of Directors. **[Revised 03-08-2007]**
- (c) If an 8, 9, 10 or 11-year-old moves within the C.H.A.L.L. boundaries subsequent to the AAA Team rosters being setup, 8 year-olds must be placed in the AA League Division, and 9, 10 and 11-year-olds must be placed in the AAA League Division. The new player will be assigned to a AAA Team in the following order;

§ If a AAA Team is short a player this new player will be added to the roster of the next numbered team to bring the team to the same number of players as the other AAA Teams. Once all rosters are set to an equal number of players this option is satisfied.

§ If a player assigned to a AAA Team quits the league, such position is filled first if vacant at

the time. Roster spots will be filled in the order they are vacated.

- § A random drawing of the team will be held by the Player Agent and AAA Coordinator to place the new player onto a team, this team will then not have another player assigned until all other AAA Team rosters are at the same number of players.

6. After the scheduled mid-point of the season, no new sign-ups will be permitted.

REPLACEMENT PLAYER

7. A manager and/or coach shall notify the Player Agent and AAA League Coordinator by E-mail within 48 hours of learning that a player has quit or will miss greater than two games due to injury.

- The player agent will then validate with the parents of the player that the player has quit, or in the case of injury, the extent of the injury. In cases where the player is under a physicians care, release from the physician must be supplied to the player agent and approved before the player will be allowed to play.
- If the injury will cause the player to miss the remainder of the playing season, including post-season play the manager will have 96 hours within which to select a replacement player.
- A permanent replacement player will only be permitted if the team roster has fewer than 9 players on the team.
- The replacement player must come from the AA Division, and is not available for pitching at the AAA Division.
- The manager also has the option of not replacing the player, and can continue to call up a player from the AA division on a game by game basis.
- A replacement player is not required with three or fewer games remaining in the regular season but a manager and/or coach can request a replacement player, if desired, with the approval of the player agent and president of the league.
- A replacement player from the AA Division whose team is scheduled to play at the same time as the AAA team will be allowed to move up for the game with agreement from the AA Team Manager and the Player's parents. If both parties do not consent to the player moving up to AAA game, the player does not lose his availability to be called up for future AAA Games (see #8(b)).

8. AAA League Division replacement player eligibility is as follows:

- (a) Any AA Division League player who was determined to be qualified for AAA League Division play at the player evaluations is placed on the AAA eligible list.
- (b) If a team is unsuccessful in obtaining a player from the AAA eligible list, the team may select any player eight years of age or older with AA League Division experience to be called up as a replacement player.
 - If a player turns down the opportunity to play in the AAA League Division as a replacement player, the player agent will confirm with the player's parents that the player does not want to move up. (The purpose of discussing with the players parents is to ensure that the manager is not deliberately by-passing less talented eligible players for more talented non-eligible players.)

Once a player turns down a first request for AAA League Division call-up, he/she will become ineligible for the remainder of that season to be called up as a replacement player for any AAA League Division team.

GENERAL RULES

9. No team shall be permitted to begin a game with less than nine players. However, a team can finish a game with only eight players.
10. There is a five run limit in each of the first three innings. After the third inning, there is no limit on the amount of runs allowed. However, these are children and you should keep in mind the morale of these players when

stealing bases and scoring runs excessively.

11. A game is forfeited fifteen minutes after the scheduled start time. In the event this occurs, the umpire is required to rule that a forfeit has occurred. A written request to allow the game to be rescheduled and played, and the reason(s) thereof, can be submitted by the managers of the affected teams to the Board for consideration. In its discretion, the Board will not excuse forfeits that occur due to a player's unavailability as a result of vacations, participation in other sports, or attendance at social functions such as birthday parties, First Holy Communion parties, or Bar/Bat Mitzvah's. Player shortages that result from attendance at mandatory school or mandatory religious functions, illness or injury shall be excusable as determined by the Board. Only the players directly affected are excusable. The Board shall also have the authority to declare a forfeit subsequent to the rescheduling of a game, where facts demonstrate bad faith or misrepresentation by the team(s) involved.
12. Players may participate in other leagues, such as AAU and school teams, during the C.H.A.L.L. season, which includes playoffs. However, a player can only participate on one team in one league during tournament play. Managers and coaches should be considerate to players who pitch in other leagues, so as not to risk injury to such players.
13. Both teams scheduled for a game are responsible for preparing the field for play (rake as needed, line foul lines and batters box), no later than 15 minutes before game time. Teams will be provided an ample supply of game balls prior to the start of the season. Each team will provide one game ball to the umpire-in-chief prior to the start of the game. Repeated failure to carry out these responsibilities will result in penalties and/or assignments as determined by the league division coordinator, which can include field clean up and snack stand duty. **[Revised 03-08-2007]**
14. The winning teams responsibilities include:
 - (a) Calling or emailing game result and score into the league coordinator within 24 hours of completion of the game. Email is the preferred method of communicating game results to the coordinator. **[Revised 03-08-2007]**
15. After the game, both teams must perform the activities listed below. Repeated failure to carry out these responsibilities will result in penalties and/or assignments as determined by the league division coordinator, which can include field clean up and snack stand duty.
 - (a) Clean all trash and articles from their respective dugout areas and stands.
 - (b) Rake all base areas and pitching mound and fill all holes.
 - (c) If it is the last game played in the day, all bases and field equipment must be returned to the storage area.
 - (d) Empty the trash cans located beside the field outside their respective dugout. New trash can liners will be available in the equipment shed. For the weekend schedule, the trash cans should be emptied when the can is close to being full and at the end of the last game of the day.
16. Only the manager, coaches, and players are allowed in the dugout no parents, siblings or spectators are permitted in the dugout or on the field during the game. The only person permitted onto the playing field, other than players or coaches will be a medical professional in the event of a player injury during the game at the umpires discretion.
17. A coach may warm up the pitcher between innings if the catcher is not ready, another player should not be used to warm up the pitcher.
18. Catchers must wear a cup.
19. Batting donuts are not permitted at any time.

20. Intentional walks are not allowed.
21. Runs can be walked home.
22. Bunting and stealing are allowed. Stealing of home base will be limited to one occurrence during an inning. After the one steal of home base during the inning, all subsequent runs scored must be a direct result of the offensive team placing the ball into play or a bases loaded walk of the batter which forces a runner to score. Once the offensive team places the ball into play the runners may advance until the play is over. After the one steal of home base runners may not steal home on the action of a catcher attempting to throw out a runner stealing a base, an over throw of the pitcher, or a pickoff attempt of another runner at any of the bases. If a runner on third bluffs an attempted steal of home after the first steal has taken place and the catcher makes a play on that runner, the runner cannot score but can be forced out in a run down or while returning to third base.
23. A pinch runner for the catcher is permitted with two outs only, but is not mandatory. The pinch runner must be the player who made the last out.
24. A manager/coach must notify the opposing team manager/coach of a substitution. Repetitive failure to comply with this requirement will result in disciplinary action by the Board.
25. Runners must slide or veer to avoid contact with a fielder who has the ball and is waiting to make a tag. A runner who fails to slide or veer and makes contact will be called out, and is subject to ejection if the umpire believes there was intent to injure or interfere with the throw.
26. No head first slide are permitted, except if going back to a base. A head first slide will result in the runner being called out.
27. All AAA League Division teams are required to "bat around" their entire roster during both regular season and playoff games. In other words, every player present at the time of a game will be included in the batting order. If a player arrives after the start of the game, the player will be placed at the end of the batting order. Regular rules for substitution in the field apply as stated in #26 and #27.
28. No players should sit the bench for one consecutive defensive inning. Players may be substituted in the field without limitation (pitcher exception) and may enter and leave the defensive lineup freely. All players must play the field during one half of the innings played in the game. In a game that is limited to four innings all players must have been in the field for two innings, in a five inning game the players must play in two innings, in a six inning game all players must have played in the field for three innings. **[Revised 03-08-2007]**
29. A non-starting player who enters the game as a substitute, and is then substituted for, can re-enter the game at any time for any other player. If a player shows up anytime after the start of the game, said player will be considered a non-starting player and must fulfill the requirements of a substitute as stated in #29 for the remainder of the game.
30. Two adult base coaches are permitted at first base and third base.
31. The 10-run surrender rule is OPTIONAL to the losing team [See Rule Book Section 4.10(e)].
32. Curfew is 10:00 PM for any AAA League Division game that is played under the lights. If an inning is started prior to 10:00 PM and continues after, the inning can be completed and then the game ends.
33. Weekend (Saturday/Sunday) or double-header time limits are as follows:
 - (a) No inning shall be started after two hours past the start of the game.
 - (b) Any inning started within the two-hour limit, shall be played to completion. An inning is considered to have started when the third out is made in the previous inning, not when the first pitch is made of the new inning.
 - (c) There are no reversion rules for weekend or double-header games played pursuant to this

#31.

34. There are no time limits for weekday games unless the weekday game being played is a re-scheduled or make-up weekend or double-header game. In that event, weekend or double-header time limit rules apply.
35. No game may be rescheduled without the approval of the league coordinator. Games will be rescheduled stated below and in the same order that they were originally scheduled.
- (a) If the entire Saturday schedule is rained-out, all games will be played at the same times on the next day (Sunday). The exception is when games are regularly scheduled for that Sunday.
 - (b) If the early games on Saturday cannot be played due to inclement weather but later games are played that day, the early games will be played, if possible, after the later games have concluded. If this is not possible, games will be re-scheduled in accordance with subparagraph (d) below. The same will apply if earlier games are played but later games cannot be played. Weekend time limit rule will apply regardless of when the games are played.
 - (c) If weather conditions prevent all games from being played on Saturday and from being made up on the next day, all of these games shall be made up on the following Sunday.
 - (d) Weekday rainouts or suspended games will be made up or continued on the first available day as dictated by field availability and not by managers, coaches, or player's convenience. A forfeit will occur if a manager is unable to field a team for other than excusable reasons as outlined in #11 above.
 - (e) Any game suspended due to rain or darkness in which four full innings **have not** been completed (or 3½ innings if the home team is leading), shall be resumed at the exact point of suspension and will be played until the game is completed or becomes an official game if further suspension is required. This also includes games that are suspended in the first inning. Normal pitching and rest rules apply.
 - (f) Any game suspended due to rain or darkness in which four full innings **have** been completed (or 3½ innings if the home team is leading), shall be considered an official game. If the game is suspended in the middle of an inning after a game is considered official, the score at the end of the last complete inning will be considered the final score for determining a winner. If the score is tied, then the game will be resumed in accordance with subparagraph (e).
 - (g) If a game is rained out or suspended and made up or continued on the next available day that falls in a new week (Saturday to Sunday), the pitchers' innings pitched during the continuation game will count toward the new week. Similar rule applies if a make-up or continuation game occurs in the same week, innings pitched count toward that weeks pitching allowance. Normal pitching and rest rules apply.
36. No game is to be cancelled due to inclement weather unless done so by the league coordinator. If field conditions are questionable, the decision to play lies with:
- (a) The director of fields, or, in his /her absence;
 - (b) The board member on field duty that night if not involved in the game, or, in his/her absence;
 - (c) Any other board member available.

PITCHING RULES

37. Pitching rules for regular season and playoffs are as follows [See Rule Book Section VI – Pitchers]:

For the 2007 season, Little League has made significant changes to pitching rules, moving from a limitation on the number of innings pitched to a number of pitches thrown. See section VI on page 33 of the official little league rule book.

- Any player on a regular season team may pitch. There is no limit on the number of pitchers a team may use in a game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, the pitcher may remain in the game at another position:
 - o League Age 11-12 85 pitches per day
 - o League Age 10 and under 75 pitches per day
- Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- **Intentional Walks: Are not permitted in CHALL. [Revised 03-08-2007]**

- (a) Maximum pitchers – There is no maximum number of pitchers that can be used during a AAA League Division game.
- (b) A pitcher is removed from the mound when he/she hits three batters in an inning or a total of five batters in any outing.
- (c) 12-year-old players are not eligible to pitch in the AAA League Division, a replacement player called up from the AA level is not eligible to pitch in the AAA Division.
- (d) Once removed from the game as a pitcher that player may not return as a pitcher during the game.

38. Balks will not be called. The umpire will notify the player (pitcher or catcher) of such violations and has the discretion to remove any player who commits repeated violations with the intent to deceive batters and runners.

39. An illegal pitch shall be called a ball. [See Rule Book Section 8.05 – An Illegal Pitch]

MANAGERS AND COACHES

40. Managers and coaches are selected by vote of the Board of Directors after review of all candidates who have completed an application form during player registration. An approved manager or coach who desires to manage or coach in a succeeding year must receive Board approval each year. Without exception, managers and coaches are not guaranteed a team. Remember, no one has a “right” to manage or coach. Also, a coach does not inherit a team once a manager leaves the league. Once selected as a Manager or Coach by the league the person fulfilling these positions must have the CHALL Board of Directors approval for relinquishing these duties to any other person. The criteria used by the Board in making manager and coach selections include, but are not limited to:

- (a) Coaching experience prior to joining C.H.A.L.L.
- (b) C.H.A.L.L. coaching experience and the quality thereof, including holding regular practices, game attendance, and relationships with players and parents.
- (c) Overall character and temperament.
- (d) Cooperation with league administrators during rainouts, game re-scheduling, attendance at league meetings, participation in league activities, handling fundraisers, and conduct with umpires, parents, and league staff.
- (e) Effort off the field with contributing time during league workdays, field preparation and maintenance, and rendering assistance to the league on other projects.
- (f) Promotion of C.H.A.L.L.’s ideas and accomplishment of little league goals and objectives.

- (g) Compatibility with other coaching candidates.
41. C.H.A.L.L. managers and coaches must be certified pursuant to State law. If approved as a manager or coach by the Board, attendance at a coach's certification program is mandatory.
42. Managers and coaches are expected to display good sportsmanship and set a good example for the players. Managers and coaches not meeting these expectations, or involved in any physical altercation, are subject to disciplinary action by the Board. Also note that inappropriate post-game conduct will also result in disciplinary action to be determined by the Board. The following shall govern in the event of the ejection of a manager or coach from a game
- (a) The ejecting umpire is required to file a written report with the president of the league for any ejected manager or coach. Umpires should attempt to consult with each other before ejecting a manager or coach. If there is no consultation between umpires prior to the ejection of a manager and/or coach, the absence of consultation and reason(s) will be a factor to be considered in any appeal taken by an ejected manager and/or coach.
- (b) If a manager, coach, or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled.
- (c) The ejection of a manager or coach from a game shall result in disciplinary action consisting of a suspension for at least one game. The suspension will take effect on the second scheduled game subsequent to the ejection. The manager or coach shall have the right to request an appeal to a five-member committee that shall consist of the president or vice-president, the league coordinator, the player agent, the head umpire, and a non-Board member designated by the other four members of this committee and who is a manager or coach in another division (i.e. a Major League Division manager or coach in the case of a suspended AAA League Division manager or coach and vice-versa). The committee, prior to the suspended manager or coach's second scheduled game subsequent to the ejection, shall hear the appeal. In the event that the manager or coach is dissatisfied with the five-member committee's decision, it can be appealed to the entire Board. The majority vote of the committee or the Board, as the case may be, is required to set aside the suspension. In addition to upholding a suspension, the committee and/or the Board shall be permitted to impose additional sanctions, including a longer suspension, against the manager or coach.
- (d) In the event of a second or subsequent ejection in the same season, there will be an automatic three game suspension and a more severe penalty may be imposed by the above noted committee and/or Board, which may include suspension for the rest of the season or expulsion from the league. In the event of a second or subsequent ejection, the manager or coach's suspension will take effect on the second scheduled game subsequent to the ejection. The manager or coach shall have the right to request an appeal in this case also. If the appeal is upheld, the designated committee or Board shall determine the length of the suspension prior to the second scheduled game.
- (e) In the event the ejection of a manager or coach takes place during a playoff game, the suspension will take effect at the next scheduled game. If an appeal is requested pursuant to this #40, the designated committee prior to the suspended manager or coach's next scheduled game shall hear the appeal.
- (f) The presiding member of the designated committee shall report to the Board of Directors at the next scheduled meeting the circumstances surrounding the ejection, the resulting investigation, the disciplinary action taken, and if an appeal was heard, the results of the appeal to the designated committee.

UMPIRING ASSIGNMENTS

43. Each team will be responsible to fulfill umpiring assignments throughout the little league season. AAA League

Division managers and coaches will be required to umpire games at the AAA League Division. A schedule of umpiring assignments will be provided to managers and coaches prior to the start of the regular season. There will be two umpires assigned for each game, one base umpire and one plate umpire.

44. If a team is unable to fulfill any umpiring assignment consisting of at least one umpire per game, it is the responsibility of the manager and coach to find a replacement and not the responsibility of the Umpire Coordinator. If the manager or coach cannot find a replacement, they should contact the Umpire Coordinator no later than 24 hours prior to the game. **[Revised 03-08-2007]**
45. A team shall lose one-half point in the standings for each failure to fulfill its umpiring responsibility. The Board has the discretion to waive this penalty due to extenuating circumstances, such as where sudden illness, emergency, or other excusable reasons preclude the manager or coach from notifying the umpire coordinator in sufficient time to obtain a replacement.
46. The base umpire will be responsible for counting the number of pitches during each inning. Both teams will also be responsible for counting the number of pitches thrown in each inning. At the end of the inning, or when a pitcher is being removed, the base umpire will get the pitch count from both benches and if they agree will log the players pitch count. In the event the two teams pitch count do not agree the umpire's pitch count will be used to determine the players pitch count. There will be a log in the HOME Team dugout for recording the number of pitches in each half inning. It is the umpire's responsibility to communicate the "official" pitch count to both benches. Once a pitcher is removed from the game the total pitches thrown by an individual player will be recorded. This is the "official" pitch count of record for that player. At the conclusion of the game each team's manager will sign the pitch count log acknowledging the official pitch count for the pitchers in the game. The umpires will get the log from the umpires room prior to the first game of the day, and return the log to the umpire's room at the conclusion of the days game(s). **[Revised 03-08-2007]**

PLAYOFFS

47. All teams in the AAA League will make the playoffs to determine the AAA League Champion. League standings will determine the playoff seeding, the standings are determined by points. Points are defined as two points for each win and one point for each tie.
48. In the event there is a tie in the standings, the tiebreaker rules are as follows:
 - (a) First tiebreaker - The team with the better head to head record.
 - (b) Second tiebreaker - The team with the most wins.
 - (c) Third tiebreaker – The total number of wins against opponents that the tied teams have beaten. Example: Team A is tied with team B, each team having five wins, 4 of which are against the same opponents. Team A's fifth win is against Team C whose record is 7-3. Team B's fifth win is against Team D whose record is 3-7. Team A wins the tie breaker by having a win against a better team.
 - (d) Fourth tiebreaker - A coin toss.
49. The AAA Playoffs will be a single elimination format until two teams remain. These remaining two teams will play a best of three Championship Series to determine the AAA Division Champion. The playoff schedule will be established by the AAA Coordinator with approval of the Board of Directors. The schedule will be determined based on the number of teams in the AAA Division for any given year.
50. During the elimination round of the AAA Playoffs the team with the higher seeding will be the home team. During the Championship round the higher seeded team will be the home team for games #1 and #3 (if necessary) and the lower seeded team will be the home team for game #2.
51. Normal pitching and rest rules apply (see #35).
52. All AAA League Division teams are required to "bat around" their entire roster during both regular season and

playoff games. In other words, every player present at the time of a game will be included in the batting order. If a player arrives after the start of the game, the player will be placed at the end of the batting order.

53. Regular rules for substitution in the field apply as stated in #26 and #27.

TOURNAMENT PLAY

54. In selecting managers and coaches for tournament play, the Board will consider the following:

- a. Whether or not any disciplinary action has ever been taken by the Board against the all-star manager or coach candidate.
- b. If a designated all-star manager or coach after being selected, is ejected from a game that results in suspension prior to the conclusion of the C.H.A.L.L. regular season and playoffs, then the manager or coach all-star position will be subject to additional review by the Board.
- c. If an all-star manager or coach is ejected from an all-star game, said ejection will be taken into consideration upon the all-star manager or coach seeking further appointment and/or candidacy.

55. The manager and coach selected by the Board of Directors for any tournament team shall select the tournament players after having adequately provided information to any eligible player, including posting signs and contacting all managers, coaches, and eligible players, and subsequent to holding tryouts to determine the best-qualified individuals.

56. No more than \$300 each baseball season will be allotted to any all-star team for tournament play.

57. All-star uniforms shall be authorized and approved by the Executive Board, and purchased by the C.H.A.L.L. equipment/uniform manager.