



Reston Herndon Little League AA Local Rules & Procedures

AA DIVISION RULES & PROCEDURES

A. Home and Away Team Responsibilities:

Home Team:

- 1) Will occupy the dugout or player bench along the 1st base line.
- 2) Home team's Game Changer and pitch count will be considered official.
- 3) Run the scoreboard
- 4) Responsible for preparing the field for play
 - a) Removing tarps and placing them neatly down the outfield fence or in attached hitting/pitching cage
 - b) Line the first and third baselines
 - c) Rake infield where needed (please do not rake towards the grass)
 - d) Address holes on pitching mound where needed
 - e) Spray paint foul lines where needed.
- 5) At Fred Crabtree Park, return scoreboard controller at the conclusion of the game to the snack shack and plug in the charger. At Brown's Chapel #1, return table, chair and scoreboard controller to the field box at the conclusion of the game

Away Team:

1. Will occupy the dugout or player bench along the 3rd base line
2. If field needs work due to rain, away team is responsible for assisting home team prepare the field for play.
3. Run Game Changer, however home team is official
4. For games at Fred Crabtree Park, staff the snack shack, including following all opening and closing procedures found listed in the snack shack manual.
 - a. Families will be pre-assigned 2 inning slots throughout the season
 - b. Snack Shack should be opened 15 minutes prior to the start of the game
5. Responsible for preparing the field for the next game
 - a. Fill holes at the pitching mound and home plate
 - b. Drag and rake the infield
6. Ensure all field equipment is secured inside field boxes or sheds
7. At Fred Crabtree Park, ensure bathrooms, snack shack and shed are all locked and keys are secured in the lock box attached to the shed
8. Turn field lights off



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B. Pre-Game Logistics:

1. Batting Practice
 - a. At Fred Crabtree Park, the home team takes BP in the cages attached to the field. The away team hits in the remote cages behind field 1.
 - b. At Reston North Park or Browns Chapel #1, the home team takes BP on the field (Do not throw BP or hit in the grass). Away team takes BP in cages attached to BC2. BP on the field must end 40 minutes prior to the scheduled start time to allow both teams to warm up in the outfield.
 - c. Games scheduled at all other fields (without batting cages), neither team takes BP on the field. Teams may soft toss or hit off a tee in a safe manner into a net (not the fence).
2. Games Scheduled at Fred Crabtree Park, Reston North Park or Browns Chapel #1, the away team takes BP in one of the batting cages and warms up in a safe area off the playing field. Do not warm up in the outfield while the home team is taking BP or infield/outfield practice.
3. The home team should take 10 minutes of infield/outfield practice 30 minutes prior to the scheduled start time.
4. The away team should take 10 minutes of infield/outfield practice 20 minutes prior to the scheduled start time.
5. The home team should finish all field preparation 10 minutes prior to the scheduled start time.
6. The Umpire's plate meeting shall take place 5 minutes prior to the scheduled start time
 - a. At the plate meeting, managers must inform umpire and opposing manager of any players ineligible to pitch in the game that day.
 - b. At the plate meeting, each manager must furnish 2 leather-cover baseballs for each game, one that shall be new, and the other which shall be an acceptable used ball. The condition of the balls is subject to umpire discretion.
7. Home team takes the field immediately after the plate meeting and the game should start at the scheduled start time. The official start time is always the scheduled start time.



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C. In-Game Logistics:

1. Four coaches are allowed in the dugout or on the field at one time. Only two coaches may be on the field at any given time, unless during soft toss when there may be 3. One coach must always be in the dugout at any given time. Exceptions to this rule may be implemented by the division commissioner for safety precautions.
2. One adult coach must remain in the dugout at all times (LL rule 4.05).
3. Absolutely no food is allowed in the dugout during games, except for sunflower seeds.
4. On fields that do not have dugout gates, managers and coaches may stand in front of the open doorway, but must be inside the dugout.
5. Players must remain behind the fenced portion of the dugout.
6. All gates, including dugout gates, must be closed during play.
7. No player will be allowed in the screened equipment area adjacent to the dugout while the ball is live, except to locate equipment necessary for game play. Once the player locates their bat the player must put it aside until it is that player's time to bat. Other players will not be allowed to loiter in the equipment area.
8. Players may not leave the dugout/bench area except with the permission of the manager or a coach.
9. Play will immediately be suspended at the first sign of lightning or thunder. All players, managers, coaches, umpires and spectators should go to their cars. Play will not resume until the area has been free of lightning for thirty (30) minutes. After of one hour of cumulative weather delay (1 or more suspensions in play), the game is terminated and declared official, suspended or to be re-started, based on Little League rules.

D. Manager Rights & Responsibilities:

1. The manager is responsible for knowing when his/her pitcher must be removed due to pitching limits and abiding by all player participation rules.
2. The manager is responsible for the behavior of the parents/guardians of the players on his respective team. The umpire should address any complaints regarding the spectators to the relevant manager.
3. Any player who fails to attend at least 50% of his team's league scheduled activities can be removed from good standing. Only players in good standing are eligible to play in a game.



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4. For disciplinary reasons only, a manager may request that a player not attend a particular game if both the commissioner and parents have been notified at least 24 hours in advance.
5. Managers who fail to follow the Little League Rules or RHLL's Local Rules are subject to reprimand or suspension.

E. Game Rules:

1. Unless otherwise noted in RHLL local rules, rules are specified in the latest/current Official Regulations and Playing Rules published by Little League. Managers should download the free Little League Rules App from the Apple App Store or the Android Play Store.
2. Division commissioner must inform all managers and the chief umpire via email of rule changes and provide at least one-week advance notice.
3. The league shall attempt to provide umpires for each game. In the event that RHLL umpires do not report, the umpires shall be a parent from each team, with the home team responsible for supplying the home plate umpire, unless otherwise agreed to by the managers. Parents/spectators who fill in as umpires when regular umpires are not available are entitled to the same respect as regular umpires and have equal authority as such.
4. A minimum of eight (8) players is necessary to start a game. A game may not be continued with less than eight (8) players. The opposing team with nine or more players shall provide, to the short-handed team, a player to play the outfield position closest to their dugout. That fielder shall be the last batter who was put out on the offensive team. One batter prior to the borrowed fielder's at-bat, that fielder will be substituted with the batter that made the most recent out (if no subsequent outs have occurred, use the last runner that scored). If a team has fewer than 8 players at any point during a game, the game is forfeited and should be scored 6-0.
5. Player Participation rules are as follows:
 - a. No player shall sit out defensively for more than 2 innings in a regular 6 inning game. If fewer than 6 innings are played all players shall play no less than 2 less than the total of number of innings played. (For example: if 5 innings are played, all players must play at least 3 innings, etc). If extra innings are required, no player shall sit out consecutive defensive innings.



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- b. All players are required to play at least 2 of their defensive innings at an infield position (First Base, Second Base, Third Base, Shortstop, Pitcher or Catcher) in the first 5 innings of a game.
 - i. Players must play the entire inning from start to completion at an infield position to count as one full inning toward their requirement.
 1. Exemptions to player participation rule e5b
 - a. Should less than 5 complete innings be played due to light, time limit, weather, etc. then the requirement is considered waived.
 - b. Players who are injured during a game and unable to play a defensive position for the remainder of the game will be exempt. If a player starts an inning at an infield position, but leaves the game temporarily due to injury, that inning qualifies as one of their required infield innings.
 - c. Players arriving after the first pitch of their team's defensive 1st inning are exempt. Managers are still encouraged to play them 2 innings in the infield by the end of the game.
 - d. Commissioner's exemption: Managers with a player who has been injured and rehabilitating or a player who poses a safety risk to themselves or others may seek an exemption from their Commissioner and that process is established here. Any exemption should be short term, and would be communicated to all the Managers of that division by the Commissioner.
6. Continuous batting order is in effect for all games
7. Free substitution, except for the pitcher, will be allowed to encourage maximum participation; this does not include pinch runners.
8. Pitching Rules and Limits are as follows:
 - a. Any player on a regular season team may pitch and there is no limit to the number of pitchers a team may use in a game.
 - b. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - c. Intentional walks requested by the manager are counted as four pitches towards the pitcher's pitch count.



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- d. Pitch limits for the first portion of the season, date determined by the division commissioner:
 - 11s: 50 pitches per day
 - 10s & 9s: 50 pitches per day
 - 8s & 7s: 35 pitches per day
- e. Pitch limits for the Second portion of the season, date determined by the division commissioner:
 - 11s: 85 pitches per day
 - 10s & 9s: 75 pitches per day
 - 8s & 7s: 50 pitches per day
- f. Pitchers must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- g. Threshold exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - i. That batter reaches base.
 - ii. That batter is put out.
 - iii. The third out is made to complete the half-inning.
 - iv. The pitcher's reported pitch count and rest is based off the first pitch to the last batter faced.
9. If a pitcher begins a batter at 41 or more pitches, that player may not play the position of catcher for the remainder of that day.
10. Catcher threshold exception: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:
 - a. that batter reaches base.



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- b. that batter is retired.
 - c. the third out is made to complete the half-inning or the game.
 - d. The pitcher's reported pitch count and rest is based off the first pitch to the last batter faced.
11. The pitch count recorder or the home team game changer scorer must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
12. The official pitch count recorder or home team game changer scorer should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
13. A player who has attained the league age of twelve (12) is not eligible to pitch. See Little League Regulation V – Selection of Players)
14. A player may not pitch in more than one game in a day.
15. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm- up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
16. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - a. Example: if the pitcher of record pitches over 20 pitches and the suspended game takes place the next day, that pitcher may not pitch as they have not fulfilled their required rest.
 - b. Example: if pitcher of record has fulfilled their rest requirements prior to resuming a suspended game, their pitch count re-starts at zero. In this case, a pitcher may pitch beyond their limit within the GAME (which occurred over



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2 separate days), but they are still limited to the daily limit for each of the DAYS the game is played.

17. Violation of any pitching regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
18. The home team's game changer and pitch count shall be considered official. Each manager will retain a copy of their team's pitch count totals for each game, and a log of their team's pitchers' eligibility throughout the season.
 - a. The official team scorekeeper shall not be allowed in the dugout or on the bench, unless that scorekeeper is also the manager, or a coach that is permitted to be present in the dugout.
19. Only positive cheers directed at members of their own team by players or fans will be allowed. No organized cheers will be allowed while the pitcher is delivering a pitch. The umpire has authority to request that the manager, coaches, players, or fans cease any cheers that in the umpire's judgment are inappropriate or disruptive to the game. The opposing manager may also request the umpire to control organized cheers that he believes are inappropriate.
20. A coach (adult or player) making a "safe" or "out" call in an attempt to influence the outcome of a play is considered by Little League Rules to be in violation of the Unsportsmanlike Conduct rule and therefore is subject to ejection. It is the objective of this local rule modification to create awareness among the coaches, so that this behavior is eliminated. An umpire witnessing this act will provide one warning to a base or bench coach. On the second offense during that game, the umpire will require that a base coach be replaced. The offending base coach must perform their coaching responsibilities from the bench for the remainder of that game. A coach who receives three warnings in the same game must leave the bench and watch the remainder of the game from the stands. All 2nd and 3rd offenses will be reported to the commissioner for review.
21. There is no bunting in AA.
22. Teams are limited to four (4) runs maximum per inning, except for the sixth (or time-mandated final) inning, which shall be unlimited.
23. Baserunners may never steal second or go to second for any reason other than the three stated below:
 - a. A walk or hit by pitch which forces the runner to the next base
 - b. The ball is put into play in fair territory off the bat of the batter
 - c. A batted ball is caught in the air in foul territory at which point any and all runners may advance at their own risk.



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24. Runner cannot advance or steal second or home on pitched balls, overthrows by the catcher to the pitcher and mishandled balls by the pitcher from the catcher. Runners may not take home on passed ball or wild pitch. Stealing will be permitted of 3rd base only. On a steal, runners may not advance to home due to an overthrow by the catcher or a mishandled throw by the 3rd baseman.
25. Should a baserunner advance to any base illegally, he/she shall be returned to his/her original base.
26. Batters shall begin their at-bat with a no balls, one strike count (0-1). This rule will be revisited by the league's commissioner at mid-season to determine if a 0-0 count may be used.
27. After 4 balls are issued, rather than being rewarded a walk, the batter will put the ball in play from a soft-toss from his team's manager/coach. The number of swings from soft-tosses is limited to 3. Upon the third soft toss swing that fails to put the ball fairly into play, the batter shall be called out via strikeout (this includes a foul ball). None of these soft-tosses are counted against the pitcher's pitch total. Runners may not leave a base until contact.
 - a. The coach soft tossing must be positioned in foul territory
 - b. The catcher must remain positioned in their normal catching location behind the plate with their helmet on, however they may stand.
28. Batters must remain in the box with at least one foot throughout the at bat. Please see Little League rule 6.02(c) for exceptions and penalties
29. 15-Run Mercy Rule: A game will be declared complete if one team is ahead by 15 or more runs after four (4) complete innings of play (or 3½ innings if the home team is ahead). At that point, the game shall be ended and the score recorded as final. Note the Little League "Mercy Rule" (rule 4.10e) is NOT in effect.
30. Dropped third strike rule is NOT in effect.
31. Infield fly rule is NOT in effect.

F. Time Limits:

1. Home Plate umpire's watch/phone determines current time.
 - a. The new innings start time is marked immediately after the third out of the previous inning.
2. Time limits are strictly enforced.



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3. On weeknight games, including playoffs, no new inning shall begin 1 hour 45 minutes after the scheduled start time. On Saturday regular season games, no new inning shall begin 2 hours after the scheduled start time. On Saturday playoff games, there will not be a time limit.
4. On weeknight games, including playoffs, the game will cease immediately at 2 hours, 15 minutes (drop-dead time) after the scheduled start time. On Saturday regular season games, the game will cease immediately at 2 hours, 30 minutes (drop dead time) after the scheduled start time. There is no drop-dead time for Saturday playoff games.
5. If the home team is at bat and winning the game when the drop dead time is reached the inning is considered complete and the score is final (assuming 4 innings (including the shortened 4th inning) have been played)
6. If the away team is at bat when the drop dead time is reached the game reverts back to the score at the end of the previous completed inning and the game is final, unless 4 innings have not been played. If 4 innings have not been completed the game is suspended and finished at a later date. When resumed, the game picks back up at the same point when the drop dead time was reached.
7. If the game time (based on scheduled start time NOT actual start time) at the start of a new inning is at or exceeds 1 hour and 30 minutes but is less than 1 hour 45 minutes, then by rule that inning will be the last and unlimited run inning. Should the game extend into extra innings, the four (4) run maximum will be reinstated for each subsequent extra inning. In any case, the no new inning after 1 hour and 45 minutes the drop dead time limit rules still apply
8. There are no time limit restrictions in playoff games

G. Borrowing Players

1. Managers expecting less than 9 players to attend an upcoming game, may request to borrow enough players to reach a roster of 9.
2. Prior to the start of the season, each manager at AAA, AA, and A levels shall provide the Player Agent with the names and phone numbers of up to three players capable of competing at the next higher level. The Player Agent will assemble these into a "Borrow List" for each league at each level and provide the results to the appropriate League Directors.
3. Players may be borrowed only upon approval of the appropriate League Director, or in his/her absence, the Player Agent. The borrowing manager shall not contact the players until after League Director/Player Agent permission is obtained. For the Spring Season all players borrowed at majors, AAA, and AA must come from the



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Borrow List of the same league (American or National) for that level. For the Fall Season a single combined (American and National) borrow list will be used.

4. Borrowed players must adhere to the following restrictions during play:
 - a. Borrowed players may not pitch
 - b. Borrowed players must bat the end of the batting order after rostered players
 - c. Borrowed players shall be subject to the normal substitution, player rotation, and minimum playing time rules of the level for which they are borrowed.

5. If, having been assigned a borrowed player(s), a manager learns that additional regular players will be available so that the borrowed player is not needed, he/she should immediately notify both the borrowed player(s) and the League Director. If it is too late to provide reasonable notice, or if for any other reason a borrowed player(s) should arrive at the field prior to the start of the game in uniform and ready to play, he/she will be considered a member of the team roster for that game, subject to the borrowed player restrictions set forth above.

6. Managers will identify borrowed players at the plate conference. The umpire will enforce this rule when a violation is called to his or her attention. Violation of the rule is not grounds for protest, but may be a ground for disciplinary action.