

# Chehalis Little League

## 2016 AAA League Special Ground Rules

1. These are attached to the Chehalis Little League ground rules and incorporate all parts of those rules not in conflict with these special rules, which apply to AAA League.
2. There is a five-run per inning rule. This means no team can score more than five runs in any inning except the 6<sup>th</sup>. There is no continuation. Five runs are all that are counted regardless of how many runs are scored on continuation of the play in which the fifth run is scored.
3. Games are scheduled for six innings. No inning may start after two hours of play. When two games are scheduled on the same field, no inning may start after one hour and forty-five minutes of play.
4. Games tied at the end of any time limit will be entered as ties in the standings. Home team will record final scores in the concession stand.
5. On school nights, or games facing time limits due to another game being scheduled or the 10 p.m. curfew, AAA League managers should discuss with the umpire the likelihood that an inning prior to the scheduled last inning will be the last inning that can be played that night. If umpire agrees that an earlier inning than the sixth will be the last inning played in the game, it is declared an open inning (no five-run rule). If this inning does end earlier than the time limit, no further inning will be played. Managers and umpires should be very certain before declaring an open inning, so as not to artificially shorten the game.
6. Pitching rules are the same as major league rules, with the exception that **12-year-olds according to the current Little League season age are NOT allowed to pitch at any time during a game. In the event a 12-year-old pitches in a game the team that violates the rule will forfeit the game.**
7. Pitchers are subject to the pitch count rules in regulation VI of the Official Regulations and Playing Rules for Little League Baseball. ***Please read and understand this rule.*** Each manager will be responsible to appoint an adult to keep a pitch count. The manager will record the pitch count on the designated league form located in the clubhouse at the end of each game. Violation of the pitch count rules will result in game forfeiture.
8. Nine players must be fielded no later than 15 minutes after scheduled game time or forfeit.
9. No coach or manager should leave the dugout without first having asked for time-out and having the umpire recognize such time-out. Exceptions for between innings or for injury. Umpires should warn coach or manager once, then remove coach or manager from the field. Bullpen is considered part of the dugout.
10. Normal Little league rules apply for making lineups and substitutions.
11. If a 10-run lead exists at the end of four innings, the trailing team will concede the victory and end the game. Neither the losing or winning team manager can waive this rule to continue play.