



## Alderwood Little League 2012 Adopted Rules

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### AAA BASEBALL

The AAA division will play by the official Little League (Majors) Division Rules and Regulations, except as follows:

1. Age Alignment. The age alignment for the AAA Division is 9 thru 11 years old. A player must meet these ages as set forth in the rules and regulations of the Little League rulebook.
2. Game Length. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games must be stopped at 2 hours, no exceptions.
3. Scorebook. Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores; innings played AND pitches thrown by the respective players. Player's names will be recorded in the scorebook with last name and first initial. However, standings will not be kept in this division.
4. Adult Volunteers. Only a total of three league approved adults, are allowed in the dugout (or designated dugout area) during a game. **Only league approved adult volunteers with a valid Alderwood Little League ID badge may be in the dugout or on the field at any time. Dugout gates MUST be closed at all times while play is underway. Except coaches designed to coach a base, or assist in the field, all other MUST be inside the dugout with the gates closed.** One adult must be in the dugout or designated dugout area at all times.
5. Umpires. The home team will provide the plate umpire and the visiting team will provide the base umpire.
6. Pitching.
  - a. This division must follow the pitch count rules as defined in the Little League rule book.
  - b. All managers must submit pitch count to the League office immediately after each game.
7. Playing Rules.
  - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used.
  - b. Each teams time at bat, (1/2 inning), will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first.
  - c. The ten (10) run rule will be mandatory in the AAA (Rule 4.10 (e)). The rule **MAY NOT** be waived for any reason
  - d. Playing Time. Each player will be required to play a minimum of four defensive innings in the field, if possible. A minimum of one (1) of those innings must be played in the infield (excluding pitcher and catcher).