

## **2015 Chehalis Little League AAA Special Ground Rules**

- 1) These rules are attached to the Chehalis Little League ground rules and incorporate all parts of those rules which are not specifically in conflict with those set forth herein.
- 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> (or the last inning of the game per Rule #5 below). There is no continuation. Five runs are all that may be 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 (6) innings. No inning may begin after 10:00 p.m. On nights when two games are scheduled on the same field, no inning may begin 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. The home team is responsible for recording final scores in the concession stand or other location as set by the league.
- 5) On school nights, or games facing time limits due to another game being scheduled or the 10:00 p.m. curfew, the 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 the umpire agrees that an inning earlier than the sixth (6<sup>th</sup>) will be the last inning played in the game, it shall be declared an open inning with no five-run limit. If that inning ends earlier than the time limit, no further inning shall be played. Managers and umpires shall be as certain as possible regarding the need to declare an inning other than the sixth (6<sup>th</sup>) as the last/open inning so as to not artificially shorten the game.
- 6) Pitching rules are the same as Chehalis Major League Rules, with the exception that **players who are 12 years of age for the current season as defined by Little League® are NOT allowed to pitch at any time during a game. In the event a 12 year old pitches in a AAA game the team which violates this rule shall 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. **Each manager shall be responsible for reading and understanding this rule.** Additionally, each manager will be responsible to appoint an adult to keep a pitch count. The form created by Little League® to track pitch counts is attached to these rules for convenience. Use of the form, while encouraged, is not required. The manager shall 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 the scheduled game time. Teams failing to comply with this rule shall forfeit the game.
  
- 9) While an inning is in progress, no manager or coach (other than those designated as base coaches) should leave the dugout without first requesting and being granted a time-out from the umpire. This rule does not apply between innings or when tending to an injured player, provided that the ball is not still live/in play when the injury occurs. Umpires should warn any offending manager or coach one time. Any subsequent offense may result in ejection from the game. The bullpen is considered part of the dugout for the purposes of this rule.
  
- 10) Regular Little League® rules apply for making lineups and substitutions.
  
- 11) If a team trails by 10 or more runs at the conclusion of the fourth inning, the trailing team shall concede victory and the game shall end. Neither team may waive this rule in order to continue play.