

ATLL 2023 SPECIAL RULES FOR AAA NATIONAL DIVISION

The following ATLL 2023 Special Rules for AAA National supplement those contained in the 2023 Little League Official Regulations and Playing Rules (available through the Little League Rulebook App.).

- **Rulebook App.** The Little League Rulebook App contains the Official Regulations, Playing Rules, and Operating Policies for all divisions of Baseball, Softball, and Challenger in one easy-to-use location. The app is free and includes automatic updates for future seasons. Download on the Apple App Store or Google Play Store.
- **Regulation Game.** A regulation game shall consist of a minimum of three (3) complete innings and shall not exceed six (6) innings. However, no new inning shall start after 1 hour 50 minutes has elapsed.
- **Pledge.** Before the start of the game, the teams will line-up on the 1st and 3rd base lines will remain safely distanced while the Pledge of Allegiance & Little League Pledge are recited.
- **Hand Shake** – At the conclusion of the game, each team will line up and shake hands as a sign of sportsmanship.
- **Position Rotation.** Broad rotation is strongly encouraged. All players should play both infield and outfield positions. However, not everyone must be played in positions requiring specialized skills (e.g.: pitcher, catcher, 1st base).
- **Continuous Batting.** All players on each team shall bat in continuous rotation. No changes in batting order shall be made as a result of field substitution.
- **Bats.** All bats used in Little League must have a USA Baseball sticker on the bat. Bats can be as large as 2 5/8” diameter on the barrel. For detailed information on the new Little League bat standards go here: <http://www.littleleague.org/learn/equipment/baseballbatinfo/USA-Baseball-Bat-Standard-FAQs.htm>

Penalties for use of a non-approved bat include the batter being out and the possible ejection of the manager. See Rule 6.06(d) in the Rulebook App. for details.

- **Leading Off.** No leading off base is allowed.
- **Base Stealing.** Straight steals are allowed once the pitch reaches home plate. Until then the runner must remain in contact with the base. Runners may not advance on catcher overthrows on stolen base attempts. Runners on third may not advance home on stolen base attempts of second base by another runner. The runner on third may advance home on a wild pitch or passed ball.
 - A straight steal of home is not allowed; however, a runner on third base may attempt to advance home on a passed ball or wild pitch. If runners are on first and third and the runner on first attempts to steal second on a pitch that is not a wild pitch or passed ball, the runner on third may not attempt to steal home on the catcher’s throw to second base. If runners are on first and third and the runner on first attempts to steal second on a wild pitch or a passed ball, the runner on third may attempt to steal home on the catcher's throw to second base (even if the runner on third does not immediately try to steal home, but waits for the catcher to throw to second).
 - Further, a runner on third *is* allowed attempt to advance home on a throw from the catcher to third base in an attempt to pick the runner off of third base. In the event of such a throw, the runner may advance home even if the preceding pitch was not a wild pitch or passed ball.

- Courtesy Runner. A team may use a courtesy runner for its catcher and/or pitcher of record when there are two outs. A pitcher who is otherwise eligible to continue pitching may do so after being substituted for a courtesy runner. The player used as the runner must be the one who made the last batted out.
- Live Ball. Balls thrown back to the pitcher from the catcher are dead balls and not playable. The ball shall be considered dead and no runner may advance once the ball has been thrown to the pitcher and the pitcher is at the “pitching area” (an area 18 feet in diameter). **Exception: On a ground ball fielded by an infielder, runners may only advance one base on an overthrow to any base, whether the ball goes out of play or not.**
- Umpire. Provided by ATLL. In the event of a cancellation, home team manager must notify ATLL Umpire Coordinator.
- Base Distance. The base distance will be sixty (60) feet.
- Pitching Distance. The pitching distance shall be forty-six (46) feet.
- Uncaught third strike. NOT IN EFFECT.
- Balks. NOT IN EFFECT.
- Infield Fly Rule. NOT IN EFFECT.
- Headfirst Slide. No head first sliding is allowed unless returning to a base.
- On-Deck Batter. Not permitted. No player shall handle a bat until it is his/her time at bat.
- Base Coaches. The offensive team may use two (2) adult base coaches.
- Managers and Coaches Entering Field of Play. Except when serving as on-field first or third base coaches, managers and coaches shall ask and be granted permission of an umpire before entering the field of play for any reason, including when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. No more than one manager or coach from a team may enter the field of play when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. Similarly, on-field coaches shall ask and be granted permission of an umpire before leaving the first or third coaching boxes during an inning.
- Offensive Interference/”Throwing the Bat”. Umpires shall have broad discretion to call offensive interference in instances of batters “throwing the bat” to promote the safety of all participants. In the umpire’s discretion this may include the issuance of warnings or the declaration of the batter or batter-runner out. In general, the issuance of a warning to a batter or batter-runner is appropriate on a first offense. In general, the declaration of the same batter or batter-runner out is appropriate on a second offense.
- Spectator Seating. Umpires shall have broad discretion to control the placement and seating of spectators. Spectators shall not position themselves directly behind the backstop, nor shall they interfere with, or attempt to influence, the calling of balls and strikes.
- Run Limits/Mercy Rule. Upon the scoring by a team of five runs the half-inning is complete. This rule does not apply to the final inning—e.g. If the last inning of the game is inning five due to time constraints, both managers and home plate umpire must agree that this is the final inning prior to the first pitch of the top of the fifth. If all parties, prior to the start of inning five, agree and determine that inning five will be the final inning, the five-run rule does not apply to either half of the inning.

If after three innings (two and one-half innings if the home team is ahead), one team has a lead of twelve (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five innings (four and one-half innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

- Rescheduling of Games. A game that is not started due to weather or other cause shall be rescheduled. The home team manager is responsible to contact the Field Coordinator to have the game rescheduled, and to coordinate the revised game time with the visiting team’s manager.
- Dress Code – Accessories – Wristbands and arm bands shall be worn only as intended by the manufacturer (i.e. wristbands worn on wrists, arm bands worn on arms, wristbands not permitted to be worn on beltloop). No jewelry is permitted to be worn. Jewelry includes, but is not limited to, necklaces, earrings, bracelets, and rings).

PITCHING

Pitchers of the listed league ages (age as of May 1st) must adhere to the following pitch counts and calendar days of rest:

Pitching Summary

Age	Maximum Pitches
8	50
9-10	75

Pitches	Days Rest
Over 66	4
51-65	3
36-50	2
21—35	1
Under 20	none

If a pitcher reaches his pitch count in the middle of an at-bat, the pitcher is permitted to continue pitching until that at-bat is complete. Any “extra” pitches are counted toward that player’s pitch count and shall be factored into the calculation of the required days of rest for that player.

A player once removed from the position of pitcher during a game may not return as a pitcher.

A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player, who has played the position of catcher in four (4) or more innings (or any parts of four innings) in a game, is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or

more in the same day, may not return to the catcher position on that calendar day. If, however, the player reaches the 20-pitch threshold during an at-bat, the pitcher may finish the at bat and return to the catcher position.

The defensive team may elect to intentionally walk a player by announcing to the home plate umpire. No pitches are required to be thrown, but four (4) pitches will be charged to the pitcher's pitch count.

When a pitcher takes his position at the beginning of each inning he shall be permitted to pitch no more than eight preparatory pitches, which shall consume no more than one minute of time.

A manager/coach is allowed to visit with a pitcher "at the mound" three (3) times in an inning (a pitching change must occur on the third visit).

While fielding their position (whether during a game, practice or other ATLL-affiliated activity), all pitchers must wear a protective helmet. To be in compliance with this rule, players must wear either (1) one of the helmets provided to the team by ATLL, or (2) a helmet substantially similar to those provided to the team by ATLL, as determined by the umpire (game situations) or manager (practice situations) in his/her sole discretion.

GAME PRELIMINARIES

Home Team Responsibilities:

- Provide one new game ball for use when the home team is in the field.
- Prepare, rake (must be certified for APD fields) and line the fields.
- Measuring for placement of bases (supply bases).
- Occupy the 1st base dugout.
- After the game, rake and repair the field if needed and remove/collect all trash or items left at the field.

Visitor Team Responsibilities:

- Provide one new game ball for use when the visitor team is in the field.
- Supply a U.S. flag, and lead all in the Pledge of Allegiance & Little League Pledge.
- Occupy the 3rd base dugout.
- To assist the home team manager, coaches and parents in preparing the field for play (especially when the field is wet).
- Remove/collect all trash or items left at the field.

WARM-UP AND INFIELD PRACTICE

- Visiting team infield practice commences at 25 minutes prior to the start time of the game for 10 minutes.
- Home team infield practice commences at 15 minutes prior to the start time of the game for 10 minutes.
- If normal infield practice time is not available, the teams shall equally split whatever time is available.

POST-GAME RESPONSIBILITIES

- Both teams are responsible for removing all trash and other items from their respective dugouts and the field.
- The Home team is responsible for raking the home plate area, including both batter's boxes, and any base areas in need of repair.
- The Visiting team is responsible for raking the pitcher's mound area.
- Rakes are available for use in the green boxes located at Anderson Park District fields. Please return the rakes to the boxes when finished raking.