

ULLL 2023 Spring Rules – AAA and AA Divisions

LOCAL PLAYING RULES – Pitching Rules

VI – PITCHERS

(a) Any player on a regular season team may pitch. *Exception: 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.*

Note: 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. Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game.

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7- 8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half – inning.
4. 5th run scores to complete the half - inning.

Note 1: A pitcher who delivers 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 one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of the day.

(d) Pitchers league age 12 and under 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.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning;
4. 5th run scores to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

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ULLL Local Rules for the Spring AAA and AA Divisions (Updated – March 2023):

1. Each team will be limited to five (5) runs per inning or three (3) outs whichever occurs first. Exception: In the sixth (6) and during any extra innings runs will be unlimited.
2. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) 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. NOTE: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.
3. There is a continuous batting order. As such, if a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion).
4. Mandatory Playing Time – Based on a six (6) inning game...
 - a. No player may sit out defensively more than one (1) inning at a time.
 - b. AAA Division (Only): All players must play at least one (1) inning in the infield.
 - c. AA Division (Only): All players must play at least two (2) innings in the infield
 - d. For teams with 12 players:
 - By the end of the **5th Inning**, all players must sit out at least one (1) inning.
 - Unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - e. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - f. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than one (1) inning.
5. If the game has been played for 1 hour and 45 minutes, any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. There is a hard stop for every AAA, AA and Rookies game at two (2) hours – no exceptions. Teams must be clear of the field by two and one-half (2:30) hrs from the scheduled starting time of the game. Violations of this rule will be referred to the ULLL Board for disciplinary action. **Delay Tactics to manipulate the game end by time for sake of winning (ex. multiple mound visits, multiple pitcher switches) may result in disciplinary action.**
6. Special Spring 2023 Local Rules
 - a. Games can be started with 8 players. When batting with 8 players, the 9th spot in the order is skipped over without penalty (no out).
 - b. A “courtesy runner” for the catcher and/or pitcher of record will be permitted when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team's batting order and must be the player in the batting order who made the last out.
 - c. Teams will define their catchers before the game. Designated catchers can use team provided catchers gear or use their own catchers gear. In doing so, all of the catcher's gear will be provided to the player with their personal equipment before the game. **Players are not to use any catchers gear that has been used by any other player during the game. Only one catcher per set of catcher's gear will be permitted during any game.**
 - d. Coaches or the Active Catcher (in their full gear) will be able to warm up pitchers – both on the field or in the bullpen.

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7. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

- a. On a swing, slap, or check swing.
- b. When forced out of the box by a pitch.
- c. When the batter attempts a "drag bunt."
- d. When the catcher does not catch the pitched ball.
- e. When a play has been attempted.
- f. When time has been called.
- g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- h. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

8. Slash hits with Fake Bunts: If the batter makes a motion like the batter is going to bunt, the batter must attempt a bunt or take the pitch. If the batter pulls the bat back and then attempts a full swing, the ball is dead, the batter is out, and the runners may not advance. Umpires must report the incident (including the player's number and the manager's name) to the ULLL Umpire-in-Chief for review.
9. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
10. Each AAA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AAA Division tournament. Likewise, each AA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AA Division tournament.

Note: With the exception of the Spring 2021 Local Rules modifications cited above, the Little League "Blue Book" Rules for the Minors Divisions applies.