

## 2019-2020 JEFFERSON COUNTY LITTLE LEAGUE AAA MINOR DIVISION RULES

1. The game will consist of 6 innings if time allows. The game start time will begin with the first pitch delivered to the batter. No new inning will start after the 1 hour and 45-minute mark. A new inning starts the moment the third out is made completing the preceding inning. At 1 hour and 45 minutes from game start time the umpire will call last inning. If in the middle of an inning, the game will continue until that inning is over. If the home team is ahead, both team managers will decide on playing the last half inning. Home teams will not “walk off” a win. Continue the last half inning until 3 outs or 5 runs are recorded.
2. Postponed or suspended games are not required to be made up or resumed. Games that cannot be started within 30-45 minutes of the scheduled start time shall be suspended. The Division Director shall be notified of postponed or suspended games for makeup availability.
3. The innings or half inning will end when 3 outs are recorded, or 5 runs scored.
4. The game will be played with a continuous batting order. Each player will bat in the order in which they are in the lineup unless they must leave the game for an injury or illness. Players leaving the game for an injury or illness will be returned to their original spot in the order. Players arriving after the first pitch of the game shall be placed at the end of the lineup.
5. There is no “must Slide” rule in Little League. When the fielder has the ball, and is waiting to make the tag, the runner has two options: 1: Slide or 2: Attempt to get around the fielder. The runner must NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.
6. When a pitcher is heading to the mound with possession of the ball, there will be no stealing bases unless the runner is more than half way there. If the runner is not more than half way, the runner will be required to go back to the previous base.
7. No player may sit more than 3 consecutive outs. Equal play for all players will be a priority.
8. Infield fly and dropped 3<sup>rd</sup> strike rules will not apply.
9. AAA players are subject to being called up by a JCLL Major Division team at any time prior to the last 2 weeks of the season.
  - A. In the event a player is called up to a Major Division team during the season, the Division Director and Player Agent have the option of replacing the player from another division. The process will take place within 7 calendar days.
    - Little League Rulebook--Regulation III (The Teams) paragraph d.
  - B. The communication chain is as follows: Major manager contacts The Player Agent that there is a need to call up a player and provides a list of 3 possible players. The Player Agent then contacts the first on the list. The family is notified, but they are NOT allowed to discuss with anyone (including their current manager). When the family has decided, they contact the player agent who then contacts the major manager and the minor manager. If the chain of communication is broken, the player or manager can be suspended.
10. In the event an umpire is unavailable, the defensive coach will call balls and strikes from behind the mound. He/She will become the official umpire for that half inning.

