

9AA League Rules

Thursday, May 29, 2008

The 9AA League continues to emphasize the basic skills of throwing, catching, base running, and hitting. Ten players play defensively at a time and all players bat in continuous order. While team standings are kept, skill development, sportsmanship, and fun are the primary objectives. 9AA uses a medium-soft baseball.

Pitching machines will be used during the first third of the year ([April 26-May 18](#)). At this level, we will provide instruction on the proper mechanics of pitching. In the second third of the season the machine will be used the first 3 inning and players will pitch the rest of the game ([May 19-June 8](#)). The last third of the season players will pitch the entire game ([beginning June 9](#)).

Little League Baseball, Inc., headquartered in Williamsport, PA, publishes a handbook titled "Official Regulations and Playing Rules" which East Tonka Little League abides by. ETLL supplements or reinforces Little League rules with the following local rules:

General Rules

1. Players, coaches, parents and fans will observe the *ETLL Code of Conduct* at all times.
2. The home team is in charge of setting up and putting away the pitching machine. Before putting the machine away, please check if there is an 8A or 9AA league game after yours. The home team provides game balls.
3. A half-inning consists of 3 outs or 5 runs, whichever comes first. In the 6th inning there are unlimited runs if appropriate.
4. Umpires will have jurisdiction over the entire playing field and grandstands. One umpire will stand behind home plate and the other one will serve as the base umpire. There will be no protests of umpire rulings.
5. If a coach has a question on the application of a specific rule they must wait for the play to end, time to be called, and then ask for permission to include the other coach in a limited conversation with the umpire. This is at the umpired discretion.
6. Each game has 6 innings or a time limit of 1.5 hours from the SCHEDULED start time of the game, unless you are the last game of the day on your field. A new inning may not be started with less than 15 minutes remaining before the scheduled start time of the next game. **Without exception, regardless of the game circumstances, the game must end five minutes before the scheduled start of the next game.** If the game is stopped due to the 5 minute rule, and the home team is behind, the score will revert back to the score at the end of the last completed inning. During the first 3 weeks of the season, any game not completed due to darkness should be scheduled for completion at the next earliest time convenient to both teams. Any games rained out prior to being a complete game, should also be rescheduled quickly. A complete game is 4 completed innings or 3.5 innings if the home team is ahead. All games ending in a tie will be recorded as a tie.
7. Teams are responsible for cleaning up the dugout and bleacher areas following each game.
8. The home team will occupy the third base dugout.

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9. All batters, base runners and player-base-coaches must wear a helmet with chinstrap. Catchers must wear all catchers' gear including a catcher's mask. And all players must wear a protective cup.

Fielding

10. Teams play with 10 defensive players comprised of a full infield and 4 outfielders. With less than 10 fielders, a full infield should be in place with the remainder in the outfield. Outfielders must play a reasonable distance from the infield dirt. A team must field at least eight (8) players or forfeit the game. An unofficial game can be played with borrowed fielders from the other team being used in the outfield.
11. Players should be rotated to different positions after each inning and be given approximately equal time in the infield, outfield and bench during a game. The coach will attempt to give all players an equal chance to play all positions during the season. Each player should have at least 2 innings in the infield every game.
12. Only fielders assigned to an infield position can make a play at a base. Outfielders may not cover a bag for a force play; they must throw the ball to the infielders. If an outfielder makes an infielder's play the runner will be called safe. Application of this rule is by umpire judgment.
13. The pitcher should line up even with or behind the pitching machine, on either the 1st or 3rd base side.
14. **Players that pitch must follow the LL pitch count program.** Coaches are encouraged to only pitch players one inning per game.

Hitting and Running

15. Against the pitching machine 8A hitting rules will apply: The umpire call strikes and balls but batters can only strike out swinging and cannot walk. A batter hit by a machine pitch will continue to bat. In the event a batted ball strikes the pitching machine, or the coach operating the pitching machine, before the ball is touched by a defensive player, the umpire shall declare a dead ball and the play shall be replayed.
16. Against live pitching batters may get called out on strikes and walk. If hit by a pitched ball they will be awarded first base.
17. Teams will bat in continuous order, (round robin), with all players batting. The order should rotate through the entire season. The on deck batter for the last out leads off the next game so all players get equal at bats. During any playoffs the order can be reset but then should continue to rotate.
18. There is no bunting, stealing or leading off. The runner may not leave the bag until the ball is hit.
19. Runners must slide on a close play except at 1st base. A runner not sliding will be called out, umpire's judgment. Headfirst slides are not allowed except when returning to a base. A player cannot run more than 3 feet off the base line to avoid a tag.
20. A batter is out if they throw their bat. There are no warnings for thrown bats; the umpire must call them out.

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21. Base coaches will be adults and may be assisted by a team player wearing a helmet.
22. Runners may advance one base on each overthrow that remains in play, at their own risk. If a ball is thrown out of play, the batter & runners will be awarded one base past the base they were going towards at the time the ball went out of play, umpires discretion.
23. Play will be considered dead when the pitcher is in possession of the ball within six feet of the pitching mound.
24. There is not an on-deck circle. All on-deck batters must stay in the dugout.

ETLL Pitching Rules

25. Pitchers once removed from the mound may not return as pitchers. **Pitchers who deliver one or more pitches cannot play catcher for the remainder of that day.**
26. Any player on a regular season team may pitch and there is no limit to the number of pitchers a team may use in a game.
27. ETLL does not outlaw curveballs, because Little League Baseball allows them to be thrown. However we urge parents and coaches to recognize that some medical experts believe throwing curve balls incorrectly creates the risk of long term damage to a young player's arm. ETLL recommends to parents, coaches and players that curveballs not be thrown at the Little League level.
28. Appropriate Innings Pitched per game. Starting in 2006 ETLL has adopted the pitch count method of controlling the use of pitchers. However ETLL would like to give as many players as possible the opportunity to develop as pitchers over the course of the year. The following recommendations for use of pitchers are suggested during the regular season. In the post season pitchers may be used longer.
 - 9AA League – pitch one (1) inning per player per game.
29. **Pitch Count Rules and Rest:** Pitchers at all levels must adhere to the following Little League rest requirements:
 - If a player pitches 61 - 85 pitches in a day, three (3) calendar days of rest must be observed **Plus one game.**
Example: Throw 65 pitches Sunday; Rest; Monday, Tuesday and Wednesday; Pitch again Thursday **provided the one game rule has been fulfilled.**
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed **plus one game.**
 - If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
 - **Note the maximum pitch count for 9-10 year olds is 75 per day vs. 85 for 11-12 year olds.**
 - **Pitchers may not pitch in more than one game in a day.**
30. Each team must designate the scorekeeper or another game official as the official pitch count recorder. The pitch count recorder must provide the

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current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible. Violation of any section of this regulation can result in protest of the game in which it occurs.

31. Pitchers must follow the LL pitch count program. The manager must remove the pitcher when said pitcher reaches the 85 pitches (75 for 9-10 year olds), but the pitcher may remain in the game at another position other than catcher.

Exception: If a pitcher reaches the 85 pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. If the pitcher reaches the limit on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

32. One pitch is considered an inning pitched. This means that in a 6 inning game, more than six innings can be pitched for counting purposes.

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2008 ETLL Leagues and Age Local Rules

Starting in the 2006 season Little League International (LLI) changed the date that determines a player's playing age from July 31st to March 30th. To help families and players enjoy their baseball experience, ETLL adopting "Local Rules" allowing players who are affected to continue to play with their grade in school. In 2006 each player decided if they were going to "play in their LLI age" or "play with their grade". ETLL will not consider requests to "play up" or "play down" beyond this exception.

Returning players in 2008 will advance to the next league from their 2007 season. Only 11 and 12 year olds may try out for the American League. All players that were 9 years old by LLI rules in 2007, but opted to "play with their grade" in the 10AAA league, will play in the National League in 2008. Thank you for your understanding and cooperation.

For players new to ETLL this year they may play in the following leagues.

American League: Players born on or between May 1, 1995 and April 30, 1997; try outs required, a limited number of players selected. (See note 2 below)

National League:: Players born on or between May 1, 1995 and April 30, 1997; and players entering the 6th grade in the fall of 2008. (See note 3 below)

10AAA League: Players born on or between May 1, 1997 and April 30, 1998; and players entering the 5th grade in the fall of 2008. (See note 3 below)

9AA League: Players born on or between May 1, 1998 and April 30, 1999; and players entering the 4th grade in the fall of 2008. (See note 3 below)

8A League: Players born on or between May 1, 1999 and April 30, 2000; and players entering the 3rd grade in the fall of 2008. (See note 3 below)

Coach Pitch - 7: Players born on or between May 1, 2000 and April 30, 2001; and players 2nd grade entering the in the fall of 2008. (See note 3 below)

Coach Pitch - 6: Players born on or between May 1, 2001 and April 30, 2002; and players entering 1st grade in the fall of 2008. (See note 3 below)

Rookie League: Players born on or between May 1, 2002 and April 30, 2003; and players entering Kindergarten in the fall of 2008. (See note 3 below)

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1. Players must play in their ETLL appropriate age group and league. Players may not play “up” or “down”. Rare exceptions may be made for extreme medical / physical limitation.
2. To try out for an American League team players must be 11 or 12 years old by LLI definition. (See below)
3. All players are encouraged to play with their LLI age group and are not required to play with their grade. For a player to play outside their LLI age group, but with their grade, parents must provide a copy of the player’s current report card with school contact information.
4. Once a player is assigned to a regular season team they must play the entire summer at that level. (Players may not change age groups during the season or for post-season play)
5. Players who choose to play with their grade during the regular season may not be eligible for post-season tournaments because they fall outside the age range required by LLI or the tournament sponsor. This is at your own risk.
6. Players that decide to play up with their grade will continue to play up with their grade throughout their ETLL career.
7. Players from outside ETLL boundaries must play in their appropriate LLI age group. (See below)

2007 Little League International (LLI) official age groupings:

- 12 year olds: born on or between May 1, 1995 and April 30, 1996.
- 11 year olds: born on or between May 1, 1996 and April 30, 1997.
- 10 year olds: born on or between May 1, 1997 and April 30, 1998.
- 9 year olds: born on or between May 1, 1998 and April 30, 1999.
- 8 year olds: born on or between May 1, 1999 and April 30, 2000.
- 7 year olds: born on or between May 1, 2000 and April 30, 2001.
- 6 year olds: born on or between May 1, 2001 and April 30, 2002.
- 5 year olds: born on or between May 1, 2002 and April 30, 2003.
- 4 year olds: born on or between May 1, 2003 and April 30, 2004.