

AA Division



The objective of the AA division is to provide fun and instructional play. This division will offer a more indepth understanding of the fundamentals as well as introduce the players to some of the final details of the game. Instruction in the basics of player pitching will also be included. The AA division will be player pitched and coach “assisted.” The season will consist of 12 regular season games with an end of season tournament Seeding for the tournament will be random.

The Little League “Green book” shall be used in all games except where rules are in direct conflict with the amendments listed. CLLLB rules listed supersede “green book rules”

[Rulebook App - Little League](#)

League Wide Safety and Equipment Rules

1. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.
2. NO metal cleats.
3. All bats must have the USA Baseball label on them. All bats with the USA Baseball label on them are approved by Crystal Lake Little League Baseball .
4. Facemasks on helmets are not required, but are recommended for all rookie, A, and AA players.
5. Any player using a bat at practice or a game must wear a helmet.
 - a. League will provide extra helmets for each team- no player can swing a bat at any time (practice or games) without a helmet.
6. All players must wear their helmet until they leave the field and enter the dugout; a player removing his/her helmet prior to exiting the field can be called out.
7. All helmets must be NOCSAE approved
8. All boys must wear a protective cup for games & practices. NO CUP= NO participation NO EXCEPTIONS!
9. All Catcher’s masks must include a hanging throat guard. (including hockey style)
10. All players warming up a pitcher at any time must wear a catcher’s mask.

11. No "On Deck" batters are allowed at any time on or off the field (including behind the backstop). Players must remain in the dugout until their turn to bat. Hitting sticks or other training tools are not allowed during games.
12. Coaches may warm up pitchers while the catcher is getting ready. As soon as the catcher is ready, he or she will take over. Warm up pitches are limited 3 at AA, 5 at AAA, Intermediate, which include balls thrown to the coach.
13. Pre-game warmups should not take place on the infield until the home team takes the field.
14. All pitchers warming up catchers at any time, must wear a catcher's mask and helmet.
15. Both teams are responsible for setting up the fields before the game and ensuring everything is locked and cleaned up afterwards.
 - a. See list of field prep/cleanup
16. Only the manager and approved coaches with a completed background check will be allowed on the field or in the dugouts at any time. If coaches are added during the season, their name and contact must be given to the safety and a background check must be completed before participation.
17. A manager and up to 3 approved/background checked assistant coaches are allowed inside the dugout or on the field during a game.
 - a. Anyone on the field or in the dugout must be named as an assistant to the board
Anyone on the field or in the dugout must be named as an assistant to the board and have a background check completed before stepping on the field.

League Wide Rainout/Cancellation policy

18. If no league decision has been rendered, the ability to play a game based on field conditions and safety must be decided by both managers. If no agreement is reached, consult with the division VP. (Games should be played when scheduled, if possible.)
19. Canceled or suspended games must be reported immediately to the division vp and executive vp.
20. The league reserves the right to postpone, cancel, reschedule any game at its discretion.
21. A game will be suspended and all players, parents and coaches must leave the field to the protection of their vehicles when any adult sees lightning, the act of seeing lightning overrides the audible warning system.
22. Teams can not return to the field until after 20 minutes of no lightning and/or the all clear is sounded.
23. Suspended games will pick up where they were stopped including batter counts.
24. Previously removed pitchers cannot return in a suspended game when it is completed. All pitches thrown in the suspended game are recorded on the pitch log as if the game was completed.
25. For individual game cancellations or suspension, coaches will work together to come up with a list of dates that might work. Coaches should then send those dates to the Executive VP and Division VP who will assign a field and a final date based on umpires and field availability.

26. When the league makes the decision to cancel games, the league will reschedule all games from that day and let coaches know of the new game date.

Pitch counts and Pitching

27. NEW (6/2023)-Any manager not complying with the proper rest days of a pitcher will have to forfeit the current game & the coach/manager will have to serve a 1 game suspension.
28. New (6/2023): Pitch counts need to be entered into the system within 24 hours after the current game played. If the pitch count(s) are not entered into the system within 24 hours the coach/manager will have to serve a 1 game suspension.
29. Each team should have a designated pitch counter and should confirm pitch counts for both teams between innings.

- a. Managers are required to report pitch counts via the pitch count site within 24 hours of the conclusion of each game. These pitch counts must be confirmed or challenged by the opposing team.
- i. Please confirm pitch counts at the fields- this eliminates the reason to contest counts.

if the coach/manager communicates with the CLLLB President or Division VP that the system is not working or can not enter and provides that number it will not count against them.

30. Pitchers are limited to 50 pitches or 6 outs per game and can not exceed 9 outs in any week from Sunday - Saturday.
31. All Pitchers are limited to 350 pitches during the regular season. (The in house tournament, All Stars do not count towards these numbers.)
32. All pitch counts in suspended games count as if the games was completed. (towards season totals and days of rest.)
33. League age 8 year olds can pitch a maximum of 50 pitches per day.
34. Pitchers may finish pitching to a batter if they started the batter prior to hitting the maximum pitch limit or the managers' planned pitch limit. (They must be under the threshold before pitching to a new batter.)
- a. For example, if the coach wants to pull the pitcher at 35 pitches and that 35th pitch is thrown during an at bat, the pitcher may finish pitching to that batter and record 35 pitches for the game.
35. Days of rest begin the day after the game pitched.
- a. The following pitching rest rules apply:
- i. 1-20 pitches = Zero days rest
- ii. 21-35 pitches= One day of rest
- iii. 36-50 pitchers= Two days of rest
- iv. 51-65 pitches= Three days of rest
- v. 68-85 pitches= Four days of rest
- b. Example: If a player throws 36 pitches on Monday they require 2 days of rest.
- i. Rest days would be Tuesday and Wednesday
- ii. They are then available to pitch on Thursday

36. Pitchers who throw more than 41 pitches in a game cannot play catcher the rest of the day. (or game- int)
37. Pitchers who walk 6 batters in one inning must be removed from the position of pitcher after the 6th walked batter finishes his coach pitch at bat.
38. A pitcher must be removed from the position of pitcher if he/she hits 3 batters in one game.
39. The strike zone will be from chin to ankles with 3 ball lengths on both sides of the plate to encourage swinging and increase the rate of play.
40. NO pitcher warmups will be allowed, between innings, to increase the rate of play.

Field setup, Equipment, Safety and Game Management

41. A standard Little League hard ball will be used.
42. Bases will be 60ft.
43. The pitching rubber will measure 40' from the back of home plate.
44. An extra safety base will be used at 1st base.
45. Defensively, one coach is allowed to stand behind the catcher to retrieve passed balls, but should refrain from coaching or commenting on balls and strikes.
46. Defensively, one coach is permitted to occupy the area behind the pitcher, to coach the defensive players. Balls should be attempted to be thrown from catcher to pitcher and not coach to coach.
47. Each team should designate a scorekeeper for each game.
48. All games will be a maximum of 6 innings in length.
49. No "new" inning will begin after 1 hour and 45 minutes from the first pitch. It is recommended that both managers meet with the umpire at the same time during each game when it is time for the umpire to enforce this rule.
50. One home plate umpire will be used and all of the umpire's calls are final.
51. A 10 run slaughter rule is in effect after the top of the 4th inning, if the home team is ahead and after the bottom of the 4th inning if the away team is ahead. Teams may continue to play a slaughter rule completed game during their allotted time, but any additional runs will not count. However, pitches thrown will be counted and must be reported to the pitch count website.
52. Except for the 6th inning, all ½ innings are complete when 3 outs have been recorded or 5 runs have been scored.
53. There are unlimited runs in the 6th inning.
54. If the 6th inning can not be completed for any reason, the score reverts back to the 5th inning.
55. Tied games that cannot be completed will remain ties.
56. All substitute players will be league approved 7 year olds or 2nd year A division players. Players will be assigned by the player agent and division VP upon

request. Substitutes will only play the outfield and either 2nd or 3rd to complete their 1 inning on the infield. Substitutes will bat last.

Fielding:

57. All Players must play at last six (6) defensive outs per game unless a safety problem has arisen and the opposing manager has been notified. They do not have to be consecutive. It is strongly recommended by CLLLB that all players play equal time in the field and that all players are exposed to multiple positions.
58. No player shall sit 2 consecutive innings. All players shall sit at least 1 inning prior to any player sitting a second inning.
59. All players must play an infield position for at least two innings each game. An infield position is defined as Pitcher, Catcher, 1st Base, 2nd Base, Shortstop, or 3rd base.
60. No player shall play the same position for more than two (2) innings in the same game.
61. All players must meet the participation requirement of playing both the infield and the outfield at least one inning by the fourth inning. No player should ever play an infield position each inning for the first four innings.
62. Four players will be allowed in the outfield (left field, left center, right center, right field). All outfielders must be at least fifteen (15) feet behind the infield bases at the time the pitch is thrown.
63. All base runners may be called safe if the outfielders are deemed closer than 15 feet to the infield bases when making a play on a batted ball or a force play at any base. (i.e. left field can not come into the field by short stop, get the ball and throw the ball for a force out.)
64. No outfielder may field a ball and tag a base or a runner for a force out. All balls fielded by an outfielder must be thrown, flipped, or tossed back into an infielder, pitcher or catcher. (An arc marking outfield depth shall be sprayed while setting up the field for the game.
65. Infield fly rule is not in effect.

Batting and Base Running

66. A continuous batting order will be utilized- all players will be in the batting order.

- a. Any player that arrives after the first pitch must be placed at the end of the batting order.
 - b. A player that has to leave the game for any reason does not become an out in the order when his/her turn is reached. His/her turn is skipped.
67. No On Deck batters
68. No bunting allowed.
69. Normal ball and strike calls are made to batters, but there are no walks. If ball four (4) is reached, a coach from the offensive team will go to the mound and throw a maximum of 3 pitches to allow the batter to try to put the ball into play. If the batter does not put the ball into play after the third pitch, the batter is out and will return to the dugout.
- a. The at bat does not end on a ball that is foul. If the third pitch is foul, additional pitches will be awarded until the ball is put into play, or missed.
 - b. The coach must pitch from the kneeling position with a foot or knee on the pitcher's plate (rubber), no exceptions.
 - c. The coach pitcher must use a baseball glove while pitching for defensive purposes (being sure not to interfere with gameplay, but only to defend themselves from an incoming ball.)
 - d. The player pitcher must stand to the right or left of the coach pitching with 1 foot on the dirt that makes up the mound area.
 - e. If any coach intentionally interferes with play after a ball is batted, the batter is out.
70. Batter's hit by a pitch in the air or that has bounced first have the option to continue to hit or take 1st base, however no coach, manager or parent may influence the batter's decision. If the umpire deems that a manager or coach is trying to influence the batter's decision, the umpire shall call the batter out.
71. Base runners must slide feet first and/or attempt to avoid contact at all bases. If the player slides head first, or runs into a fielder without attempting to avoid contact, the player is deemed out.
72. There are no lead offs and no stealing. Runners must wait for the ball and bat contact before leaving the base. Runners who leave the base early, will be called out.
73. Runners can not advance on "overthrows" at any base. An overthrow is defined as any ball thrown that goes past an infielder on an attempt to get a runner out. This includes any balls from thrown from an infield position to 2nd base or a ball thrown to 2nd base by an outfielder.
74. No runner shall advance to an additional base after an infielder has control of the ball. Once an infielder has the ball, the runner's can not advance unless they are already halfway or more to the next base. Any throws by a fielder that goes into foul territory will be called a dead ball and runners can continue to the next base as long as they made it halfway or more. Umpires will be asked to call dead ball

or infield control. It is very difficult for on umpire to monitor the ball and runners in the scenario. Base coaches must honestly assist the umpire in placing runners on the correct bases.

Manager & Coach conduct:

“The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity is subject to disciplinary action by the local league board of directors.” section XIV Little League “Green Book.”

75. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.
76. All Coaches and Managers must complete a background check prior to being on the field, this includes all assistant coaches.
77. All Coaches and Managers must complete safety training and all required league trainings.
78. Managers are responsible for the conduct of all assistant coaches, players and team parents.
79. Crystal Lake Little League has a zero tolerance policy towards managers and coaches whose actions are abusive or threatening towards umpires, players, parents, coaches.
80. Managers that break the code of conduct, are subject to possible game suspension for the first offense. Any such action will be determined by the executive board and the division VP
81. Batting orders must be exchanged prior to the game start. Any player arriving after lineup exchange will be added to the bottom of the batting order. Failure to comply may result in forfeiture of the game.
82. Only managers may discuss any calls with the umpire. Assistant or non-managers who repeatedly ignore this rule can be ejected from the field of play by the umpire.
83. Any manager who is thrown out of a game for any reason is automatically suspended for the next game, which includes coaching at any other level until the next game is completed.
84. Managers who pitch players illegally, do not report pitch counts in a timely manner or otherwise break the manager’s code of conduct are subject to a possible games suspension for a first offense. Any such action will be determined by the executive board and the division VP.
85. At no time should a manager, coach, parent or player challenge or otherwise publicly complain about an umpire’s judgment calls. Balls, strikes, force plays, balks, leaving early, and fair/foul calls are examples of judgment calls. An interpretation of the rules may be challenged, but only by a manager with a copy of the rules and the other manager in a respectful conference with the umpire. Ignoring this rule or repeatedly breaking this rule can result in disciplinary action from the CLLL Board of Directors.

86. There will be no protested games allowed. All rules discrepancies must be discussed, and resolved, by both team managers and the umpire on the field when the issue is discovered.