



FTLL MINORS AAA LOCAL RULES

UPDATED 3/28/2025

Game Rules:

1. Managers or coaches arguing with umpires are subject to disciplinary action by FTLL. Managers and coaches must remain in the dugout at all times unless coaching a base.
2. No inning to start past 9:45 PM for Minors AAA
3. Team must have a minimum of eight players throughout the entire game.
4. Three and one-half innings completed with the home team winning or four innings completed constitutes an official game.
5. The League Director will reschedule all rainouts, postponements, and shortened "unofficial" games to be played or completed within 2 weeks of the original date if possible.
6. **GAME TIME IS START TIME!** Please be on time and work to move the game along. Two minutes maximum between innings. Games may go to extra innings within the game time limit.
7. No inning to start after 1 hour and 45 minutes of published game time. The clock starts at game time!
8. There will be a 4 run limit per inning for any inning that starts in the first 75 minutes of the game. Any inning that starts in the final 30 minutes of the game time will be unlimited runs per inning. No new inning will start after 1hr 45 minutes.
9. All innings started will be completed regardless of game time limit. Exception for weather shortened games that meet the official game rule. Games may end in a tie due to the time limit.
10. Mandatory two out courtesy runner for catcher: With two outs, the catcher must be pinch-run for by the last batted out in the lineup – no exceptions. Please have the catcher dressed and ready for the start of the inning. NOTE: If you use a courtesy runner on the bases for your catcher (and only the catcher) then you must use that player as a catcher in the following defensive inning.
11. Infield fly rule **WILL** be called.
12. No dropped or uncaught third strike.

Safety Rules:

1. All catchers must wear the dangling throat protector; regardless of mask style.
2. Catcher's mask must be worn during warm-up pitches.
3. Managers and coaches **ARE** permitted to warm-up pitchers.

4. Pitchers must warm up in foul territory of the outfield. When warming up in foul territory, the catcher must wear a mask, and a third player must be used to protect players from foul balls. Third player shall wear a helmet and glove.
5. Base runners must wear a batting helmet until they return to the dugout.
6. All equipment must be kept off the field of play.
7. On-deck batter must remain in the dugout. Exception: Lead-off batter each inning may warm up outside the dugout.
8. NO BATS IN THE PLAYERS HANDS IN THE DUGOUT. NO EXCEPTIONS!
9. No head first slides into bases, this results in the runner being called out. Exception: You may slide head first when going back into a base.
10. Any runner shall be called out when a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. There is no "must slide rule".

Player Participation:

1. No player shall sit two innings in a game before every player has sat at least one inning in the game. Exceptions will be made for the current pitcher and catcher while they remain in those positions.
2. Rotational Batting order – all players bat in order throughout the game. Players who leave the line-up will be skipped without penalty and no automatic out shall be recorded.
3. Players should have the opportunity to play multiple positions over the course of the season. Please consider player safety when determining player positions.

Pitching Rules (per Little League Baseball):

1. No hit by pitch limit (discretion should be used to remove pitcher).
2. Pitcher must pitch from the rubber at 46', no moving closer.
3. Pitchers must be removed upon 2nd mound visit per inning or 3rd visit per game per pitcher.
4. Pitch Limits by age per game*:

Ages 9-10: 75

Age 11: 85

Note: * pitcher can complete batter when max pitch count is reached

5. Rest Requirements *:

66 or More Pitches: 4 Days

51-65 Pitches: 3 Days

36-50 Pitches: 2 Days

21-35 Pitches: 1 Day

0-20 Pitches: 0 Days **

Note:

** pitcher cannot pitch on three consecutive days regardless of rest requirements

** Days Rest means # of days of no pitching. If a pitcher throws 50 pitches on Thursday, that requires 2 days rest so Friday and Saturday are his/her rest day and would be eligible to pitch again on Sunday.

6. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Pitchers can complete a batter when the catching pitch count is reached.

7. Any player that catches for 4 or more innings may not pitch on the same day.

Refer to the complete LLB pitching rules at littleleague.org for further details

Batting and Base Running

1. Bunting is allowed.
2. No leading until the ball crosses the plate
3. Stealing of all bases including home is permitted

District Eligibility

District All-Star Teams will be determined by data including, but not limited to, Pre-season Player Evaluation Day, All Star Evaluations, Regular Season Gamechanger Data, Coaches' recommendations, etc.

Little League teams will have a minimum of 12 games schedule and players must play in 8 games at minimum to be eligible for district play.

Players must be a resident within FTLL boundaries and must affirm their commitment prior to tournament play.