

## AAA Cheat Sheet

- Minimum Play
  - All players must play three innings.
  - Everyone must play infield at least one inning
  - No one can play the same infield position more than three innings in one game.
  - No one sits twice before everyone sits once
- Pitching
  - Please check with head travel coach for your age group (or assistants) before the beginning of each week so we do not use players who threw over the weekend or burn players who will pitch travel (travel and LL use the same pitch counts so it should all appear on the pitchers report for your team).
  - Once a pitcher throws his 41<sup>st</sup> pitch, he cannot catch (hard rule, we do not use the “revert back to the beginning of the batter” for this).
  - If a player catches he cannot throw more than 40 pitches. This is a hard stop, not where the pitchers starts on a particular batter. 40 is the absolute limit.
  - A player who starts to catch a fourth inning (i.e. catches one pitch after his third inning ends) cannot pitch that day.
  - When inputting pitch counts, the pitch count is what that pitcher started his last batter at (i.e. if a pitcher starts his last batter at 32 pitches and ends at 36, his count is 32 per LL rule).
  - Confer with the other team between innings. If there is a dispute, the average is used.
  - Winning manager is responsible for inputting pitch counts by noon the following day.
- Batting Order
  - Everyone who is there hits. Continuous batting order.
- Scores
  - 5 run maximum per inning. Only exception is if the last batter hit a home run over the fence causing the 5<sup>th</sup> run, in which case all runs count.
  - Exception:
    - If visiting team and trailing by more than 5, you can score as many runs as needed to tie.
    - If visting team and trailing by less than 5, you can only score 5 and take whatever lead that gets you.
    - If visiting team and trailing by only 5 you can tie.
    - If home team and down by more than 5 in the bottom of the last inning you can score as many runs as needed to tie.
    - If home team and down less than 5, then you will win if you score 5 (or whatever is needed to win).
- Mercy rule: if one team is ahead by 10 after four innings or later (3.5 if the leading team is home team)
- Time limit: no new inning may start after 100 minutes from start time