

**Magnolia Little League**  
**AAA Baseball**  
**Status as of January 22, 2011**

**OVERVIEW**

- MLL Local Ru ■ League Age is 9 -11
- MLL Local Ru ■ Games are 6 innings of kid pitch
- MLL Local Ru ■ 5 run rule per inning is in effect
- MLL Local Ru ■ End of the Season Tournament, double elimination

**TRYOUTS**

- MLL Local Ru ■ Candidates must attend a tryout
- MLL Local Ru ■ Candidates unable to attend a tryout, must seek Player Agent approval to enter the draft

**Assessments at Tryouts:**

- National Rule ■ Players will run the bases. Starting at home plate, touching each base, finishing at home plate
- National Rule ■ Players will take grounders at shortstop and throw to 1st base.
- National Rule ■ Players will field fly balls in the outfield and make a throw back to the infield.
- National Rule ■ Players will hit and bunt pitched balls.

**DRAFT**

- MLL Local Ru ■ AAA Draft - Annual re-draft for all Teams and eligible players
- MLL Local Ru ■ AAA Draft is after the Majors Draft
- MLL Local Ru ■ All players in the Majors Draft who are not selected will be placed in the AAA draft
- MLL Local Ru ■ Random Draw for draft order
- MLL Local Ru ■ Coaching groups can have 1 Manager and 1 Coach prior to the draft
- MLL Local Ru ■ Managers and Coaches kids will be slotted in rounds 1 and 2 (additional rounds if necessary.)
- MLL Local Ru ■ Player Agent may alter slotting to balance Mgr/Coaching kids skill levels (I.E. may slot kids in rounds other than 1,2,3...)  
Proceed with draft in draft order, team with 1st open spot will draft first from pool of eligible kids.

- National Rule ■ After each round, the draft order reverses. Example:  
Team 1 will get picks 1, 10, 11, 20, 21, 30,...  
Team 2 will get picks 2, 9, 12, 19, 22, 29,...  
Team 3 will get picks 3, 8, 13, 18, 23, 28,...  
Team 4 will get picks 4, 7, 14, 17, 24, 27,...  
Team 5 will get picks 5, 6, 15, 16, 25, 26,...

- National Rule ■ Siblings in the draft: After the 1st sibling is drafted, manager has option to draft other sibling in the next available round.  
Expect siblings to be drafted to same team, unless family desires drafting to different teams.

- MLL Local Ru ■ All returning AAA players must be drafted.
- MLL Local Ru ■ All 11 year olds must be drafted.
- MLL Local Ru ■ All 10 year olds must be drafted.
- MLL Local Ru ■ There will be 12/13 rounds, any kids under age of 10 not picked will be placed on a AA team for this season.
- MLL Local Ru ■ Player Agent will provide a player list of all eligible AAA candidates to the AAA Mgrs/Coaches after the Majors draft  
List will have player name, age, league player played in previous year

**MLL Local Rules - AAA**

- 1** The continuous batting order under rule 4.04 will be used.
- 2** Rule IV (i) is modified as follows: Every player on a team roster will participate in each game for a minimum of 3 complete defensive innings. Of these innings, every player will play 1 inning in the infield. The position of catcher is considered an infield position. No player will play more than 3 defensive innings at the same position. This includes the position of pitcher, where the 3 complete innings supersedes the pitch count levels for that age. Clarification: A "complete" inning is 3 defensive outs or 5 offensive runs, whichever comes first, except in the last inning of play when a complete inning would be 3 defensive outs or until the home team scores enough runs to declare victory. This deviation from the Official Regulations and Playing Rules is required because the five-run rule cannot guarantee a defensive player a specified number of outs.
- 3** There is a five run per inning limit, except the last inning, which is unlimited. If there is a following game scheduled on the field, no inning may start later than 1:50 after the game starts. The chief umpire will indicate which inning will be the "last inning." No pitch will be allowed after 2:10
- 4** Games are six innings long with the following exceptions: (1) The 10-run rule as detailed in 4.10 (e) is in effect, and (2) in the event of a tie after six innings of play, extra innings can be played but must adhere to the time limitations detailed in #3 above.
- 5** The home team occupies the third base dugout, supplies two new game balls, and is responsible to supply the game umpires if no umpires have signed up on the District 8 website. The home team is also responsible for setting up and storing the break-away bases. The away team occupies the first base dugout and may supply plate or field umpires if the home team is not able to meet their obligation.

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- 6 Per 4.19(g) Magnolia Little League adopts the rule that, in the Minor League, protests must be resolved before the next pitch or play. The chief umpire's decision will be final.
- 7 All local Magnolia AAA tournaments will be played in accordance with these Local Rules except that, in the event of a tie after six innings of play, tournament games will end in accordance with 4.10 and will NOT be subject to the time or inning restrictions detailed in #s 3 and 4 above.

**AAA Guidelines/Reminders**

In conjunction with these Local Rules, we will include a list of Reminders. These reminders are not to be confused with Local Rules that require committee, board and district input. They are simply a list of rules and/or clarifications that managers, coaches, and umpires would do well to review before the season begins.

These reminders are meant to (1) Emphasize rules that relate to safety and (2) clarify rules that have frequently caused confusion in our league. They are NOT part of the official Modified Rules and can be amended and added to by the Umpire Committee without board approval.

- 1 Complete uniforms must be worn: hat, jersey, pants, and socks.
- 2 No batting practice before games. You may have a short infield practice only.
- 3 Home plate lies entirely in fair territory.
- 4 Bunting is allowed.
- 5 Scores will be kept and recorded on the D8 website. Home team is responsible
- 6 All players must be registered to your team.
- 7 Both base coaches can be adults but they are encouraged to use players as base coaches to teach them the position. If players are used as base coaches, by rule they must wear a batting helmet.
- 8 Per 1.17 – All male players must wear athletic supporters. Male catchers must wear the metal, fiber or plastic type cup, and a long model chest protector in Little League Divisions. Female catchers must wear long or short model chest protectors. All Male players are required to wear the metal, fiber or plastic type cup.
- 9 There is no on-deck position. The on-deck batter should be in the dugout and ready to go to the plate. Players should never swing bats during a game unless they are at the plate.
- 10 Throwing a bat in a dangerous fashion is unsportsmanlike behavior. The umpire may give one warning before ejecting the offending player.
- 11 Teach your players the slide or avoid rule. Remember, there is no "must slide" rule in Little League, but there is a "slide or avoid" rule. Your players should know that they may slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- 12 Interference and Obstruction: Just because there is contact on the field does not necessarily mean that interference or obstruction has occurred. At this level, most collisions are just that – collisions. Oftentimes both offensive and defensive players are "out of position" at this level.
- 13 Study the infield fly rule (2.00) and remember that this rule is designed to protect the offense, not to manufacture a free out for the defense. Remember that the infield fly is a judgment call. Also remember that the rule can be applied "after the fact" in the event that the umpire forgets to call it and a double play results (though this is not ideal). There might be some confusion when and if an infield fly call is made, but, for both players and usually umpires, AAA is an instructional league, and it's not too early for everyone to start applying this rule.
- 14 A foul ball is determined by the location of the ball in relation to the foul line, not by the location of a player's body.
- 15 A batter-runner who overruns first base and turns to the left is not automatically out if tagged. This runner is only out if the umpire decides he/she made an attempt to head to second base. The umpire's call is not subject to appeal.
- 16 The expanded strike zone is in effect. Don't assume or let your players assume that the ball must pass over the plate to be a strike. It doesn't.
- 17 Breaking the plane on a check swing or "offering" on a bunt do not, by rule, necessarily constitute strikes. The only rule governing strikes in these situations is whether the batter attempted to hit the ball. This is a matter of umpire discretion and is not subject to appeal, although umpires can, and generally should, appeal to a field umpire (on 1st or 3rd) at the catcher's request on a check swing.