



AA Playing Rules and Regulations

1. Managers will ensure that players play a minimum of 3 innings in the field, with free substitutions allowed
 - a. Should a player play less than 2 innings, that player will start and play the entire next scheduled game
 - i. In the event a game is halted due to weather or darkness, this rule does not apply
2. Managers will employ a continuous batting order during the regular season and playoffs
3. Games are scheduled for 2 hours or a maximum of 6 innings
 - a. Weekend games are permitted to go over 2 hour block if the game is tied and the 6 inning max has not been reached
 - i. The following game has 15 minutes to conduct warm-ups and start game
 - b. No innings during a weekday game shall start after 7:30pm
 - c. Half innings conclude when 3 outs are recorded or the batting team goes through the entire order; whichever occurs first
 - i. During the last inning of the game, 3 outs must be recorded; teams are allowed to bat around the order as many times as it takes for the defensive team to record 3 outs
 - d. Pre-game infield/outfield warm-ups are permitted 15 minutes prior to the start of the game; approximately 7 minutes per team
 - i. Games are to start promptly at scheduled time
 - ii. Pre-game Batting Practice is not allowed
4. The Managers and Assistant Coaches will be umpiring the game
 - a. Defensive team's coach will be positioned behind the pitcher's mound and handle Balls and Strikes, calls at 2nd Base and calls at Home Plate
 - b. 1st Base Coach will umpire calls at 1st Base
 - c. 3rd Base Coach will umpire calls at 3rd Base
 - d. Managers should meet before the start of the game to;
 - i. Exchange batting order and line-up
 - ii. Review ground rules
 - iii. Confirm playing rules regarding pitchers, sliding, steals/advancements
 - iv. Discuss application of the expanded strike zone
 - e. All interactions between opposing Managers and Coaches must be respectful and in accordance with the Peabody Little League Code of Conduct
 - i. Failure to follow the Code of Conduct could result in;

1. Letter of reprimand
 2. Suspension
 3. Removal from coaching
5. There is no on-deck batter. Only the first batter of each half inning is permitted to be outside the dugout between half innings
 - a. Fenced in areas May Not be used for an on-deck batter
 - b. Players may not leave the field to assume the on-deck position
 - c. The next batter should be ready with helmet on but may not pick up a bat until it is his/her turn to bat
6. All bats must meet USA Baseball Bat standards, be no more than 33 inches in length and not more than 2 and 5/8 in diameter
 - a. Bat donuts are not permitted
 - b. Bats may not be altered in any way. Products such as, but not limited to, choke-knobs, choke-up assists or thumb protectors are considered alterations or modifications to the bat and are not permitted
 - c. Pine tar is not allowed
7. Strike Zone / Balls and Strikes
 - a. The strike zone will be reasonably large and expanded
 - i. Promote batters to swing
 - ii. Build Pitcher's confidence on the mound
 - iii. Keep the game moving
 - b. As the season progresses, and abilities improve, strike zone can be adjusted tighter to match a player's abilities
8. Pitchers must pitch from the rubber
9. Pitchers are allowed to hit only 2 batters. On the third hit batter, pitcher must be removed
 - a. Hit-by-Pitch is not a Walk. Hit batter will advance to first base
10. If brought in during an active at-bat, relief pitcher must finish the at-bat
11. Any part of a pitcher's undershirt or t-shirt exposed to view must be a solid color and may not be white or grey.
 - a. Neoprene sleeves may be worn but must be one solid color and may not be white or grey
12. Pitchers may not wear any items on his/her hands, wrists or arms which may be distracting to the batter
13. A pitcher's glove may not be white, light grey, nor, in the judgement of a coach/umpire, be distracting in any manner
 - a. Batting gloves may be worn under the pitcher's glove provided the batting glove is not white, grey, optic yellow or any other distracting color
14. Curve balls / Breaking balls are an illegal pitch in Peabody Little League regular season and playoff games
15. There are no walks in AA
 - a. After the batter reaches 4 balls, a coach will pitch the remaining of the at-bat
 - i. Either the defensive coach umpiring from behind the mound or a base coach may be used to complete the at-bat
 1. The offensive team must keep a coach in the dugout
 - ii. The hitter's count Does Not reset.
16. Peabody Little League Minor Divisions do not employ the Dropped Third Strike advancement rule
17. Metal cleats are not allowed

18. Other than Medical Alert Bracelets, jewelry of any kind is not allowed to be worn by any player during a game or practice
19. Casts may not be worn during the game by players or coaches
 - a. Players or coaches wearing casts must remain in the dugout during the game
20. Catchers must be equipped with;
 - a. A Little League approved helmet; skull cap and slide off mask is not allowed
 - i. Catcher's helmet may not be altered in any form, including painting, stickers and decals
 - b. Throat guard
 - c. Chest protector
 - d. Leg guards
 - e. Athletic cup held in by sliding pants or athletic strap
 - i. Athletic cup may not be free floating in pants
21. Catchers must wear a catcher's mitt
 - a. First baseman's mitt, infielder's glove or outfielder's glove may not be used as a substitution
22. Catchers must wear their helmet at all times, including;
 - a. Warming up pitchers
 - b. Taking infield-outfield during practice and games
23. Players must wear helmets when;
 - a. Batting in practice or games
 - b. Practice any form of batting, including, but not limited to, off a tee or soft toss
 - c. Running the base paths in games or practice
 - d. Serving as a base coach
24. Batting helmets may not be altered in any fashion, including painting, stickers or decals
25. Players must slide at a base when the defensive player is attempting to field a throw or attempt a tag
 - a. No head first slides
 - b. Failure to slide will result in a called out Games 5-12
26. Over Throws out of bounds will result in awarding the runner(s) one base
 - a. Over throws in bounds, play is live
 - b. Ball is dead once the pitcher has control of the ball and is on the dirt of the pitcher's mound
27. Advancements, Steals, Pass Balls and Wild Pitches
 - a. Max of 3 advancements per inning. "Advancements" include;
 - i. Steals
 - ii. Pass Balls
 - iii. Wild Pitches
 - b. Max of 1 advancement to home per inning
 - c. Runners may advance no more than 1 base on an overthrow during a steal, pass ball or wild pitch
 - i. Runner may not advance to Home on an overthrow at 3rd during an advancement attempt
 - ii. The advancement on the overthrow does not count towards the inning total advancements allowed per inning
28. Slaughter Rule
 - a. In AAA and the Majors, if after 4 innings of play, a team is ahead by 10 or more runs, the game is over

- i. Should both managers agree to continue the game, the teams may continue to play the remaining innings even though the winner has already been decided
 - 1. In the event the game continues after the winner is declared, the winning team is encouraged to no longer advance via pass balls, wild pitchers and/or steals
 - 2. In the event the losing team comes back to tie the score during the bonus innings, the game will end after 6 innings; there are no extra innings

NOTE: Peabody Little League playing rules and regulations may be more strict than Little League International Rules, but never more lax. All league coaches should review and understand the Peabody Little League Bylaws and the Little League International official rule book. In instances of rule questions and applications, please refer to the PLL Bylaws then the Little League International rule book.