



AAA 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. The Manager, and only the manager is permitted to address the umpire regarding rulings and procedures, including appeals
 - a. All interactions between a manager and an umpire will 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
4. 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
5. All bats must be 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
6. 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
7. Pitchers may not wear any items on his/her hands, wrists or arms which may be distracting to the batter
8. A pitcher's glove may not be white, light grey, nor, in the judgement of of an 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
9. Curve balls / Breaking balls are an illegal pitch in Peabody Little League regular season and playoff games
 10. Intentional walks are not allowed; catcher must remain in the catching position and in the catcher's box for the entirety of an at-bat
 11. Peabody Little League Minor Divisions do not employ the Dropped Third Strike advancement rule
 12. Metal cleats are not allowed
 13. Other than Medical Alert Bracelets, jewelry of any kind is not allowed to be worn by any player during a game or practice
 14. 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
 15. 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
 16. 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
 17. Catchers must wear their helmet at all times, including;
 - a. Warming up pitchers
 - b. Taking infield-outfield during practice and games
 18. 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
 19. Batting helmets may not be altered in any fashion, including painting, stickers or decals
 20. No head first slides unless diving back to a previously occupied base
 21. A team is only allowed one advancement to home via steal, wild pitch or pass ball
 - a. AAA: there is not limit on the number of steals/advancements, including wild pitches and pass balls, per inning
 22. 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.