

AA Division

2025 East Mesa Little League Bylaws

All managers and coaches must refer to and follow the rules for your division. The following are pertinent rules for your division per EMLL.

1. **Game Setup:** Home team sets up. Away team Breaks down (Pitching Mound). Mesa will handle field prep and bases. Bases will be 55 feet apart. Pitching distance is 43 feet.
2. **Scorekeeper:** Every team is required to have a scorekeeper. Recommend using GameChanger app or traditional book. The home team's score and pitch counts is the official record of the game. It is recommended that both teams' scorekeepers check-in every half-inning to avoid discrepancies on pitch counts/score.
3. **Game Start/End -** 6 innings or 1:45 minutes. If a full inning completes (that's not the 6th) with time still on the clock, the next inning will start and complete in full. If one team is unable to gain the lead during a run cap inning, the game will immediately end when time is up.

There is no "drop dead" time but in the event the lights go out before the end of the game, per Little League Rules, the final score will revert back to the completion of the previous full inning.

4. **Game Balls:** Each team will be provided 12 game balls for the season. Each team will bring one game ball to each game and provide it to the home plate umpire.
5. **Run Rules:** Teams are limited to scoring no more than 5 runs in a single inning, once the 5th run is scored, the inning is considered over. The 5th and 6th innings are unlimited runs.

If after 4 innings, 3 ½ if the home team is ahead, a team has a lead of 15 or more runs the game will be considered over. If after 5 innings, 4 ½ if the home team is ahead, a team has a lead of 10 or more runs the game will be considered over

6. **Stealing:** Stealing home on a passed ball or wild pitch is not allowed. Runners can steal 2nd or 3rd base at their discretion. Once the ball leaves the catcher's hand the ball is live and in play.
7. **Extra Innings/Ties:** If a game is tied after 6 innings and time still remains within the 1 hour and 45 minute limit, an extra inning may be started and completed. If the game is still tied, it will end in a tie.
8. **Pitch Count Rules (strictly enforced)**

League Age 12s are not allowed to pitch

League Age 11, maximum of 85 pitches per calendar day.

League Age 9-10 is 75 pitches max per calendar day.

League Age 7-8 is 50 pitches max per calendar day.

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest are required.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest are required.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest are required.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no (0) rest is required.

9. In-Game Rule Reminders:

- All players to be in the batting lineup. If a player arrives late they are added to the end of the batting line up.
- If a player is injured or needs to leave the game for whatever reason, the team will skip over them when their time at bat comes up without penalty. They cannot be skipped twice in the lineup. If they are unable to continue after being skipped once, they will be removed from the lineup and may not return to the game.
- Recommend only 3 coaches in the dugout during games. An additional parent may help manage the dugout, but it's up to the Coach's discretion.
- On-deck batters are not allowed
- In between innings and during pitching changes only 1 player is allowed to be out of the dugout swinging
- Infield fly rule DOES NOT APPLY.
- All players must wear their team jersey. It is encouraged that they also wear baseball pants, socks, and that male players wear a protective cup. Metal spikes are prohibited. Shoes must have rubber soles and closed toes. Plastic or rubber cleats are encouraged. All male catchers must wear a protective cup.
- Mound Visits: (per LL rulebook)
 - No more than one mound visit per INNING (per pitcher). If the current pitcher is visited twice within the inning, the player must be removed as pitcher.
 - No more than two mound visits per GAME (per pitcher). If the current pitcher is visited three times within the game, the player must be removed as pitcher.
- Cones will NOT be used.
- There is no leading off and no diving headfirst to advance a base or the player is automatically out. Players may not leave the base until the ball crosses home plate.
- Intentional walks are allowed

From Main [EMLL Bylaws](#):

5. Game Preliminaries

Fields and Facilities:

- Each team must do their part before and after every game to ensure that the playing fields are kept in the best possible condition. It is each team's responsibility to clean up their dugout and bleachers after every game.
- Home team will sit in the 3rd base dugout.

- Outfielders may not stand at the dirt/grass line. Coaches will instruct their outfielders to play fully in the dirt or grass to avoid digging and field maintenance issues.
- **Before game:** Home team shall be responsible for placing the pitching mound before the game. The pitching mound is incredibly heavy, and it is suggested that at least 2 adults assist with this task. The home team is responsible for the remainder of the field preparation. This includes installing the bases, cones, pitching machine and/or batting tee. It is the responsibility of the team managers and umpires to walk the fields for hazards and obstructions prior to the game.
- **After game:** If it is the last game needing the mound, the Away team will be required to remove the pitcher's mound and store it appropriately. Away team shall remove bases and store all equipment in the shed, this includes pitching machines and batting tees. All equipment shall be neatly put away, not just tossed into storage.

6. Official Scorekeeper

- The home team shall be responsible for providing the official score for each game. The game will not begin until the scorekeeper is in place and ready.
- After each half-inning, the scorekeepers will meet to agree on pitch count and score.
- At the conclusion of each game, the managers shall agree upon the score of the game and the pitch counts for each pitcher used in that game prior to leaving the playing facility. All scores and pitch counts shall be recorded in Gamechanger. Home team pitch counts and scores will be recorded as official.
- Once the managers and umpires leave the field, the scores and pitch counts are final. Any protests or disputes needs to be reported within 24 hours to the Board of Directors

7. Starting and Ending a Game:

- Umpire shall be in full control of the game clock including start and finish. Umpires will notify coaches of game start and end.
- If a team is unable to field 8 players, 15 minutes after the scheduled start time of a game, the game is forfeited and the umpire shall notify the Umpire in Chief.
- Please note there does not need to be 8 players for a peewee or farm game to play. Those divisions are encouraged to play regardless of the number of players, as no score will be kept.
- If the start of a game is delayed by a player who arrives prior to the 15 minutes time limit, the scheduled start time of the game shall be used to calculate end-of-game time limits when applicable.
- In the event the umpire(s) have not arrived at the start of the scheduled game time, the managers shall notify the Umpire in Chief to determine the plan of action. Upon their arrival, the official umpire(s) will assume their duties only at the end of a full inning. A game is not likely to be rescheduled due to lack of umpires. (NOTE- Pee wee and farm do not use umpires).
- There is no "drop dead time" but in the event the lights go out before the end of the game, per Little League Rules, the final score will revert back to the completion of the previous full inning.
- If a full inning completes (that's not the 6th) with time still on the clock, the next inning will start and complete in full unless one team is unable to gain the lead during a run cap inning, in which case the game will immediately end when time is up.

8. Rescheduling of a Game:

- Games that have been postponed due to weather or field issues will be rescheduled by the Fields Manager. The potential absence of a manager, coach or specific player is not grounds for postponement.
- Major division may play one double header in a calendar week
- Minors division (AAA, AA, Rookie) - no team shall be scheduled to play 2 games in one day.

9. Pool Players - Majors & Minors division (AAA, AA, Rookie)

- Teams unable to field a roster of 9 players from their regular roster must notify the Safety Officer for pool players.
- A team shall only use as many pool players needed to roster a nine player team (up to 3 pool players). If a regular rostered player shows up after the game starts, the pool player may continue to bat but must not play defensively unless needed to field 9.
- If a pool player has been requested and assigned, and the requesting team fields 9 before game start, the pool player has the option to continue playing (batting only).
- Pool players may only play outfield and bat last.
- Managers may NOT play a pool player unless assigned specifically by the Pool Player Agent. Coaches may not request a specific pool player. All pool players must be selected by the Player Agent. Anything not approved will result in a forfeit of that game.
- Pool players must wear their regular team uniform.
- Players may play no more than two games in one day.

5. End of Season Intra-Division Tournaments

- Ties will be counted in winning percentage and determine seeding
- Rookie, AA, AAA and Major divisions shall participate in an end of season tournament. Seeding from regular season standings will be employed to determine tournament pairings. Any byes that occur will be given to the team(s) with the highest ranking(s).
- At the conclusion of the regular season division play, the team with the highest winning percentage will get the higher seed. In the event two (2) or more teams have an equal winning percentage, the following elements will be used to determine final standing within the division (in order):
 1. Head-to-head won/loss between teams (only if involved teams played one another an equal amount of times).
 2. Head to Head run differential
 3. Fewest runs allowed in head-to-head competition.
 4. Most runs scored in head-to-head competition.
 5. Run differential (total runs scored minus runs allowed).
 6. Coin toss.
- Playoffs are a double elimination tournament for Rookie, AA, AAA and Majors divisions. Once a team has lost one game during playoffs, that team is then out.

- The home team is the highest seed, except when there is a loss by the higher seed, e.g. 2 seed loses first game and then plays 5 seed in championship game, the 5 seed retains home field advantage.
- Home/visitor will be determined by the highest seed in the loser bracket.
- In the event of a tie, the teams will play until a winner is reached. In the 7th inning, the last batter out will be utilized as a runner on 2nd base. If the lights go out, the game will be concluded as the schedule permits.
- All rules through regular season per division applies during the Intra-Division Tournament