

RANCHO BERNARDO LITTLE LEAGUE BASEBALL, INC.

AAA (MINOR A DIVISION)



OPERATING INSTRUCTIONS

Revised October 2025

*****This document is provided for guidance where the Little League Operating Manual and the Official Regulations and Playing Rules of Little League Baseball provide latitude to individual Leagues.*****

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The following operational guidelines (“Ops”) are intended for implementation at the AAA division level in Rancho Bernardo Little League.

1. Ground Rules

- 1.1. On all RB Community fields the ball shall be out of play if it passes the imaginary line extension from where left- and right-field sideline fences end to the outfield fence; if no outfield fence is present, this line shall extend indefinitely.
- 1.2. The chalked-off area behind the backstop is an extension of the dugout for coaches only. If a ball originally in play enters this area and touches the delineating chalk or the ground within this area, the ball is ruled out of play, a dead ball is called, and the runners are awarded two (2) bases under rule 7.05 of the Green Book. A fielder may, with feet in the field of play, reach over the chalked line and make a catch for an out. If, however, that fielder’s momentum carries the fielder into the dead ball area, the ball is at that point ruled a dead ball.
- 1.3. A ball that is hit and ruled as fair as it passes either first (1st) or third (3rd) base that then rolls past the outfield fence in foul territory is considered a ground-rule double.

2. Team Selection

- 2.1. The AAA Division draft shall take place after tryouts on a date determined by the Board.
- 2.2. In the event that a manager cannot attend tryouts but can attend the draft, the player agent, division director, and other selected neutral board members will provide their tryout notes to the manager and be as helpful as possible during the draft process to ensure all teams are picked as evenly as possible in skill level.
- 2.3. Only the Player Agent(s), League President, AAA Division Director, Selected Board Members, and AAA Managers shall be permitted in the draft room. If a manager is unavailable, he/she shall appoint another Board-approved league member to take his/her draft position or it will be the Division Director’s responsibility to draft for that team.
- 2.4. A Manager’s meeting shall precede the draft session. The Division Director shall run the meeting.
 - 2.4.1. Open discussion will be encouraged throughout the draft. Balance of teams is important and the President, Division Director, Player Agent, other present board members as well as other Managers, are encouraged to look for imbalances or needs a team may have and provide helpful input.
- 2.5. At the draft, the Player Agent shall post all eligible player names, which include the following league ages:
 - 2.5.1. 12-year not selected in the Majors draft. 12-year-olds not selected in the Majors division require League President approval and District waiver filing prior to final team selection;
 - 2.5.2. 11-year olds not selected in the Majors division draft. 11-year olds playing in AAA require Board approval;
 - 2.5.3. 10-year olds not selected in the Majors division draft;
 - 2.5.4. 9-year olds; and
 - 2.5.5. All 8-year-olds who requested AAA and have been approved by the Board.
 - 2.5.6. No 10-year-olds shall play in a division lower than AAA without Board approval
 - 2.5.7. If an eligible player did not attend the tryouts for any reason they will not be placed on the draft board. Before the team draft order is selected the Player Agent will clearly identify the kids who did not attend tryouts. During this time period before the draft order is known RBLL encourages all managers, the division director, and the player agent to discuss what is known about the kids who did

not attend the tryouts. Exceptions are encouraged for kids who might be known to be a high draft pick. Ultimately the authority to place a kid who missed tryouts back on the draft board will be left to the play agent, division director, president, and vice president. Once these discussions and decisions are finished, then team draft order can be determined. After the draft is finished, the player agent, division director, President, and Vice President will place the remaining kids absent from the tryouts on teams based on best knowledge of the players skill in order to ensure teams are even. If any of the 4 members listed above have a conflict of interest, e.g., the President is coaching AA, then a board member will replace them.

- 2.5.7.1. Important items to be aware of: (1) The last teams in the draft order will be the most likely to have the kids absent from the tryouts placed on their teams (e.g., if there are 5 teams, 55 kids, and 2 of the kids did not attend tryouts then the last 2 picks in the draft will be filled by these kids through rule 2.5.6.) (2) The goal of this rule is to ensure the fairest teams possible. A kid who is absent from tryouts but is known to be a talented player should not be placed on a team through rule 2.5.6. This would in essence be gifting a team as their last pick what should have been a 1st or 2nd round pick. Rather the kid should be clearly identified as a talented player and placed back on the draft board for all coaches to have an opportunity to select for their team.
- 2.6. The names of all eligible players shall be posted alphabetically by age in a manner determined by the Player Agent.
- 2.7. Sibling Option - siblings shall be annotated on the draft board. Siblings must play on the same team. Siblings will be drafted in the round immediately following the first sibling.
- 2.8. The Manager's child shall be drafted in the following manner;
 - 2.8.1. If he/she played on the 10U All-star Team in the previous season - First Round;
 - 2.8.2. If he/she played AAA in the previous season (non-All-Star) - Third Round;
 - 2.8.3. If he/she played Farm in the previous season – Fourth Round; OR
 - 2.8.4. If he/she played AA in the previous season - Fifth Round.
- 2.9. Prior to commencing the draft, a Board approved coaching list shall be provided to each Manager for the purposes of identifying players whose parents have volunteered to be assistant coaches. A Manager shall not have the option to pre-select an assistant coach. All players other than the Manager's child shall be selected to a team based on the outcome of the draft.
- 2.10. The draft shall be conducted in accordance with the Operating Manual using the "METHOD IN FIRST YEAR OF OPERATION – PLAN A" outlined in Local League Draft Methods.
- 2.11. Wild Card(s) may be assigned by the Player Agent to balance out the number of players per team. Wild card order will not be predetermined.
 - 2.11.1. The Player Agent shall decide on a method, to be kept confidential between himself/herself and the League President, of determining who shall receive the next Wild Card; and
 - 2.11.2. Teams with the greatest deficit of players shall be assigned a Wild Card first.
- 2.12. Managers should sit opposite of the draft board in order of their pick. The draft pick order shall be decided upon prior to beginning the draft under the supervision of the Division Director.
- 2.13. Team name selections shall occur in the reverse of the draft order.
- 2.14. After completion of the draft, managers will have the opportunity to trade players before leaving the draft room. **Once managers leave the draft room, no more trades are allowed.**

Fall Ball Only

- 2.15. The teams shall be assembled by committee, lead by the fall ball director in coordination with the Player Agent.
- 2.16. Use blind draft IAW Little League Rulebook Plan C (Blind Draft Method) as a guide for team formation. Directions can be found in the Policies section of the Little League rule book under Local League Draft Methods. Draft is by age (all 6-year-olds are evenly allocated, followed by all 5-year-olds and then all 4-year-olds). Efforts shall be made to balance teams by age and any other known information (experience or skill) while trying to accommodate requests in the fall (as long as the intent of the request isn't to build a strong team).
- 2.17. Manager's children and specific coach/parent preferences are placed first within the appropriate age group, reducing the number of blind picks for that team by the number of placements.

3. Playing Rules

- 3.1. The home team shall occupy the first-base dugout and prepare the field prior to the game, including setting up the basis, dragging, chalking, and watering down the infield (if possible). The visiting team is responsible for putting away all bases and any equipment at the end of the game. After Inter-league games in which RBLL is the home team, the home team will be responsible for putting away all the bases and any equipment at the end of the game
 - 3.1.1. RBLL Majors Field - the home team shall occupy the first-base dugout. The visiting team shall also follow the post-game field care as posted at the Majors Field after the last game of the day.
- 3.2. The home team shall keep official score and pitch count using the GameChanger smartphone app.
- 3.3. Each team may have up to five (5) total adults/ coaches on the field of play. No adults/ coaches are allowed in fair territory during gameplay.
- 3.4. Run Rules:
 - 3.4.1. Only four (4) runs per inning are allowed. This rule does not apply to the sixth (6th) inning, which has no run limit.

Note: if a team has more than four (4) runners cross the plate in any given inning, the score for that team in that inning shall be no more than four (4) runs.
 - 3.4.2 AAA Division will use the 15-10-8 run rule option see Little League Rule 4.00.

15 runs applies after 3 innings (2.5 if the home team is ahead), 10 after 4 innings (3.5 if the home team is ahead), and 8 after 5 innings (4.5 if the home team is ahead). If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.

The 8 run rule does not apply in the playoffs.
- 3.5. A Player Pool shall be used per the guidelines set forth in the Green Book, guideline V(c).
 - 3.5.1. A team must have six (6) of its regular roster players to request a pool player and may request up to four (4) pool player to bring their team to a total of up to ten (10) players;
 - 3.5.2. Pool players must bat last in the lineup; and
 - 3.5.3. Pool players shall not be eligible to pitch.
- 3.6. The dropped third (3rd) strike rule shall not be enforced.

- 3.7. Game time limits are as follows:
 - 3.7.1. The game time shall be the time of official game start, as defined in the Green Book, Rule 4.02.
 - 3.7.2. No new inning may start after one hour and forty-five minutes (1:45) from the game start time.
 - 3.7.3. The game shall end no later than 30 minutes prior to the next game start time. The score shall revert back, as required, in accordance with the Green Book requirements.
 - 3.7.4. There will be no time limit in the Playoffs.
- 3.8. Third (3rd) base shall be unfrozen for the entire season.
Frozen third (3rd) shall mean that a runner on third (3rd) base must score on a batted ball, if bases are loaded and batter is hit by a pitch, or bases-loaded walk.

4. Mandatory Play

- 4.1. No player shall sit out two (2) defensive innings until all players have sat out at least one (1) defensive inning. Additionally, no player shall sit out three (3) defensive innings until all players have sat out at least two (2) defensive innings. A defensive inning consists of three (3) consecutive outs in the same inning.
- 4.2. All players shall play at least two (2) defensive innings in an infield position during the game.
- 4.3. All players shall play at least one (1) defensive inning in an outfield position during the game.

5. End-of-Season Tournament - Playoffs

- 5.1. These Ops shall be enforced during all Playoff games.
- 5.2. All teams shall be seeded for the Playoffs by their regular-season standings, as tracked via the League's GameChanger board.
- 5.3. The tournament shall be double-elimination and begin on the next available date after the end of the regular season.
- 5.4. Tiebreakers
 - 5.4.1. In the event of a tie between two (2) or more teams, the following steps shall be used to decide the higher seed:
 - 5.4.1.1. Head to head record;
 - 5.4.1.2. Head to head run differential;
 - 5.4.1.3. Least runs against the entire season;
 - 5.4.1.4. Overall run differential for the entire season;
 - 5.4.1.5. A coin toss by the Division Director.
- 5.5. The Division Director/ Board will decide the structure of the Playoffs depending on the number of teams in the League and/or inter-league play.
- 5.6. For each game, the home team shall be determined by the highest seed in the winners bracket and a coin toss in the losers bracket. Coin toss will take place prior to the start of the game with both managers present.
- 5.7. In the championship game, the team proceeding out of the winner's bracket shall be the home team.

6. 9/10U All-Star Team(s)

6.1. All-Star player selection

- 6.1.1. The Player Agent shall coordinate a Manager's meeting to be held to select players to the 9/10 All-Star team to compete. The following members are required at this meeting: League President, Player Agent, Majors Division Director, AAA Division Director, Majors Managers, and AAA Managers. The League Vice President and Secretary may also attend, but are not required. No other individuals are permitted at this meeting.
- 6.1.2. The number of roster positions on the 9/10U All-Star Team shall be decided upon by those present at the meeting, and approved by the President, prior to the balloting / voting process.
- 6.1.3. The Manager Ballot shall proceed as follows:
 - 6.1.3.1. The Player Agent shall post the names of all 10-year-old Majors players who were automatically voted onto the 9/10 All-Star team by the Majors managers and/or Majors players.
 - 6.1.3.2. The Player Agent will list the remaining 10-year-old Majors players who were not yet placed on an All-Star team.
 - 6.1.3.3. The Player Agent will then ask each present Manager, or their representative, for the following:
 - 6.1.3.3.1. up to three (3) player nominations from his/her own team; and
 - 6.1.3.3.2. up to one (1) additional player nomination from a team other than his/her own.All nominations shall be visibly presented at the meeting for Manager consideration. At this point, the nominations are considered closed. The nominee pool shall be presented for voting on by the Managers present.
 - 6.1.3.4. The Player Agent will ask each Manager to discuss each player nominated from his/her own team. Other managers will then be allowed to comment briefly. Anyone present who has a player being discussed may provide their input and will then leave the room as other managers discuss that player.
 - 6.1.3.5. **Secret Written Ballot** - The Player Agent will ask the Managers to vote for the number of players required to complete the number of roster positions on the 9/10 All-Star Team roster. Players receiving 75-80% or more of the votes are voted onto the team. Any player who does not receive a vote will be removed from the board and will not be eligible for future votes. If this vote fills all roster positions, no further voting is necessary. If the roster positions are not full, voting will continue until the roster is complete. Each round of voting will be followed by a short discussion period. A minimum of 9 players shall be selected through this process. If there is a stalemate after 2 rounds, players receiving a 2/3 vote are voted onto the team. If this

results in too many players, those with the highest number of votes fill out the roster first, if there is a tie then a vote of just those players breaks the tie. The Manager will select the remaining players to complete the roster.

- 6.1.4. After the roster is complete, the All-Star Manager will be announced in accordance with the RBLL General Operating Instructions.
- 6.1.5. After the All-Star Manager is selected, he/she will have the option to choose additional players. These players shall be selected from the list of all players originally on the board before the first voting round.

7. The Classics Game(s)

- 7.1. Following the conclusion of the Playoffs, the Board has the option to hold the AAA Classic Game consisting of selected players from the AAA division only.
- 7.2. The Classics Teams shall consist of the individual players that embody the spirit of Little League Baseball throughout the course of the season, as determined and nominated, by their individual team managers.
- 7.3. The AAA Managers shall select players for the AAA Classics Game. The Division Director, with approval from the League President or Vice President, shall determine the number of players that will play on each Classics Game team as well as the maximum number of players from each regular-season team. The Division Director shall decide upon any issues or discrepancies about the number of Classics players selected.
- 7.4. **Managers** - The Managers of the two Championship teams shall be the managers for the AAA Classics Game, if they wish to do so. A Manager selected to manage one of the All-Star Teams is not eligible to manage a Classics Team.
- 7.5. Player selection
 - 7.5.1. Players selected onto one of the All-Star Teams are not eligible to participate in the Classics Game.
 - 7.5.2. Each Manager shall nominate at least 2 players from their own team.