

AAA 9/10 Rules

Regular Season and Playoffs will be based on the "2014 Babe Ruth League, Inc. Baseball Rules and Regulations", except as outlined below.

General Guidelines

1. All players must wear entire uniform, including hat, for each game. All players must wear a protective cup.
2. Teams will be made up of no less than 11 and no more than 13 players (if possible).
3. A team must have 7 players ready to play within 10 minutes of game time and maintain 7 players throughout the game or forfeit the game.
4. Players can be "called up" from the Minor League, but only if you will not have 9 players and only during the regular season. Minor League call ups are not permitted in the play-offs.
5. If a team plays with 7 players, the eighth and ninth position in the batting order is an automatic out. If a team plays with 8 players, the ninth position is an automatic out. **No Exceptions.**
6. A player may show up late and enter the game. That player must enter at the end of the batting order.
7. Once an umpire declares "Play Ball", the game is in his/her hands. All decisions regarding weather, safety and darkness are in the hands of the umpire.
8. For any team with 11 or more players, every player must sit at least one inning. No player can sit out for two consecutive innings (except for extra innings). There is unlimited defensive substitutions, except for pitchers. Every player **MUST** play an infield position at least one inning. Pitcher and catcher count as infield positions.
9. In order to determine final standings, ties will count as one point and wins will count as two points.
10. Six innings constitute a game. A game is official after 3.5 innings and the home team is ahead or after 4 innings. Ties are allowed. Extra innings may be played **ONLY** if time permits. The time limits from rule #18 apply to the entire game. **NO** extra time for extra innings.
11. The five run rule per inning will apply, except for the last inning, wherein the three out rule applies. **THE UMPIRE WILL DETERMINE THE LAST INNING.** Both teams must be informed prior to the top of the inning that the next inning will be the last inning (i.e. 3rd, 4th, 5th). If, due to time limitations, it is apparent that the 6th inning cannot be played, but the 5th inning has already begun, then the umpire shall have the discretion, with safety as the priority that the 5th inning will be declared the last inning and the unlimited rule will **NOT** apply. If the 6th inning begins and cannot be completed for safety reasons, then the game will revert back to the end of the last completed inning (in most cases that will be the 5th inning). The 5 run limit is not in effect during extra innings.
12. *****Playoffs***** Ties are **NOT** permitted in the play-offs. If during the play-offs, a 6-inning game ends in a tie, then the teams will play extra innings until one team is declared the winner. All play-off games must go the entire 6 innings (Commissioner discretion prior to playoffs beginning). Any game suspended because of weather or darkness must be resumed from the exact pitch and moment of suspension. The umpire has complete and sole discretion over issues of weather or darkness. The batter, pitcher and ball/strike count resume from the moment that the game was suspended. If a batter or pitcher is unable to play the game at the moment of resumption, then the next batter or a new pitcher will take their place with the exact count in place from moment of resumption. If a game is resumed, then all of the pitching rules apply for the entire game, even if the game is resumed two or more days following suspension. No players who are not present in the game that was resumed may enter the game following resumption. This rule is put into place for the play-offs only, does not apply to the regular season and may be discarded at the discretion of the NL Commissioner due to considerations regarding lack of time remaining in the season (i.e. there are not enough days or time to play out the season). In this case, the team that is ahead at the moment of suspension will be

declared by the Commissioner to be the winner of the game. Likewise, the Commissioner may determine that up to 3 games may be played on a Saturday or Sunday of the play-offs in order to complete the season on time. ALL pitching rules apply to any situation involving 2 or 3 games in one day.

13. Player safety is of utmost importance. The umpire can call a game for reasons of darkness, thunder, lightning, or rain. Once the Umpire calls "Play Ball", the game is in his hands. No coach can debate or challenge the umpire's decision regarding safety or length of game.
14. Coaches are responsible for the behavior of players and parents. Any coach, parent, or player that is ejected from a game is barred from the next game (including playoffs). A one game suspension is mandatory. The second offense carries a maximum suspension of the remainder of the season. The term of the suspension will depend upon review of the umpire's report and the opinion of three other head coaches, the NL Commissioner and the WRA Baseball Commissioner. Please make sure all parents are aware of this.
15. Umpires may eject players, coaches or parents. The umpire will clearly issue one (and only one) warning during a game. Commissioner(s) may issue suspensions.
16. If a player is seen by the umpire to throw or slam any equipment in anger or if the umpire hears a player yell any profanity, then there will be no judgment or discretion call. The umpire will issue an immediate warning. A second offense by that player will result in the immediate ejection of that player by the umpire. The player must leave the field immediately under the supervision of an adult. This is not a judgment call. The moment that the umpire hears or sees either of the above mentioned offenses, he or she must issue the warning and follow it with an automatic ejection upon the second offense.
17. Players may miss an at bat due or field time due to injury or a good faith disciplinary decision by the player's head coach. The head coach must inform the umpire and opposing coach of a disciplinary action. That player's spot in the line-up will be skipped with no penalty.
18. Safety is to be the overriding factor in determining the last inning (i.e. darkness for night games). No new inning will start after 1 hour and 45 minutes after official game time from Monday to Friday. Saturday and Sunday games will have a firm 2 hour limit—No inning will start after the 2 hour mark. Game time for weekday games will be 5:30pm; 6:00 pm after May 1st. Saturday/Sunday game times will be decided based upon field availability. The **home team coach decides** if a game is rained out. He must notify the visiting coach, umpire, and NL Commissioner at least one hour before game time if possible. At the moment the umpire calls "Play Ball", the game belongs to the umpire and not the home team coach.
19. Every effort will be made to reschedule rained out games.
20. The head coach, 2 assistant coaches, and the scorekeeper are permitted in the dugout (no parents or player siblings). The umpire may remove anyone for cause.
21. No one is permitted behind the backstop.

Batting/Base Running

1. The entire line-up will bat. Teams will bat in continuous batting order. Players may leave the game early without penalty to the team (subject to General Guidelines # 3), but they must leave the area.
2. The strike zone is determined to be from the bottom of the knee to the top of the shoulder and over the plate (please reinforce the strike zone with all pitchers). The concept is to get batters swinging and pitchers gaining confidence.
3. Bats must be marked "Little League Approved". Limits are 2 ¼ barrel and 31 inches in length. A violation of this rule while the player is at bat will result in the player using the bat to be declared out. Dead ball and no runners advance.

4. Bunting is part of the game, however, a player who squares to bunt may not pull the bat back and “swing away”. A player who squares to bunt, pulls back the bat **and** “swings away” is automatically out and all runners must return to their original base.
5. One base will be awarded for a ball thrown out of play.
6. Stealing is allowed, but no lead is permitted to the runner.
7. The runner(s) must NOT leave the base until the pitch has reached the batter. A runner who leaves early will be sent back to the base.
8. There is no stealing home. Stealing second and third is permitted. Moving to second and third on wild pitches is allowed, but not home. On an overthrow when stealing, runner(s) may advance only to the base they are attempting to steal.
9. In a play at the plate, the runner MUST slide. Failure to do so is an out. This is automatic and must be enforced.
10. Runners must not intentionally run into a fielder and a fielder must not intentionally hit a runner. Incidental contact is permitted. It is forbidden for a fielder to block home plate or a base. Blocking a bag or home plate results in the runner being declared safe. Umpire discretion will determine if a fielder or runner violates this rule.
11. Runner(s) may not advance on errant throws back to the pitcher.
12. A batter hit by a pitch must take first base.
13. A batter that has been walked is awarded first base, but cannot attempt to advance to second.
14. The dropped third strike rule is NOT in place.
15. The infield fly rule is NOT in effect. Double plays are allowed.
16. A courtesy runner must be used for the catcher with two outs. The courtesy runner will be the last player to make an out.
17. The batter must not throw the bat. Each player will receive a warning. The next occurrence will result in an automatic out. Every runner must return to their original base. This should not be confused with rule # 16 from the general rules. This relates to a batter losing control of the bat during a swing.

Pitching

1. A player cannot pitch more than three innings per **DAY**. One pitch in an inning constitutes an inning pitched.
2. A player cannot pitch more than five (5) innings per week. Weeks are from Monday to Sunday.
3. A pitcher is to be removed if they hit 3 batters during an inning or 4 batters in a game.
4. Intentional walks are NOT permitted.
5. The pitcher need not pitch from the stretch with runners on base.
6. There are no balks.
7. Pitchers may not re-enter as pitcher once they have been removed as pitcher.
8. Players “playing down” from the American League may not pitch (if applicable).

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