



Westfield Youth Sports, Inc.

Triple A Baseball Rules

GAMES

1. Games consist of 6 innings
2. A new inning cannot start after 1:45 of play
 - a. The home team will be allowed to bat in the bottom of the last inning if they are behind regardless of the score
3. Ties stand during the regular season. No extra innings during the regular season
4. Innings end after a maximum of 7 runs or 3 outs, except for the final inning when the 7 run maximum does not apply
 - a. The home team will always be allowed to bat in the bottom of the inning, even if the maximum run rule prevents the home team from winning or the time limit has expired
5. A team that is ahead by 15 or more runs after four (4) complete innings is declared the winner.
6. Four (4) complete innings (or 3 ½ if the home team is winning) will be considered a complete game if a game is ended due to weather.
7. Bat size can exceed 2 ¼" barrel only if it has a USA Baseball stamp
8. Metal cleats are not allowed
9. Field Dimensions
 - a. Bases will be spaced 60' for AAA play
 - b. The pitching rubber will be 46' from home plate

BATTING

10. BATTING ORDER
 - a. All players must bat in consecutive order, including bench players
 - b. A batting order is to be established prior to the start of the game which includes only those players present at the start of the game. If a player arrives late, he is to be added to the bottom of the batting order
 - c. If a Player has to be excused for any reason during their team's at bat and said player misses their at bat, they will be placed at the end of the batting order for the remainder of the game. There will be no out called regarding this. The bookkeeper for both teams should be notified immediately.
11. DUGOUT RULE: All players who are not batting, on deck, base running, or warming up to pitch must stay in the dugout at all times unless given explicit permission by a coach to leave (to go to the bathroom, for example).
12. ON DECK
 - a. Only one player may be on deck swinging outside the dugout.
 - b. The on deck batter must wear a helmet.
13. TIME OUTS
 - a. The coach is allowed to stop play to only one (1) batter per inning while his team is at bat.
 - b. The umpire may stop play at the umpire's discretion for injuries, etc.
14. AT BAT
 - a. The umpire will call all balls and strikes.
 - b. Batters may bunt.
 - c. The batter may not advance on a dropped third strike.
 - d. Upon the first offense of a batter throwing a bat, the batter and his team will be issued a warning.
 - e. Upon the second offense of throwing a bat by any batter on the previously warned team, the batter will be automatically called out.
15. BASE RUNNING - LIVE BALL/DEAD BALL DEFINITION
 - a. The ball is considered live as soon as the pitch crosses the front edge of Home Plate and until the Umpire call time-out or the lead runner has been stopped as described below.

- b. After official timeout, runners being stopped, and when the pitcher has the ball and is standing in any part of the dirt of the mound, the ball is considered dead. The ball is also considered dead after normal baseball dead ball situations (foul ball, hit batsman etc.).
 - c. A baserunner may start and/or continue to advance while the ball is live or until forced back to the previous base as described below.
16. **ADVANCING RUNNERS**
- a. Baserunners may advance until the lead runner is forced back to base by the defense. Trailing baserunners may continue to advance unless forced back to a base as describe below and until lead runner has been stopped.
 - b. If any base runner is forced back towards any base by the defensive team, the runner is not allowed to advance until the next pitch. This rule is to eliminate delays in the game from fielder/runner taunting and forced run-downs. Runners ahead of or trailing behind the runner being forced back to a base may continue to advance unless stopped in this manner.
 - c. If an attempt is made to throw any base runner out as the runner is returning to a base, all base runners are allowed to continue running until the lead runner is stopped.
17. **LEAD OFF:** Base runners may NOT lead off.
18. **STEALING**
- a. Stealing of 2nd Base and 3rd Base is allowed.
 - b. The runner may only leave the base after the ball has crossed Home Plate.
 - c. A steal may be executed on a ball caught by the catcher, or on a passed ball.
 - d. A baserunner may not steal home, or advance to home on a passed ball following a pitch. A baserunner may only advance from 3rd to Home Plate on a bases loaded walk, a bases loaded hit batsman, or any game play after the ball is put into play by the batter.
19. **LEAVING EARLY**
- a. Upon a runner leaving early, prior to the pitch crossing home plate, the play will be stopped, all runners will return to their previous base, and the umpire will issue a warning to the entire team. The batter will resume his at-bat with the same count prior to the play.

- b. If the runner leaves early on a ball that was hit on the team's first offense, the play will be called dead, all base runners will return to their previous bases, and the batter will resume his at bat with the same count prior to the play.
 - c. Upon the second offense of a runner leaving early, play will be stopped, the runner will be called out and all base runners will return to their previous bases. The batter will resume his at bat at the same count prior to the play.
 - d. If the second offense occurs on a pitch that is hit, play will be stopped, the runner will be called out, all base runners except for the offending runner will return to their previous bases, and the batter will resume his at bat at the same count prior to the play.
20. SLIDING: Any runner not sliding or avoiding contact with the defensive player on a close play as determined by the umpire will be called out and play will be stopped.
21. FLY BALLS
- a. Runners may tag up and run on any caught ball, fair or foul.
 - b. The Infield Fly Rule will NOT be in effect.
22. THROWING THE HELMET: Any runner, based on the judgment of the umpire, deliberately discarding a helmet while running the bases will be declared out and play will be stopped.
23. PINCH RUNNERS/ COURTESY RUNNER
- a. If at any time there are two outs and the batting team's catcher is on base, the player who got the last out may pinch run for the catcher so the catcher can put on the catcher's gear. This is encouraged to speed game play.
 - b. A player injured during a play that the player safely reached base may be replaced with the player who got the last out. The replaced player may not play on defense the next half inning unless the team has no substitutes.
24. COACHES INTERFERENCE
- a. Coaches may not make contact with players at any time while the play is live.
 - b. If a coach interferes by making contact with a player while the play is live, the umpire will issue an automatic out.

Defense

25. DUGOUT RULE

- a. All players who are not fielding or warming up to pitch must stay in the dugout at all times unless given explicit permission by a coach to leave (to go to the bathroom, for example).

26. PITCHING LIMITS

- a. A pitcher may not pitch more than three (3) innings in a single game (note that one pitch thrown during an inning counts as an inning pitched).
- b. The PitchSmart guidelines will apply to all pitchers, based on their age as of May 1st

AGE	Daily Max	Required Days Rest					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A

- c. During the regular season, violations of the pitching limits may result in pitching bans for the pitcher for subsequent regular season games or for the tournament, based on the discretion of the league commissioner (or the in house commissioner if said bans affect games with the commissioner's team).
- d. During the tournament, violations of the pitching limits may result in a forfeit of a tournament game and or coaching bans, based on the discretion of the league commissioner (or the in house commissioner if bans affect games with the commissioner's team).

27. PITCHING SUBSTITUTIONS/REMOVAL

- a. Upon the third (3rd) hit batter, the pitcher must be replaced and may NOT re-enter the game as a pitcher at any point, even if the pitcher was the starter.
- b. Upon a coach's second trip to the mound for a given player during the same inning, the pitcher must be replaced. Checking on an injured player does not count as a trip to the mound.

28. HOLDING RUNNERS
 - a. Since runners are not allowed to steal until the ball has crossed home plate, pitchers may not 'hold runners on' or throw to first.
 - b. Since pitchers are not attempting to hold runners on, balks will not be called.
29. INTENTIONAL WALKS: Pitchers may not intentionally walk a batter
30. INFIELD FLY RULE: The infield Fly Rule will not be enforced
31. DEFENSE – FIELDING POSITIONS
 - a. Each team will use ten (10) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (first base, second base, shortstop and third base), and four (4) outfielders.
 - b. The extra outfielder must play an outfield position, at the same relative depth as the other 3 outfielders, i.e., they may not be moved to short field position behind second base, the shortstop, or second basemen.
32. CATCHERS
 - a. Catchers must wear a catcher's mitt (i.e., they may not use their fielder's glove) while catching
 - b. Cups are mandatory for catchers
33. PLAYING TIME: Coaches are expected to teach all players how to play each position. This includes rotating line-ups such that the number of innings played at any given position is generally distributed evenly among all players. During games, the following rules apply
 - a. Every player must spend at least two innings at one of the six infield positions during the first four innings
 - b. A player may spend no more than three innings at the same position during any given game
 - c. No player may spend a second inning on the bench, until all players have spent an inning on the bench

TOURNAMENT

34. Regular season rules will be in effect during the tournament, except
 - a. There are no ties in the semi-finals or championship game
 - b. There is no time limit for the championship game.
 - c. The championship game will be played to 6 full innings (5 ½ if the home team is ahead).
Games delayed by weather will resume at the exact point they were delayed.
35. Violations of the playing time rules will result in an automatic forfeit by the offending team. In pod games, if both teams violate the playing time rules, both teams will be given a loss. Coaches will exchange line-ups before the start of the game with positions assigned for the first four innings of the game and will notify the opposing coach during the game when a change is made.
36. Tournament will begin with a Round Robin type tournament with a blind draw for seeding. As such, regular season records will have no bearing on tournament seeding.
37. Winners from each pod of teams advance to a four team, single-elimination bracket; If there are only three pods, a wildcard team will also advance based upon record in the round robin tournament games
38. In the event of tie, the following tie breakers will be used:
 - a. 1st Tiebreaker - Head to head in tournament play
 - b. 2nd Tiebreaker - Runs allowed in tournament play
 - c. 3rd Tiebreaker – Runs differential in tournament play
 - d. 4th Tiebreaker – Coin flip