



## AAA DIVISION RULES Spring 2018

<b>Official Game:</b>	6 innings or Time Limit (whichever comes first)
<b>Time Limit:</b>	No new inning can start after <b>65 minutes</b> .
<b>Pitching:</b>	Overhand coach pitch <b><u>with one knee on the pitching rubber</u></b> . The pitching rubber will be attached to the ground and cannot be moved. Coaches <b><u>must</u></b> pitch from one knee.
<b>Batting:</b>	<b>Maximum of five runs or three outs, whichever comes first.</b>
<b>Substitution:</b>	10 defensive players. No child sits twice until everyone on the team has sat once.
<b>Scoring:</b>	No scores or standings are kept during the regular season.
<b>Minimum Players:</b>	8 players needed to start game (no catcher).
<b>Field Maintenance:</b>	Both teams are jointly responsible for raking the infield, home plate area, basepaths and batting cages, and for removing trash from dugouts and stands. <b>Do not</b> allow kids to drag or rake field.

### Offense

- An inning consists of five (5) runs or three (3) outs, whichever comes first.
- Each batter is given a maximum of five (5) pitches (unless the fifth pitch is fouled off). After five pitches, the batter is called out.
- If a batted ball hits the adult pitcher, the ball is deemed a foul ball. The foul ball counts towards the batter's five-pitch limit.
- **Only one base on an overthrow and only one overthrow per play** (e.g., if there's an overthrow at 1st and first then overthrows 2nd, the batter may only advance to 2nd base). **The one overthrow per play rule applies to throws into the pitcher** (for example, if there is an overthrow to first and the first baseman retrieves the ball and throws it past the pitcher, the play is called dead as soon as the ball goes by the pitcher – so, in this example, the batter/runner may not advance past second base).
- No leadoffs or stealing.
- **Rule Regarding Infield Fly Balls:** A runner only may tag up on a fly ball to the outfield (a fly ball to the outfield is a ball caught by the defensive player with both feet in the outfield grass). A runner may not tag up on an infield fly. If a runner tags up on an infield fly or comes off the base on an infield fly, the runner does so at his/her own peril. A runner who tags up on an infield fly will be out if he/she does not return to the original base before being tagged out or before a defensive player with the ball tags the original base. Further, a baserunner may not advance after an infield fly is caught, and the baserunner will be called out if he/she is tagged (or the original base is tagged) before returning to the original base. For example, there are runners on first and second, the infield fly is caught by the third baseman, and the third baseman overthrows first attempting to double-off the runner on first. Neither baserunner may advance, period. In this example, if the baserunners wind up at second and third (even standing on their respective bases), they can be tagged out by the defensive team. **The bottom line is that as a coach, you should instruct your team not to advance on an infield fly.**
- A ball that is touched in foul territory is a foul ball no matter where the player is standing.
- If there are two outs and the catcher is on base, the catcher **MUST** be substituted for by the player who made the last previous out to speed up play.
- One offensive time-out per inning to be strictly enforced.
- If a player leaves for any reason other than a legitimate injury during the game, the next time up in the batting order, he/she shall be considered out. This will occur only once in the game.



## Defense

- 10 defensive players. No player sits twice until everyone on the team has sat once.
- **Players MUST ROTATE POSITIONS. At this level, the rotation need not be infield/outfield every inning but no player may play the same position or infield or outfield the entire game. All players must play a minimum of 1 inning in the infield (if a player plays only 1 innings in the infield this does not include catching). Catching in this case does not count as in infield position. It must be (P, 1B, 2B, 3B, or SS) This must occur before the 5<sup>th</sup> inning.**
- An outfielder may NOT receive a fly ball or ground ball and run to the base to force out or tag a runner. An outfielder must throw the ball to an infielder to record an out. Notwithstanding the above, an outfielder may record an out in the infield in connection with a rundown play.
- There are 6 infield positions (P, C, 1B, 2B, 3B, SS) – all others are to play the outfield at least 15 feet beyond the edge of the infield dirt.
- A ball hit to the outfield **MUST** be thrown in by an outfielder, **NOT** an infielder that ran out to the outfield. If this occurs and the runner is thrown out by the infielder, the runner will be considered to be safe. If the infielder throws the ball in from the outfield to the pitcher, all runners will advance 1 base.
- The play is dead when the ball is **controlled by** the pitcher and the pitcher has at least one foot within the pitching circle. All base runners return to the prior base or advance to the next base depending on whether or not they have crossed the hash mark at the time the pitcher controls the ball (**umpire's discretion**).
- The catcher is NOT allowed to block home plate without the ball. There is no mandatory slide rule. If the catcher does not have the ball and is not blocking the plate, the runner does not have to slide.
- **Obstruction.** Umpires will call obstruction if, in their discretion, a defensive player **significantly** impedes a runner's ability to advance to the next base. Umpires generally will limit obstruction calls to significant contact on or immediately near the bases (such as when a runner collides with a shortstop standing on second base even though no play at second is being made). Umpires are unlikely to call obstruction if a baserunner is re-routed while running between the bases or for minimal contact. Remember, the obstruction call is discretionary and should not be argued with an umpire. The Manager may ask the umpire to seek assistance from his/her colleague, but the Manager also must immediately respect and accept the umpire's decision, including whether he/she wishes to seek assistance in the first instance.

## Coaches

- Maximum of four (4) adult coaches at least 18 years old are allowed in the dugout.
- Two (2) defensive coaches are allowed on the field in **foul territory** along the right and left field lines. The defensive coaches must be positioned at least 15 feet beyond the infield dirt cutout.
- One coach should stand behind the catcher to help retrieve balls and speed up play. That coach, however, may not talk to the batter or fielders – he/she is only there to expedite play. **Warning for non-compliance:** in the event the coach positioned behind the plate repeatedly communicates with batters or fielders, the umpire will issue one warning for non-compliance with this rule. After issuance of the warning, the umpire has discretion to remove the non-complying coach from the field and require him/her to return to the dugout. Another coach who is already in the dugout may replace the offending coach on the field. No volunteers from the stands may enter the field to replace the offending coach or take the position of another on-field coach.



- Only managers may talk to the umpires. Managers may not argue or question an umpire's judgment call but may ask for time to discuss a rule interpretation. **A ZERO tolerance policy exists with respect to manager interactions with the umpire.** Do not raise your voice when speaking to an umpire.

### Safety

- No on-deck batters allowed – EVER.
- No child may hold a bat unless he/she is at the plate.
- All batters and runners must wear a batting helmet with a NOCSAE-approved face mask.
- **Players must use a 2018 USA Baseball approved bat or a wood bat. Refer to the complete bat rule (Rule 1.10) which can be found on the ELL website.** Tee ball bats 26" or shorter are acceptable.

### Call Ups

- Only AA players who are League Age 6 or older may be called up to AAA.
- Players may not be called up to a AAA team that has 10 or more players. An unlimited amount of players may be called up from AA to make 10 players.
- A player may be called up by the same team a maximum of 4 times.
- No player may be called-up more than 10 times.
- The called-up player must play in the outfield for at least one-half of the innings played.
- The called-up player must bat last, but can play any position other than pitcher or catcher.
- No AAA player can sit more innings than the called-up player.
- The called-up player cannot miss his/her AA game to play in a AAA game.

### Pitching

- Overhand coach pitch only and coaches **must** pitch from one knee. Absolutely no kid pitch.

*Last updated: February 25, 2018*