

2009 AAA RULES

GAME

All games are played under the official baseball rules and regulations of Babe Ruth/Cal Ripken except for the local exceptions as noted below.

1. Managers are responsible for the conduct of their team and staff and are the only people permitted to question a rule interpretation with the umpire. Judgment calls **may not** be disputed or protested. Inappropriate behavior will be subject to suspension.
2. Games are to begin on time. Any team that does not have enough players to start the game may borrow players from the opposing team without penalty. The borrowed player is not to be used in their skilled position, bat and cannot pitch for the team borrowing the player.
3. There will be a 5 run limit applied to all innings except the last which will be unlimited. An exception to this rule would be an over the fence homerun where all runs scored will count.
4. A "regulation game" will be 6 innings long, unless interrupted by time, weather or darkness, etc.. Four innings, (or 3½ if home team is ahead) constitutes a "regulation game".
5. There is a 2 hour limit which will be interpreted as follows: No new inning shall start after 1 hour and 45 minutes of elapsed time. The last inning must be "declared" prior and the run limit lifted. Start time should be noted in each team's scorebook before the first pitch is thrown. The umpire has the official game clock and final ruling on game time.
6. In the event the game time is approaching the limit, the "last Inning" must be declared BEFORE the visiting team bats. If it is not declared then the inning is played with the 5 run limit in effect. It cannot be declared once the inning has commenced.
7. BUNTING is allowed at this level of play.
8. If a game is called before it has become a "regulation game" and the umpire declares it a "no game" the pitching eligibility is the same as it was prior to the beginning of the "no game" situation. (0.06.6).
9. All postponed games must be rescheduled. The makeup date must be mutually agreed upon by both managers and communicated to the commissioner. If the managers do not reschedule the game within 48 hours, the commissioner will determine when the game will be played.

PITCHING

1. Managers use your common sense and judgment when assigning pitchers.
2. Managers are required to keep a pitch count, record it in their score book and report to the commissioner after each game by email to mcaruso542@comcast.net
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - a. League Age: 10 -12 Year Old 60 pitches per day

4. Exception: If a pitcher reaches the limit imposed in #3 for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
5. A pitcher may pitch no more than 6 innings per calendar week (Monday through and including Sunday) (0.06.1). This is to include ALL games played regardless of where played. Any fraction of an inning (even one pitch) is considered an inning pitched. (0.06.1b)
6. Pitching must adhere to the following rest rules:
 - a. 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - b. 41 – 60 pitches in a day, two (2) calendar days of rest must be observed.
 - c. 21 – 40 pitches in a day, one (1) calendar day of rest must be observed
 - d. 1 – 20 pitches in a day, no (0) calendar day of rest must be observed
7. A pitcher must be removed from the mound if he hits more than 2 batters in an inning **OR** on the second visit to the mound by the team Manager or Coach in the same inning. (8.06)
8. Once removed from the game the pitcher cannot return to the mound until the next game. The player can take any other defensive position.
9. Games in which an ineligible pitcher has been used shall be **declared a forfeit**.

SUBSTITUTIONS

1. Players may be substituted in the field at will. All players must play in the field for three innings or at least one-half of the game. No player shall sit the bench more than one inning at a time. All players must play in the field every other inning.
2. All players in attendance will bat in order (universal batting order). No changes to the batting order will be allowed after the initial batting order is established with the opposing manager.
3. Late arrivals will be inserted at the **END** of the batting order.
4. Players departing early will be skipped in the batting order and no penalty shall be assessed in that batting spot.
5. A courtesy runner should and can be used for the catcher if on base with 2 outs. If a courtesy runner is used it shall be the play that made the last out.

BASE RUNNING/STEALING

1. Stealing of all bases is permitted including Home.
2. Slide or veer is in place. Runner must avoid contact with players in the field or will be called out and possibly ejected from game. This is a judgment call by the umpire and not disputable!
3. Runners may steal, but may not leave the base until the pitch crosses the plate. If he leaves early the runner must return to the base occupied without penalty to the batter.
4. No head first sliding. All runners must slide feet first or they may be called out.

FIELD MAINTENANCE

1. Both teams coaching staff should assist with outlining the base paths before the game as well as rake the base paths and pitchers mound. All equipment and bases must be put away in the locker after the last game of the day.
2. Both teams coaching staff need to rake the base paths area around the bases and the pitchers mound after a game. Be sure the pitching mound is properly filled in.

SCORES/RAINOUTS

Both managers **MUST** e-mail in the score and pitching innings and pitch counts to Mike Caruso at mcaruso542@comcast.net after the game is complete. Do not forget to report partial innings as full innings. All scorebooks must be maintained properly to resolve any protests.

In case of rain, the managers make the call on a game cancellation. Once the game is under way, the umpire has full control on calling a game for reasons he sees fit. Please notify the umpires at least thirty minutes prior to a game start of rain or other cancellation. Ken Mair is the umpire coordinator – his # is 609-238-5262.

Playoffs

1. Playoffs will be double elimination format.
2. Total points accumulated during the regular season will determine seeding for the playoffs. Regular season points will be accumulated as follows:
 - a. 2 points for each win
 - b. 1 point for each tie
 - c. 0 points for each loss
3. The higher seed will be the home team for each game.
4. Pitching innings will be monitored by the 6-0-6 system. Meaning that if a player can pitch no more than 6 innings in 2 consecutive games. If a pitcher pitches 6 innings in game one he cannot pitch in game two. If he pitches 5 innings in game one he can pitch 1 inning in game two, etc.
5. Rest rules will not apply during the playoffs.