

2009 AA 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. Games are to begin on time. Any team that does not have enough players to start the game may borrow players from the other team without penalty. The borrowed player is not to be used in their skilled position and they cannot pitch for the borrowing team.
2. There will be a 4 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. All runs scored as a result of the homerun, would count.
3. There are to be only 9 Fielders in the field at any time placed in the appropriate positions.
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 one hour forty-five minutes of elapsed time. 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 four run limit in effect. It cannot be declared once the inning has commenced.
7. There will be NO BUNTING allowed at this level of play.
8. If a game is suspended 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) Managers use your common sense and judgment when reassigning pitchers.

PITCHING

Managers must use their common sense and judgment when assigning pitchers. Players at AA are not recommended to throw more than 55 pitches in a game or more than 30 in one inning.

1. A pitcher CANNOT pitch in more than 1 game per day including external games.
2. Managers are required to keep a pitch count, record it in their score book and report to the commissioner after each game.
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 and under 55 pitches per day
 - b. Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
4. Pitchers must adhere to the following rest requirements:
 - a. 51 or more pitches in a day, three (3) calendar days of rest must be observed.
 - b. 41 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - c. 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
 - d. 1-20 pitches in a day, no (0) calendar day of rest must be observed.
5. A pitcher must be removed from the mound on the second visit to the mound by the team Manager or Coach in the same inning. (8.06)
6. A pitcher must be removed from the mound if he hits more than 1 batter in an inning.
 - a. As soon as a pitcher hits his 3rd batter in a game, he shall be removed.
7. Once removed from the game as a pitcher, the player cannot return to the mound in that game. The player can take any other defensive position and bats in order.
8. Games in which an ineligible pitcher has been used shall be **declared a forfeit**.

SUBSTITUTIONS

1. This is a developmental level and it should be the manager's goal to expose his players to as

many defensive positions as possible during the course of the season. If a player is willing to attempt to play a position, they should be provided that opportunity.

2. All players in attendance will bat in order (1-12.1-12). Players may be substituted in the field at will except for the.
3. Players should be rotated through multiple positions. Players should not remain in the same defensive position of the majority of the game
4. 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.
5. All players must play in the field every other inning.
6. Late arrivals will be inserted at the end of the batting order.
7. Players departing early will be skipped in the batting order and no penalty shall be assessed in that batting spot.

BASE RUNNING/STEALING

1. 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!
2. 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.
3. Absolutely no stealing of home. Home may be taken only when forced by a walk or on a play following a batted ball, but not overthrows resulting from an attempted steal or pickoff.
4. No head first sliding. All runners must slide feet first or they may be called out.

FIELD MAINTENANCE

1. Both teams will outline the base paths before the game as well as rake around the bases and pitchers mound. The managers are also responsible for taking out the bases and putting everything away and locking the storage area.
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, pitching innings and pitch counts to Joe Wysocki at socki@comcast.net after the game is complete. 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, phone: 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. Teams will not be permitted to borrow players if they are short. All players on the roster should be there.
5. Pitching innings will be monitored by the 4-0-4 system. Meaning that if a player can pitch no more than 4 innings in 2 consecutive games. If a pitcher pitches 4innings in game one he cannot pitch in game two. If he pitches 3 innings in game one he can pitch 1 inning in game two, etc.
6. Rest rules will not apply during the playoffs.

Message from Gary Heck dated 4/6/06 – CLARIFICATION OF IN HOUSE RULES

BAT THROWING

#1-A BATTER WHO ACCIDENTLY THROWS HIS BAT WILL NOT BE DECLARED OUT BY THE UMPIRE---THE ONLY TIME A PLAYER WILL BE DISCIPLINED BY AN UMP IS WHEN IN UMPIRES JUDGEMENT THE PLAYER THREW HIS BAT INTENTIONALLY --CAN ISSUE WARNING OR IF OVERLY MALICIOUS CAN EJECT PLAYER--THIS IS EXTREMELY RARE AND I HOPE NOT TO HEAR THIS HAPPENED-----BASICALLY WE ARE ASKING THE MANAGERS AND COACHES TO TAKE CHARGE OF THIS SITUATION AND TEACH THEIR PLAYERS ABOUT BAT THROWING-----
-REALLY TOO MUCH TO ASK OUR 13-14 YR UMPIRES TO MAKE THIS CALL----THEY HAVE BEEN INSTRUCTED TO ONLY GET INVOLVED IF BAT THROWING WAS INTENTIONAL.

#2--CONCERNS AA--AAA--AND MAJORS-----WHEN THERE IS ONLY A RUNNER ON THIRD BASE AND A BATTER IS WALKED --SOME MANAGERS WOULD HAVE THE WALKED BATTER TOUCH FIRST BASE AND GO DIRECTLY TO SECOND BASE WITHOUT STOPPING--AT THESE YOUNGER LEVELS THE CATCHER WOULD USUALLY NOT MAKE THROW TO SECOND BASE FOR FEAR OF HAVING RUNNER ON THIRD COME HOME ON HIS THROW TO SECOND--THIS IS REALLY NOT BASEBALL AND WILL NOT BE PERMITTED THIS SEASON-----

Joe Wysocki, Commissioner: 609-705-7485 socki@comcast.net
Umpires - Ken Mair – 609-238-5262