



AAA Minor League Baseball Rules - 2011

General Rules

1. For general rules that apply to all leagues, see Game Rules – All Leagues in Handbook.
2. The AAA Minor League generally follows the Official Little League Rule Book with the following additions and/or exceptions.

Game Play

1. Games are 6 innings pending sufficient daylight and time.
2. No new innings shall be started after 1 hour and 50 minutes.
3. The half-inning ends when 3 outs are recorded or 5 runs have scored, whichever occurs first.
4. In the final inning, if the visiting team is losing, they may score unlimited runs up to a maximum of 5 more than the home team's total. If the home team is losing in the bottom of the last inning, they may score unlimited runs until the game is won or ended with 3 outs.
5. The mercy rule is waived. However, teams shall play with courtesy and be considerate of the opposing team in all games. To that end, when one team is ahead by 10 or more runs, base runners for the leading team:
 - a. Are "frozen" and may only advance on a batted ball or when forced by a walk
 - b. May not steal or bunt
 - c. Are not permitted to advance to the next base on an overthrow
6. There will be no arguing with the umpires allowed under any circumstances by any player, coach or fan. If any such incidents occur, the coach of the respective team will be warned (or, if appropriate in the discretion of the umpire, removed from the game and the field) to maintain control of the incident. Any further occurrences will result in forfeit of the team causing the problem.
7. Unsportsmanlike conduct and bullying will NOT be tolerated by any player, coach, parent, or fan under any circumstances. Please refer to the Southborough Public Schools Anti-Bullying Policy found on the SYB website:
(http://www.southboroughbaseball.net/Safety/safety_main.html)
8. HOME team uses the First Base dugout; VISITING team uses the Third Base dugout.
9. The HOME team has primary responsibility for readying the field for play. Pre-game preparation should include dragging/raking the infield and repairing any significant holes.
10. The VISITING team has primary responsibility for re-dragging the field after the game as well as covering the mound (with tarp depending on field) and locking the equipment sheds.
11. BOTH teams have the responsibility to clean their dugout areas after each game. All trash should be discarded appropriately, and hats, coats, water bottles, etc., should be removed. This has been a problem in previous years, so please ask the kids to clear their trash after every game.

A few other field maintenance tips:

- * Do not rake standing water into the outfield or infield grass areas. This will only make it worse.
- * Be sure all deep holes (batters box, pitchers mound) are filled to where they are level with the ground around them.



Pitching

- All pitchers will adhere to the Official Little League pitch count regulations:
 - 11-12 yr old: 85 pitches per game
 - 10 yrs old & younger: 75 pitches per game
- If a pitcher reaches his/her pitch count limit while facing a batter, the pitcher may continue to pitch until that batters at-bat is complete (reaches base, is put out, etc).
- All pitchers must comply with the following rest requirements:
 - If a player pitches 61 or more pitches, three (3) calendar days of rest are required (a Monday pitcher cannot pitch again until Friday) **and the pitcher cannot pitch in the next game.**
 - If a player pitches 41-60 pitches, two (2) calendar days of rest are required (a Monday pitcher cannot pitch again until Thursday) **and the pitcher cannot pitch in the next game.**
 - If a player pitches 21-40 pitches, one (1) calendar day of rest is required.
 - If a player pitches 1-20 pitches, no (0) calendar days of rest are required.
- Once a pitcher is removed from the pitcher position, he/she may remain in the game at another position but CANNOT re-enter as pitcher for the remainder of the game.
- No pitcher can play the catcher position after pitching MORE than 40 pitches in a game.
- A player may not pitch in more than one (1) game per day.
- If a pitcher walks 4 consecutive batters they must be replaced on the mound. However, coaches are encouraged to replace pitchers sooner if they aren't anywhere near the strike zone. Players should demonstrate the ability to throw strikes before pitching in a live game.
- Any pitcher that hits two (2) batters in one inning must be replaced unless the umpire deems that the pitcher has had consistent control and should remain in the game.
- If a pitcher hits three (3) batters in a game they must be replaced. However, the batter has the responsibility to avoid the pitch, if the batter is not trying to avoid the pitch and the pitcher seems to have consistent control, replacement is at the discretion of the umpire with safety being the primary concern.
- Intentional walks are not allowed.
- Pitchers are not allowed to throw curveballs of any kind. Any pitch that "breaks" is considered an illegal pitch and will be called a "Ball".
- Balks will not be called.

Batting

- A continuous, full roster batting order will be used. This means that the batting lineup includes all rostered players, regardless of number, and remains unchanged throughout the season; with the leadoff batter being the player that ended the previous game as the on deck batter. Players not present will be "skipped" in the lineup. Players arriving late will be skipped until they arrive and then will be inserted in their original batting position.
- Any ball hit in fair territory is considered fair and should be played. Home plate is considered fair territory. Both foul lines start at the back corner of home plate and extend out to the outside edges of first and third base.



3. A batted ball that strikes an object outside the field of play (flag pole, scoreboard, fence) and bounces into the field of play is considered a dead ball and will not be played.
4. One bunt per team per inning is allowed.
5. Slash bunting (showing bunt and they taking a full swing) is NOT allowed.
6. A hit batsman may elect to either stay up to bat or take first base. The pitch that hit the batter will be recorded as a ball.
7. A batter that is hit by a pitch while swinging will not be awarded a base. It will be a called strike.
8. Players are NOT allowed to take practice swings prior to coming to the plate.
9. A batter that accidentally throws a bat while swinging will receive a warning; additional occurrences by the same batter will be called outs.
10. A batter that intentionally throws a bat will be called out and there will be no runner advancement.

Base Running

1. Runners will not be allowed to take a lead until the pitch crosses the plate. A runner that “leaves early” will receive a warning and all runners will be asked to return to their original base; additional occurrences by the same runner will be called outs.
2. Runners must slide into all bases where there is a play being made.
 - a. If a runner does NOT slide and contact is made with the defensive player attempting to make a play, the runner will be called out.
 - b. If a runner slides but intentionally contacts the defensive player to purposefully dislodge the ball, the runner will be called out.
3. Obstruction and interference will be called. A fielder NOT attempting to make a play may be guilty of obstruction if that fielder impedes the progress of a runner. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of obstructing a runner.
4. During an attempted play at home plate, a runner must slide or will be called out regardless of contact.
5. No headfirst sliding is allowed.
6. Tagging up on fly balls is allowed. The runner must be on the base from which they are advancing when the out is made.
7. Runners will be allowed one (1) base on an overthrow per play, however home plate will NOT be awarded on an overthrow.
8. If a base moves when touched by the runner, the player is safe unless there is an attempt to advance to the next base.
9. Catcher’s interference will NOT be called.
10. Base runners hit by a batted ball will be called out unless a) the runner is in contact with a base or b) the ball was deflected off a fielder’s glove.
11. Each player is allowed one (1) steal and each team three (3) steals per inning.
12. Advancing on any passed ball or wild pitch constitutes a steal.
13. A steal is only counted against the player and team steal limits if successful (safe).
14. Double steals are allowed and will count as two (2) team steals for that inning.
15. A player cannot steal until the ball has crossed home plate.
16. There is no stealing of home plate.
17. There is no advance on an overthrow of a steal. Encourage your catchers to make the throw.



Fielding

1. The infield fly rule will NOT be called.
2. All players must play three (3) of the first four (4) innings of a game and four (4) of the six (6) innings in a full game.
3. No player shall sit out two (2) consecutive innings (defensively) unless injured.
4. All players must play at least two (2) innings in the infield per game - pitcher and catcher are considered infield positions.
5. There shall be no more than one player per infield position. During machine pitching the player at the pitcher position will stand to the right or left side of the coach. One foot must be within the pitchers circle (dirt) before each pitch.
6. It is required that all catchers wear a protective cup and strongly encouraged for all players.