

AA - AAA - Majors GAME RULES

Double A, Triple A, and Majors: Play by the Official Baseball Rules registered by the Commission of Baseball, in addition to the General Playing Rules (pgs 10 thru 12), Pitching (20), and Safety Rules (21,22) established by the PAL baseball league.

Rule Amendments

No player may advance a base until the ball is pitched from the pitcher and the ball crosses home plate. Only then can the base runner advance at his/her own risk. As for the dropped 3rd strike; the player is out.

No runner may score from 3rd base to home unless:

1. Forced
2. Advanced by hit ball
3. There is a pick-off by a player at any base. Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3rd base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.

(2) hit batters in (1) inning, or (3) hit batters in one game by the same pitcher will result in the pitcher being removed. **AA, AAA, and Majors**

4/10/03: Ten (10) run rule; game over after (5) innings. **AA, AAA, and Majors**

4/5/16: Catcher on base - Teams have the option, to utilize a courtesy/pinch runner, when the Catcher is on base and there are 2 outs. The replacement Runner will be the Player that was last out. This option is to allow the Catcher to "gear up", without excessive delay of game.

PITCHING RULES

A. Breaking balls are prohibited in all divisions **EXCEPT MAJOR.** **Note:** (A knuckle ball or spit finger fastball is not considered breaking balls.) If this infraction occurs, the umpire will call it a ball and give the pitcher and manager a warning. However, if the batter hits the pitch and releases base safely, the play shall proceed without interference. If the pitcher continues throwing breaking balls after being warned, he/she shall be removed from the mound for the remainder of the game. This rule is to be in effect for all PAL games, including playoff games, and may not be waived by any league, committee, or person.

B. Balks shall be called in the Triple A and Major divisions from the first game of the season.

C. No player shall pitch more than ten (10) innings in a seven (7) consecutive day period during the regular season. For record purposes, an inning pitched shall be charged when a player takes his/her position on the pitching mound and the umpire indicates that play is resumed.

D. No player in **ANY DIVISION** shall pitch more than four (4) innings in any one game or day. **Penalty:** Forfeit of game in which infraction occurred.

E. No pitcher may re-enter game regardless of innings pitched that day. **Penalty:** Forfeit.

F. Pitching substitutions must be made from the playing field. Pitching substitutions cannot be made from the bench. (This applies to regular, playoff, and tournament seasons.)

G. Pitchers are allowed five (5) pitches or one (1) minute to warm up between innings. New pitchers are allowed eight (8) pitches. **If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as deemed necessary.**

H. Double A thru Major Divisions: (2) hit batters in one inning, or (3) hit batters in one game by the same pitcher will result in the pitcher being removed for remainder of game.

No team shall have more than fifteen (15) players on the official roster sheet.

A team may have a manager and two (2) coaches on the roster.

Each team must have a certified member of coaching staff present at each game.

Any team forfeiting three (3) regular season games may be considered for elimination from competition for the remainder of the season.

The umpire is required to review and sign the official score sheet. Any protest shall be documented providing the circumstances, the specific rule in question, and the time of the protest. This shall be done at the completion of the game.

Each manager shall be supplied with a copy of these rules. He/She shall acquaint his/her players, coaches, sponsors, and team followers with the contents of these rules.

Any individual violating any of these rules is subject to the penalties, as outlined in the rules of this book.

Ignorance of said rule or rules shall not be accepted as an excuse for any violation

Only one (1) manager or designated coach may approach the umpire to question or dispute a call. **NO EXCEPTIONS**

The 1st named or numbered team on the schedule during the regular season shall be the home team. **Note:** Home team supplies game balls (1 new and 1 good used ball)

In all divisions, substitutes will enter when team takes the field prior to the first pitch. Teams will bat the entire roster. No player may sit on the bench for two (2) consecutive innings. **(A violation will constitute a penalty or possible forfeit.)**

Regulation games in all divisions shall be 4 and ½ innings if the home team is leading, or 5 innings if the visiting team is leading.

If during a regular season game, the losing team is down by 10 or more runs, and has batted five (5) times; the head umpire shall terminate the game in favor of the leading team.

ALL DIVISIONS: All players and subs must be listed on the game sheet before the game begins. If player has not arrived by 4th inning, player cannot enter the game.

Teams may start and finish with eight (8) players. If a team cannot field eight (8) players to start or finish, the game will be forfeited in favor of the team with the full roster. **Note:** No out is recorded for the missing player.

If a batter **intentionally** throws the bat, he/she will be ejected from the game. This will be determined by the umpire. Ball will be dead, no out applies. Substitute will assume ejected batter's existing count at the plate. **Unintentional** throwing of the bat will result in a Team Bench Warning. Next incident will result in the batter being called out. Ball will be dead.

If a player is ejected for any reason or injured, and there are no subs, the opposing manager can pick a player to re-enter the game

AA: The playing times of games 1 Hour 30 Minutes / 6 Innings

AAA: The playing times of games 2 Hours / 7 Innings

Majors: The playing times of games 2 Hours / 7 Innings

*Each division will consist of 6 runs per inning.

Teams not ready to start within fifteen (15) minutes of the official start time, shall forfeit the game. Should both teams violate this section, both teams shall forfeit and be charged with a loss.

In all divisions, the game will immediately start during the fifteen (15) minute grace period once both teams have eight (8) players. **Scheduled time** is starting time.

Delay time is time lost. Umpire delay for rain, field conditions, etc. is **extended time**.

The time of the umpire shall be the official time for governing games.

Double A / Triple A / Major Ball = 9.5oz

Pitchers shall not wear any type of sweat band on their wrist

Pitcher shall attach to glove any foreign material of a color different from the glove

Catchers must wear a catcher's glove

Catchers must wear protective head gear; a facemask and helmet with ear protection.

Penalty: Game suspension during regular season.

Catchers (male/female) must wear a protective cup.

Catchers must wear a minimum 2 inch throat guard or extended mask.

Players must not wear watches, rings, pins, jewelry, or metallic items.

Shoes with metal spikes, metal cleats or screws on cleats are strictly prohibited

No part of uniform shall include a pattern that imitates/suggests shape of a baseball

ALL Players in must wear the "coverall" type head gear while batting, running bases, or coaching the bases. **No "On-Deck" batters except for Major Division. Penalty: If a batter or runner intentionally removes or dislodges his/her head gear while running the bases or batting, he/she shall be declared out if a play is being made on the runner.**

In between innings, any player warming up the pitcher on the field must wear protective head gear

No non-baseball attire or equipment will be permitted on any field. If there is a medical need for the use of such items as crutches, canes, casts, etc. by any player, coach, assistant, or manager; that member will be restricted to the dugout area. Furthermore, any equipment deemed unsafe by the umpire will be considered unacceptable and will be removed from the playing field.

Runners do not have to slide unless necessary to avoid contact. No runner may hurdle the defensive player to avoid the tag. **Penalty:** This is a judgment call by the umpire as to whether obstruction or interference applies. Runners may be declared out and may also be ejected from the game, if action deemed intentional.

If the runner from 3rd base attempts steal home and the batter takes a full swing at the pitch, the runner is declared out. Ball is dead. Batter may bunt, fake bunt, or check swing. **AAA and Majors only! (This is a judgment call by the umpire.)**

All players must remain clear of the dugout doorway.

No on deck batters. **Exception: AAA and Majors**

A Game Forfeit will occur when a team:

- A.** Fails to obey, within a reasonable time, the umpire's order to remove a player, manager, or coach from the playing field and immediate area.
- B.** After warning by the umpire, a player, manager, or coach willfully and persistently continues to violate any rules of the game.
- C.** After warning by the umpire, a player, manager, or coach intentionally employs tactics designed to delay or shorten the game.
- D.** An ineligible player, manager, or coach participating in a game.