

AA - AAA - Majors

GAME RULES

Major League Baseball Rules will be followed, except as noted in this set of Rules;

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

Time/Innings:

AA = 6 Innings - or 1 Hour and 30 Minutes Limit.

AAA = 7 Innings - or 2 Hour Limit.

No innings shall start after division time limit. Any Inning still in progress after divisions time limit must be completed. (½) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made.

Exception: Last inning = Unlimited Runs. Umpire will announce last inning, before the start of the final inning.

Mercy Rule: Ten (10) run rule; game over after (5) innings.

Players: (10) players, consisting of four (4) outfielders. (8) Minimum to Start and Finish a Game. If less than (8) players present after fifteen (15) minute

Grace Period, game will be forfeited, unless the exception below is enacted. If total number of players falls below (8) players during the game at any time, the game will be forfeited. No out is recorded in line-up spot for missing, ejected, or injured player.

Exception: A game may be played with 7 Players, provided both Team Managers agree, and such decision is written and signed on the game sheet. In this case, the game and it's outcome shall be deemed an official game. Umpires will Umpire these Games.

Game Times: 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.

Substitutions: will be made every inning. No player may remain on the bench for two (2) consecutive innings. Exceptions: discipline, illness, or injury. The head umpire and opposing manager must be notified in advance.

Team will bat entire roster. (**Late players** will be placed at the bottom of the batting order.)

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

Mercy Rule Ten (10) run rule; game over after (5) innings.

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.

Pinch Runner with 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.

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.

PITCHING RULES

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.)

Breaking balls are prohibited.

Note: (A knuckle ball or spit finger fastball are not considered breaking balls.) If this infraction occurs, the umpire will call it a ball and issue 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 games, including playoff games, and may not be waived by any league, committee, or person.

Hit Batters: (2) hit batters in (1) inning, or (3) hit batters in one game by the same pitcher will result in the pitcher being removed..

Balks shall be called in the Triple A ONLY from the first game of the season.

Pitcher Safety

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.

No player shall pitch more than four (4) innings in any one game or day.

Penalty: Forfeit of game in which infraction occurred.

No pitcher may re-enter game, regardless of innings pitched that day.

Penalty: Forfeit.

Pitcher Warm-Up: 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.**