

# 2015 East Windsor and Windsor Locks AAA Local Baseball Rules

## DIRECTOR CONTACT INFORMATION:

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## SCHEDULE/TIMING/SUSPENSION OF GAMES:

AAA Schedule:

- Games scheduled on Tuesday, Thursday and/or Saturday
- Makeup games scheduled on Sunday

Weeknight Games Timing: All games will begin at 6pm and last until 8pm. However, if an inning starts before 8pm, it may be fully completed.

Weekend Games Timing: All games will begin at either 10am, 1pm or 6pm.

Suspension of Game: The umpire will have ultimate authority regarding the suspension of a game due to darkness or inclement weather. If the game is called in the middle of an inning, the score will revert back to the end of the last fully completed inning.

## RULES:

**2015 Baseball Official Regulations and Playing Rules apply except as noted below.**

Continuous Batting Order – every player that shows up to play will bat in a set sequence throughout the game (no penalization for leaving early or adding a player late – just skip the player [if left] or add at the end of the order [if late], no automatic outs).

Five (5) run limit per half inning (all innings except final inning which increases to seven (7) run limit).  
Note: If a game is not going to last 6 innings (e.g., anticipation of darkness), then the managers shall mutually agree on the last inning “in advance of starting it.”

Ten run rule is not being used (no mercy rule, let the kids play).

Prior to May 15th:

1. Unlimited steals except no stealing (or advancing to) home or any base on errant throw back to pitcher or passed ball to catcher.

2. No advancing to home on 1st and 3rd situations during throw-down to 2<sup>nd</sup> base (caught by catcher or errant throw/overthrow).

May 15th and forward:

1. Unlimited steals (any base including home). Stealing also permitted on errant throw back to pitcher or passed ball to catcher (but limited to one base).

No delayed steals (i.e., stealing when ball leaves catcher's hand on way back to pitcher).

No dropped third strike.

Five (5) run (or in final inning, seven (7) run) limit per half inning

- If the 5<sup>th</sup> run (or 7<sup>th</sup> run in the final inning) scores in the middle of a play, let play continue to avoid injuries
- If 5 or more runs score, only five runs are counted (except for final inning, up to seven runs are counted)
- Third base coach should be aware of numbers of runs and hold runners as appropriate
- Even if the home team may be losing by more than seven runs going into the bottom of the sixth inning (or the final agreed upon inning with the managers), they must complete their at bats

### **PITCHING REMINDERS:**

Pitchers must pitch from the rubber for Safety Reasons.

Any player on a regular season team may pitch. **Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.**

A pitcher once removed from the mound cannot return as a pitcher.

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:

League Age

9-10 75 pitches per day

7-8 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI(C) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

**Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

## **Sportsmanship Expectations for Players/Coaches/Spectator:**

- Arguing with an Umpire is strictly forbidden!
- Judgment calls by the umpire are final and may not be challenged. Judgment calls include, but are not limited to:
  - Balls/Strikes
  - Fair/Foul
  - Safe/Out
  - Missed Bases
- If an umpire makes a call (correctly or incorrectly) which results in the cessation of play, the play cannot be “relived” and thus the dead-ball call will stand and cannot be overturned. Coaches will not question these calls.
- If there is a rule interpretation issue, a Manager/Coach must ask for time and be granted it. At that point, **both** Coaches will approach the umpire to discuss the rule. Coaches should be ready to identify where that ruling is in the book to support their case.
- Coaches are not to make calls from the dugout or coach’s box. Let the umpire make the call with no outside influence. Coaches making calls is also confusing for players.
- For safety reasons, players must be taught NOT to throw the bat.
- Throwing a helmet, bat or other piece(s) of equipment in anger may cause ejection due to unsportsmanlike conduct. If ejected, a player will miss the rest of that game.
- There is a **Zero Tolerance Policy** regarding unruly behavior by all attending or participating in a Little League game. Should a Manager, Coach, Spectator or Player become unruly, the Umpire will:
  - Make the sole determination as to the definition and severity of the abuse resulting in:

### Warning

1. The Umpire will halt the game and notify the Manager on the side of the field where the abuse is taking place, asking the Manager to give the Spectator/Player their first and only warning.
2. Should the abuse persist, the Umpire will halt the game until the Manager removes the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field).

### Immediate Removal

1. Halt the game and notify the Manager to remove the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field).
- Should a Manager/Coach become unruly, the Umpire will:
    - Make the sole determination as to the definition and severity of the abuse resulting in:

### Warning

1. The Umpire will halt the game and notify the Manager/Coach that they are receiving their first and only warning.
2. Should the abuse persist, the Umpire will halt the game and notify the Manager that they must leave the game area (outside of earshot and visibility from the playing field).

### Immediate Removal

1. Halt the game and notify the Manager/Coach to leave the game. The Manager/Coach must leave the game area (outside of earshot and visibility from the playing field).

## Miscellaneous

### Players:

- Players must stay inside the fence for the length of the game, unless provided approval from the Manager for necessary health/safety reasons. No players shall be allowed to practice outside the fence during the game (unless in a designated area, e.g., bullpen).
- Bullpen warm-up catchers must have a mask and catcher's mitt.
- Players warming up the pitcher or acting in the capacity of a catcher (catching balls thrown in from a fielder and tossing them to a coach to hit) must wear a mask with a hinged throat guard.
- Catchers must wear shin guards, a chest protector and a catcher's mask with throat guard. Male catchers must also wear a hard cup-type athletic supporter.
- Injured Base Runner – The offensive player who made the last out shall be the replacement for an injured runner.
- Players are NOT allowed to slide head-first while advancing into any base.
- Close plays: the player must slide or avoid the defensive player. In the event of a standup collision, the runner will be called out if the fielder had the ball in his glove prior to contact. If the fielder does not have the ball in their glove prior to contact, the fielder will be called for obstruction. This is a safety rule. Avoiding collisions at any base is the responsibility of both offensive and defensive players.
- A fielder may not block access to any base if he does not have POSSESSION of the ball.
- The runner may not contact the fielder if he has the ball, other than by sliding feet first to the base.

### Equipment:

- A hard cup-type athletic supporter is required for all male player.

### Inter Town Championship:

- 6/13/15 at Osborn Field (3pm start).