

Minor AAA Rules Matrix

Innings	Time Limit	Official Game	Minimum # Players	Max players on field	Game Forfeits	Max Runs per inning
6 Innings	No new inning after 1:45 2 hour hard stop only with another game following	Losing team must complete 4 at bats	8 offensive players No penalty (out) for 8 batters in line-up with only 8 players Must have 7 rostered Defensive players can be borrowed	9 players is preferred but 10 is permitted provided coaches agree prior. 4 outfielders arranged R, CR, CL, L. No short fielder	Avoid forfeits at all cost Only Forfeit if 8 offensive players can not be fielded within 15 min of scheduled start	4 runs per for 1-4 innings 5-6 innings uncapped
Batting Order	Batting out of order	Bunting	Tagging-Up	Infield Fly Rule	Dropped 3rd Strike	Hit by Pitch
Must bat in original order Injured player or player leaving early is NOT an automatic OUT	Batter is OUT - if the defense calls for the out during the at-bat	Allowed NO slash bunting allowed	Allowed	NO	NO	Awarded 1st base
Stealing	Leading	Sliding	Contact	Catcher Pickoff	Catcher Overthrows	Live Overthrows
2nd & 3rd ONLY - 1 base per pitch A runner on 3rd base may come home on a batted ball or forced home by walk	After ball crosses plate Secondary lead only to get a jump on a batted-ball No delayed steal	Feet first unless returning to a base previously occupied	Must slide to avoid contact - Umpire's discretion	Not allowed 1. Return ball to pitcher OR 2. Throw to a base being "stolen". Play is over with runner(s) safe or OUT. No additional bases regardless of overthrow.	"Free-throw" to a base being "stolen" - regardless of out-of-play "Free-throw" returning to the pitcher	In-play overthrow results in runners advancing 1 base per over throw at own risk Out-of-play overthrow results in runners being advanced 1 base including to home
Pitching Limits	Hit by Pitch	Count begins	End of play	Walks	Balks	Pitcher Pickoff
2 innings or 6 outs per game Pitch count guidelines should be observed	Pitcher removed after hitting 2 batters in the same inning	1st Pitch	Pitcher gets ball in the vicinity of the mound	4 balls - no walk limit No intentional walks	NO	NO
Metal Spikes	Coaches on Field	Player base coach	Mercy Rule	Pitcher Visits	Re-entry	Courtesy Runners
NO	1st and 3rd base coaches only	OK with helmet only	Per inning - see above 10 runs after trailing team has 4 at bats	Must be removed on the 2nd visit in the same inning	Unlimited defensive substitution Pitchers may not pitch again in the same game once removed	Allowed for pitcher or catcher Pinch runners allowed for injured players Last batted out shall be courtesy runner
Bats	Helmets	Catchers				
2 1/4" ONLY Not to exceed 33" length Cal Ripken approved	Batters and baserunners MUST wear helmets	MUST wear cup and catchers gear CAN NOT block homeplate preventing a runner from sliding Catcher glove recommended				

Cal Ripken baseball rules apply if no special rule is in place.
All general league rules apply

This document has been presented for use with ALL INTERLEAGUE PLAY submitted on 4/7/2017 to:
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