



New Fairfield Baseball AAA/Majors Division 2012 Rules

AAA Players

Majors Players- (By try-out only)

Our Goal: We recognize that each child is an important part of our program, and all must be given the same opportunities to develop. Although we will be playing our games at a competitive level, we still insist that every coach place winning secondary to our most important goal of developing each player's baseball skills in a positive and fun environment. We intend to make it a fun experience for all players!!

- All players must play a minimum of 3 innings per game and in the aggregate (based on games eligible to play) shall receive the same amount of playing time as long as they attended all scheduled practices. (See Major's Attendance Policy)
- Batting order will be continual from 1 to the last player on the bench with no player missing a turn at bat.
- 9 defensive players (fielders) on the field, minimum of 9 players to start a game.
- Unlimited fielder substitutions are permitted; it is recommended that substitutions be made every inning.
- A pitcher may pitch the lesser of 70 pitches or 3 innings a game, but no more than 6 innings in a calendar week (Monday-Sunday). If a pitcher delivers 1 pitch in an inning, that pitcher shall be charged for 1 inning pitched. A pitcher must have 2 calendar days rest between pitching assignments if more than 2 innings are pitched in any one game. Each game in which a pitcher delivers a pitch is considered an assignment. Games in which an ineligible pitcher has been used shall be declared a forfeit. Quick Pitches (deliver a quick return pitch) are not permitted and if done the ball is dead.
- Pitchers are **not permitted to throw Curve Balls**. Upon first offense, the pitcher will be warned by the umpire. On the second offense the player will be removed from the pitching position and may not return for the remainder of the game.
- No Balks
- Illegal acts by a Pitcher include:
 1. Applying a foreign substance to the ball
 2. Spitting on the ball or glove
 3. Discoloring the ball with dirt
 4. Wearing any items on the hands, wrists, or arms that may be distracting to the batter
 5. Wearing or placing tape, bandages or other foreign material (other than rosin) on the hand that could come in contact with the ball
 6. Wearing a glove/mitt that is white, gray or multi-colored

7. Wearing exposed undershirt sleeves that are white or gray

- Any catcher or player warming up a pitcher during a game or practice must wear a protective cup, a supporter, as well as protective headgear, including a mask
- All batting helmets and catcher's helmet must meet the NOCSAE standard, must bear its label and must have full ear protection (dual ear flaps).
- Each bat shall be:
 1. In diameter at thickest part: 2 1/4 " or less
 2. In length: 33 inches or less
 3. All molded bat grips are illegal
 4. Bats that are broken, cracked, or dented, or that deface the ball, shall be removed without penalty
- Prior to the start of the game, the head coach shall be responsible for verifying to the umpire that all his players are equipped in compliance with the above rules.
- N.F. Baseball requires that all players must wear an athletic supporter with cup.
- Bunting is permitted; **Slash Bunting is prohibited!!**
- Stealing is permitted- a player may steal after the pitched ball passes home plate. If the player leaves early and the play is completed and the runner is out, the play stands. If the runner is safe, the runner returns to the base he left.
- Each team, when on defense, may be granted not more than three charged conferences during a six-inning game, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. Time granted for an obviously incapacitated player shall not constitute a charged conference. Prior to accumulating three charged conferences in six innings or less, a conference is not charged if the pitcher is removed as pitcher. A pitcher must be removed if two charged conferences occur in the same inning. **Penalty:** After three charged conferences in a six-inning game, the pitcher shall be removed as pitcher for the duration of the game.
- Game length is 6 innings; no new inning shall begin after 1 hour 45 minutes from the start time. A game is official after 4 innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four innings. If a game is called before it is completed game, the game is suspended; when resumed the game will continue from the point of suspension.
- Rain-outs or make-up games will be rescheduled by each league's commissioner. Games that are cancelled due to the weather or unsafe field conditions will be posted on the Web-Site (www.newfairfieldbaseball.org) or sign posted on the field between 3pm and 5pm for weekday games and 7am until 5pm on Saturday. Sunday cancellations will be handled by the league commissioners.
- **A COMPLETE GAME REPORT** (scorecard) is to be filed by the Home Team Coach and forwarded to the League Commissioner within 24 hours and signed by the Visiting Coach and Game Umpire. Hits, walks, RBI's, ERA, Wins & Losses, etc. will be maintained by the Coach.
- **Players and coaches shall remain in the dugout during live-ball action. A maximum of three coaches are allowed on each team's bench.**
- Coaches shall refrain from yelling instructions to players from the dugout or coaches' box. If a player makes an error or mistake, take them aside after the inning is over and explain **privately** what they did wrong. Only repositioning of the player is permitted.
- Uniforms must be worn by all players: league shirt, baseball pants & and league hat. Sneaker or rubber baseball spikes (not metal) are required for players, coaches, and other bench personnel.

- At the conclusion of **each and every game** the Home Team is responsible for trash pick-up, field maintenance (raking), shutting the scoreboard & lights, and equipment storage. It is recommended that both teams help with this task as a courtesy.
- Bench and Field Conduct: A coach, player, or other bench personnel shall not:
 1. Fake a tag without the ball
 2. Carelessly throw a bat.
 3. Wear jewelry (players participating in the game) with the exception of medical alert identification.
 4. Hit the ball to players on defense after the game has started
 5. Wear hats backwards (except catcher) or bandannas
 6. Bang, climb, or push on the dugout fencing.

The umpire shall issue a warning to the coach and team and the next offender on that team shall be ejected!

- Immediate ejection of coach, player, or other bench personnel ejected for committing any un-sportsmanlike act including:
 1. Use of words or actions to incite or attempt to incite spectators' demonstrations.
 2. Use of profanity, intimidation tactics, remarks reflecting unfavorably upon any person, or taunting or baiting.
 3. Use of any language intended to intimidate.
 4. Charge an umpire.
 5. Deliberately throw a bat, helmet, etc.
 6. Initiate malicious contact.
 7. Fighting or physical confrontation.
 8. Argue a call by an umpire.
- If a player is ejected from the game, he shall remain on the bench; a coach who is ejected shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. He may return to attend to an ill or injured player. Any coach or player ejected from a game shall be suspended for the next full game.
- For failure to touch a base (advancing or returning), or failure to tag up as soon as the ball is touched on a caught fly ball, the runner may be called out by the umpire if an appeal is made by the defensive team. The defense may appeal during a live ball immediately following the play and before a pitch, legal or illegal. A live ball appeal may be made by a coach or any defensive player with the ball in his possession by tagging the runner or touching the base that was missed or left too early. A dead ball appeal may be made by a coach or any defensive player with or without the ball by verbally stating that the runner missed the base or left the base too soon. Appeals must be made (1) before the next legal or illegal pitch, (2) at the end of an inning, before the next legal or illegal pitch, (3) on the last play of the game, an appeal can be made until the umpire leaves the field of play. Note: When a play, by its very nature is imminent and is obvious to the offense, defense, or an umpire, no verbal appeal is necessary, (e.g., runner attempting to re-touch a base that was missed, or a failure to tag up and a throw has been made to that base or plate while a play is in progress.)
- All other baseball rules apply.
- Each team will designate a "Team Parent", who will be responsible for organizing parent volunteers for team and league duties, projects, and events. The name of each team's "Team Parent" will be given to the League Commissioner.
- All equipment and equipment bags must bear the league's name, team name, and division.

- **Without Exception**, all equipment, keys, scorebooks, and player evaluations are to be turned in to the respective League Commissioner at the conclusion of the regular baseball season. Travel Coaches will keep their equipment once checked by the League Commissioner.