

AKRON ALDEN

AAA 9 – 10 RULES



Updated for the 2018 season (7 pages total)
(Revisions for 2018)

FIELD SPECIFICATION:

- ❖ As per Little League Rule Book, bases will be at 60 feet. The pitcher's mound will be at 46 feet.

PLAYING RULES:

- ❖ The game shall be played in accordance with the most current edition of the "Playing Rules of the Little League Rule Book" with the exceptions outlined in this rulebook.
- ❖ Each player must play at least three (3) complete innings in the field and be in the batting order throughout the game. These innings need not run consecutively. The only exceptions being games called for the mercy rule, time limit, or weather.
- ❖ A player cannot play the same position for more than two (2) consecutive innings.
- ❖ All games will start at the scheduled start time with a maximum 15 minute grace period. The umpire must inform both teams of the official start time (generally, first warm up pitch).
- ❖ All games will consist of six (6) innings but not more than two hours in length. Exception being if home team is ahead after 5-½ innings.
- ❖ No inning may be started after two (2) hour time limit has run out. Any inning started must be completed. However, if the umpire calls for the game to end because of weather or darkness, the score will revert back to the previous completed inning. It is considered a legal game if four (4) innings, 3-½ if the home team is winning, have been played.
- ❖ There are no tie games. Games may be finished the next time the teams involved play, if needed. If a tied game affects the playoff standings of the teams involved, that game **must** be finished. If a tied game is finished at a later date, the innings a pitcher pitches in the completion of that game will not count towards the pitcher's weekly innings pitched count but his/her innings per game will still be in effect from the previous game.
- ❖ The infield fly rule will not be in effect.
- ❖ There is no dropped third (3rd) strike rule. Players may not attempt to gain first base if the catcher drops the ball on the third (3rd) strike.

- ❖ As per Little League rules no head first sliding will be allowed, runners will be called out for sliding headfirst. The only exception being a player diving back to the base they were on if a play was made on them. Umpires decisions are final. Excessive arguing with an umpire will be reported to and reviewed by the league board.
- ❖ Foul language will not be tolerated by players, coaches, or fans. Any player or coach using foul language will be immediately thrown out of the game and must be removed from the playing area. Any fan using foul language directed at players, coaches, or umpires will be asked to leave the playing area. If they refuse to leave, their team will forfeit the game.
- ❖ Any unsportsmanlike acts such as but not limited to, slamming bats or throwing helmets by a player or coach will result in a warning to the player or coach. On the next offense by that player or coach, it will result in that player or coach being thrown out of the game and they must leave the playing area and face possible suspension for the following game.
- ❖ Metal spikes will not be allowed.
- ❖ The use of “hitting sticks” will not be allowed once the game is started.

PROTESTING GAMES:

- ❖ A game CANNOT be ‘protested’ based on judgment calls such as the calls made by the game umpire.
- ❖ If a situation arises during a game that either team feels is in violation of the rules, a time out will be called. The coaches will meet with the umpire and discuss the issue. If the issue is not sufficiently remedied, either coach can declare that the game is being played “under protest”.
- ❖ Both coaches and the umpire(s) will sign the score book with date, time, location and game progress (ex. bottom of 4th).
- ❖ GAME PLAY WILL CONTINUE. However, the game should be stopped if there is any potential danger to a player, fan, umpire or coach.
- ❖ The coach who declared the ‘protest’ MUST contact his program representative within 24 hours. The Representative will take the issue to the League’s Rules Committee for a ruling. All decisions by the Rules Committee will be final.

ROSTERS:

- ❖ If a player is on a roster with one team, he/she is assigned to that team only. A player cannot play on two different teams. If a team is short a player for a particular game and a call-up needs to be made, that player must be called up from the division below the team being short and that player must play in the outfield and bat last in the batting order.

TEAMS:

- ❖ Each team will field no more than ten (10) players, but no less than eight (8). Outfielders must be positioned in the outfield so that the base paths do not become crowded. Regardless of the number of players in the field, no more than six (6) players may be positioned in the infield (1. Pitcher, 2. Catcher, 3. 1st Base, 4. 2nd Base, 5. 3rd Base, and 6. Short Stop).

BATTING:

- ❖ The batting order will consist of the full roster. There will be a five (5) run per inning maximum in all innings except the last inning of the game. The team can score up to eight (8) runs in an inning if the last batter in the inning comes up to bat with bases loaded and hits a grand slam. Example: Runners are on second and third and the team at bat have already scored four (4) runs,

the batter hits a double and scores the runners on second and third. The team is allowed to keep the six (6) runs they scored that inning. As soon as the team meets or exceeds the five (5) runs, no more batters will come to the plate and the inning is over. The five (5) run limit will not be in effect in the last inning. If any inning starts within fifteen (15) minutes of the 2 hour time limit, the umpire will inform both teams that it will be the last inning. Therefore, unlimited runs are allowed.

- ❖ If a player must leave or is injured he/she will be skipped in the order with no out taken. Players not wanting to bat when their turn in the order comes will be taken as an out.
- ❖ The strike zone will be the area over home plate, which is between the batters shoulder and knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batters usual stance when the batter swings at a pitch.
- ❖ Bunting is allowed. However, fake bunting is not. Any batter who “shows” bunt must either attempt to bunt or take the pitch. If the batter “shows” bunt and then attempts to “swing” or “slap” at the pitch he will be called out and no runners will be allowed to advance.
- ❖ The batter will not be allowed to crowd the plate or have any part of his/her body over the plate. If this happens and the pitch is delivered and the batter makes no attempt to move out of the way, the pitch will be called a strike by the umpire at his discretion.
- ❖ If a batter repeatedly steps out of the batter’s box after a pitch that has not been swung at or fouled off and delays the game, the umpire may at his discretion call a strike on the batter.
- ❖ Any player throwing the bat after hitting or swinging at the ball will be warned once and then will be called out on any subsequent offenses of throwing the bat.

PITCHING:

- ❖ Pitching is limited to players with a league age of ten (10) years old and younger only.
- ❖ There are no balks.
- ❖ There are no intentional walks. If the umpire makes the determination that a player was walked intentionally, that player and the next player in the order will be put on base and all runners will advance if forced.
- ❖ If a pitcher hits three (3) batters in any one game, he/she must be removed from that position. However, if at the discretion of the umpire, the batter made no attempt to move out of the way or crowded the plate, the pitch will not be counted as a hit batter. If an umpire determines that a batter was hit intentionally by a pitch, that pitcher shall be ejected from the game and may not be eligible to play the next scheduled game subject to league review.
- ❖ Pitchers removed from the game because of three (3) hit batters may not re-enter later as a pitcher.
- ❖ Pitchers are limited to two (2) consecutive innings per game and a maximum of six (6) innings in one calendar week (Monday through Sunday). If a pitcher pitches in a fourth (4th) game in one calendar week (Monday- Sunday) he/she may only pitch the number of innings in that fourth (4th) game that would keep his/her total innings pitched for that week to a maximum of six (6) innings.
- ❖ For the purpose of the above rule, one pitch thrown is considered an inning pitched.

- ❖ No more than ten (10) warm up pitches will be allowed on the mound between innings.
- ❖ Pitchers must wear a helmet when warming up on the field between innings.

REPORTING RESULTS:

- ❖ The **winning and losing** coaches or division head must report the game score via e-mail or by phone within 24 hrs. of the completed game.
- ❖ *Please use e-mail whenever possible to simplify the reporting process. To further simplify the process, each game on the schedule will be assigned a "game #". Refer to this # when reporting results.*

Game results should be reported to:

THE ENTIRE LEAGUE SHOULD REPORT GAME RESULTS TO:

7townsbaseball@gmail.com

RUNNERS:

- ❖ A runner on second base can attempt to steal third base at the risk of being put out.
- ❖ A runner on first base may only steal second if an overthrow occurs on a play that is being made on the steal attempt at third base. In the event of an overthrow, the runner at first base can attempt to advance to second base at the risk of being put out. Any subsequent overthrows will result in a "dead ball". *A runner on third may not steal home. **An overthrow is considered a throw from the catcher that is not caught by a fielder.***
- ❖ No advancing of any base is allowed on the return throw from the catcher to the pitcher. If the runner leaves the base before the pitched ball crosses the plate, the runner will be called out. Umpires will make this understood prior to the start of each game.
- ❖ Runners will be allowed one base on an over throw out of play from the outfield.
- ❖ If a runner remains off of his/her occupied base after a pitch in an effort to distract the pitcher or delay the game the runner shall be warned. Further violations could result in being called out at the discretion of the umpire.
- ❖ A runner **must** make an attempt to avoid **intentional and/or violent physical** contact with an opposing defensive player. A runner shall be called out if he/she does not make an attempt to slide or avoid collision with a fielder who is in **proper position as a play is being made** on that runner. **Incidental contact at the base or plate DOES NOT constitute 'violent physical' contact and will not result in the runner being called out.** A fielder must surrender the base path to the runner if he/she **does not have the opportunity to make a play on that runner. Failure to surrender the base path in this case would result in every runner advancing one base.**
- ❖ If the ball hits the umpire it will be judged a dead ball single and runners forced will advance one base. Once the ball has reached the pitcher's mound area of the infield (on the pitchers dirt), when thrown in from the outfield or surrounding bases, the ball is dead and runners may not advance. If the runner is more than half way to the next base, upon arrival of the ball to the mound area, the runner can advance to the next base under the threat of being put out.

BATS:

- ❖ **Bats displaying "Approved by Little League" and bats with the "USA" stamp with a max barrel diameter of 2-1/4" will be allowed.** The maximum barrel size of bats is 2 ¼ inches. Any bat with a barrel larger than this will be ruled illegal and removed from the game. If a batter reaches base using an illegal bat he/she will be called out and removed from the base. Any runners advancing from the play will be returned to the base from which they started at before the play.
All bats will be required to have the USA stamp in 2019.
- ❖ If any of the identifying markings or approvals are not present on the bat in question, then the bat is considered illegal.
- ❖ Wood bats are allowed with proper gripping. Electric tape is not allowable gripping.

BALLS:

- ❖ A regulation little league hard ball, **with a leather cover will be the only balls used during a game.** The home team will provide **2 new** baseballs per game.

UMPIRES:

- ❖ The home team will provide an umpire(s) for the game. The umpire must call the game from behind the plate (positioned directly behind the catcher). In the event an umpire fails to show up for a game within 15 minutes of the scheduled game time, the coaches involved should pick someone from the sideline mutually agreed upon to umpire the game. If that fails to produce an umpire, one of the coaches will be allowed to call the game (from behind the plate). **In the event that the umpire CANNOT call the game from behind the plate (lack of proper safety equipment, etc.) the game can proceed if BOTH coaches agree that the game will be called from behind the pitcher. Once that agreement has been reached BOTH teams understand that the game results WILL stand.** A coach who assumes the role of umpire must realize that he waives his ability to coach any of the players involved in the game and he cannot be involved in any activities of a coaching nature.
- ❖ All programs acknowledge the importance of using Umpires who are capable of conducting the game in a fair and safe manner in accordance with the rules.

TIME OUTS:

- ❖ Coaches are allowed only one (1) trip to the mound for each pitcher per inning. If a coach asks for time out and talks to the pitcher without approaching the mound, it will be a charged trip to the mound, and a charged time out. On the second trip (or charged trip) to the mound, the pitcher must be replaced.

MERCY RULE:

- ❖ A twelve (12) run mercy rule will be in effect as follows. After the losing team has batted four (4) times (could be 3 ½ innings) and one team is ahead by twelve (12) or more runs, the game will be called. If the losing team is the home team and falls behind by twelve (12) or more runs in the top of the inning, the inning will be completed.

RESCHEDULING GAMES:

- ❖ In the case of weather related postponements by the home team, the visiting team must be notified two (2) hours in advance to save needless travel time. The home team coach should contact the visiting team coach within 2 hrs of the scheduled game to discuss options as to whether the game is playable. Coaches may mutually agree to wait additional time to determine

- if the weather situation improves. The home team coach should then make the decision as to whether the game should be played at the scheduled time. For weather related postponements, the home team must contact the visiting team coach within two(2) days of a postponement for rescheduling a game. The game shall be re-scheduled, not necessarily played, within two (2) weeks of the originally scheduled date. If the visiting team coach is not contacted within that two (2) day period, the visiting team coach shall advise his or her division head who will in turn contact the home team's division head who then shall do the rescheduling or declare the game a forfeit. Each town's organization shall be responsible for it's team(s) playing a full schedule. If any team is unwilling to play it's full schedule, those games not played shall be considered forfeits, with a victory awarded to all teams that were prepared to play against that team. In the case of any other type of postponement or change of game time an agreement must be made by both coaches involved at least 72 hrs./ 3 days in advance of the scheduled game. If a team does not show up for a scheduled or re-scheduled game, the team that did not show up shall forfeit that game and a victory shall be awarded to the team that did show up. All visiting coaches should contact the home team coach a few days in advance of a scheduled game to verify that a game is in fact scheduled and to verify the time and location of that game. This will prevent any mistakes made in transcribing schedules from one format to another. It is **mandatory** that each team play it's full schedule due to playoff format.

THUNDER & LIGHTNING POLICY:

- ❖ *The league wide 'Thunder & Lightning Policy' will mirror the policy adopted by the NYSPHSAA (effective 10/25/2004 and revised October 20, 2008). The policy will be as follows.....*
- ❖ *Thunder & Lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion-thunder is thunder, lightning is lightning.*
- ❖ *Each individual program shall have a 'shelter plan' unique to their situation.*
- ❖ *When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:*
 - ❖ *Suspend play and direct participants to go to shelter. Again appropriate 'shelter' will be defined by each individual program.*
 - ❖ *Do not permit people to stand under a tree; and have all stay away from poles, antennas, towers and underground watering systems.*
 - ❖ *After thunder and/or lightning have left the area, wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition.*

PLAYOFFS:

- ❖ *Playoffs will be held at the end of the season. All teams will advance to a single elimination format with the higher seed hosting the game. In the event that there are an odd number of teams, the highest seeded team will have a bye. Tie breakers will be determined in the following order: head-to-head, total runs against, coin-flip. Highest seed team holds home field advantage throughout the playoffs. Any forfeit awarded by the league will be scored as a 6-0 win for the appropriate team.*
- ❖ *In the event that regular season games are not played and/or re-scheduled, the home team that is responsible for field availability will take a forfeit for that game (providing that the home team has attempted to make every effort to reschedule with the opposing team and is unable to come to an agreed date). In this case the home team will contact their program representative who will in turn contact the league. The league will determine the outcome. If the home team does not make the attempt to re-schedule a missed game, the forfeit could be given to the visiting team at the league's discretion.*

The mercy rule will not be in effect in the playoffs.
There will be no tie games in the playoffs.
The 2 hour "time limit" is waived in the playoffs.

ALL-STAR GAME:

- ❖ There will be an All-Star game, with format to be determined by the host program. The coach with the best record at the time of the All-Star Game shall be his division's team manager. He/She will then select assistant coaches from his/her division's remaining team coaches. Coaches will work together to coach their division's All-Star team.

The websites for our baseball leagues are as follows:

Alden Youth Baseball www.aldenyouthbaseball.com

Akron Youth Baseball www.akronsportsbaseball.com

Game results and standings will be posted weekly on the appropriate website.

The AKRON ALDEN Baseball League 2017 Representatives

Akron: Justin Klodzinski, President, president@akronsportsbaseball.com (716)796-5099

Alden: Ben Baker, President (716) 983-0026

Game results should be reported to:

THE ENTIRE LEAGUE SHOULD REPORT GAME RESULTS TO:

7townsbaseball@gmail.com