



## **2023 AAA Jamboree Schedule and Rules**

### **SCHEDULE** (All Games on AAA Field):

- **Pool Play: Saturday, May 20th and Sunday, May 21st**
- **Semi-Finals: tentatively Tues. May 23<sup>rd</sup>, Wed. May 24<sup>th</sup>, and/or Thur. May 25<sup>th</sup> @ 5:15pm**
- **Championship Game: Sunday, June 3<sup>rd</sup> @ 9:30am**

### **RULES**

Each AAA team will play five separate “mini-games” against each of the other five teams in their respective pool. The left field corner of the Colt Field should be available for warm ups.

**PLEASE MAKE SURE TO MAINTAIN THE FIELD AFTER EVERY GAME.** REMOVE THE BASES AND THEN DRAG THE INFIELD. THE NEXT TEAM TAKING THE FIELD WILL REPLACE THE BASES. The home team should drag the infield. The visiting team should manicure the home plate area and walk the field, looking for anything that may impact the next game. Both teams should pick-up trash.

1. Two Junior Umpires will work each game. We anticipate using manual scoreboard to tally runs for each team.
2. The mini-games consist of one “inning.” (See definition of “inning” in Section 6, below). Each team plays one full “inning” against each of the other teams in its pool; accordingly, each team will play five (5) mini-games on its Jamboree Day. This means you should plan on being at the field with your team for a good portion of the day on which your team is scheduled to play. When you are not playing, sit beyond the fences of the games being played, tell the players to relax and do your best to keep the team together. Feel free to use our Snack Stand, but most importantly, make sure to keep your kids hydrated throughout the day.
3. White lines will be placed in the base path at the 2/3 point as they have all season, and the same base running rules will apply. **No changes are being made to the base running and stoppage of play rules from the regular season.**
  - a. The same outfielder play rules will apply. As in the regular season, an outfielder may not receive a fly ball or ground ball and run to the base to force out or tag a runner. An outfielder must throw the ball to an infielder to record an out. Notwithstanding the above, an outfielder may record an out in the infield in connection with a rundown play.
  - b. The dead ball rule has not changed. A pitcher must have control of the ball and at least one (1) foot in the circle for the play to be called dead. ***The dead ball rule applies on the last batter of the inning, just as it applies to every other batter.***
  - c. After the pitcher has one foot in the circle with control of the ball, the play is dead – and the pitcher may not reactivate the play. This rule does not apply if the pitcher either (i) fields a ground ball in the circle or (ii) fields a ground ball in the immediate vicinity of the circle, and in the umpire’s judgment, the pitcher then immediately enters the circle during the ordinary course of throwing the ball to another infielder in an attempt to record an out.
4. **The most significant rule change is that you do not have to rotate defensive positions during the Jamboree games.** It is up to you and your team if you want to play the same kids at the same positions during the Jamboree.
5. **The same substitution rule remains in effect** – no child may sit in two (2) Jamboree innings (or mini-games) until everyone else on the team has sat once. You must note on the lineup card which player(s) will sit for each inning (or mini-game). Once the lineup cards are exchanged, you cannot substitute or change the player that is sitting out that particular inning (mini-game). If a player on defense must leave for any reason during an inning (or mini-game) that player cannot be replaced on defense unless Baseball Ops

grants an exception in its discretion.

6. An “inning” on Jamboree Day consists of each team batting all players in its half of the inning.
7. All players will bat consecutively no matter how many outs are recorded. Every player on each team will bat at least once per “inning.” (See “All Players Bat Rule” below.)
8. **The “All Players Bat” Rule:** Even if two teams have a different number of players, each team will have to bat the maximum number of kids carried by one team in the Jamboree. From year to year the number of kids may vary. For example: last year all teams had 11, this year all teams have 12. So all teams will bat 12 players.

For example, if Team A has 11 players and Team B has 12 players, the first batter in the lineup for Team A would hit twice (in the first and eleventh positions). If Team A only had 10 players, then the first two batters would hit twice (first/tenth and second/eleventh).

**Each team must rotate batters who will hit twice. After a batter has hit twice in a Jamboree inning, that batter cannot hit twice in another Jamboree inning until all of the players on the team have hit twice in an inning.**

**Example:** Your team has 11 players. All other teams in your pool have 12 players. During the course of the day, five different players on your team will be the first hitter in the lineup during the four mini-games on Jamboree Day. This is crucial. If you need help with your lineup or are not sure if you understand, please contact your commissioner. The Commissioner and/or Executive Board retains wide discretion to enforce a penalty for this rule, including forfeiting any opportunity to make the playoffs. It will be the responsibility of each manager to keep a written schedule of his team’s lineup used in each mini-game and to share that with the other team’s manager before each mini- game. **It will be the responsibility of each manager to provide both the other manager and one of the umpires with the lineup before each mini-game.** Keep in mind that teams who are waiting to play will be watching your games, as will at least one league representative for each game. So, we are hoping that this rule will not need policing.

9. The strike out and five-pitch rules will be strictly enforced during the Jamboree. This means that after a batter has received five pitches (and it does not matter whether the pitches were good pitches or not), the batter is “out” unless the batter has placed the ball into play or fouls off the fifth pitch. If the batter fouls off the fifth pitch, the batter will receive a sixth pitch and so on until the batter either puts the ball in play, swings and misses or does not swing. We have a limited amount of time to play these games and have to stay on schedule. The umpires will have strict instructions to move things along.
10. **Obstruction.** Umpires will call obstruction if, in their discretion, a defensive player **significantly** impedes a runner’s ability to advance to the next base. Umpires generally will limit obstruction calls to contact on or immediately near the bases (such as when a runner collides with the shortstop standing on second base even though no play at second is being made). Umpires are unlikely to call obstruction if a baserunner is re-routed while running between bases. Remember, the obstruction call is discretionary, and should not be argued with the umpire. You may ask the umpire to seek assistance from his colleague, but you must also immediately respect and accept the umpire’s decision, including whether he wishes to seek assistance in the first instance. (Section 16, below.)
11. Outfielders **MUST** be positioned in the outfield, at least 15 feet behind the edge of the infield dirt.
12. If a team has less than nine (9) players, it does not need a catcher, and one of the coaches will play catcher. The coach, however, cannot make any defensive plays at the plate. If a team has nine (9) or more players, it must field a catcher. There can be no more than six (6) players playing infield positions (P/C/1B/2B/SS/3B).
13. **Call-ups.** The call-up rule for Jamboree is as follows:
  - a. AA players may not be called up to a team that has 10 or more players for any Jamboree mini-game. An unlimited number of AA players may be called up to make 10 players.

- b. The called-up player must hit last, but may play any position other than catcher or pitcher.
  - c. A called-up player may play in multiple pool play mini-games for the same team, provided that team has less than 10 players in each such game. If a called-up player plays in multiple pool play mini-games, he/she must play in the outfield for at least half of the mini-games.
  - d. A called-up player who plays for a team during the Jamboree cannot play for that same team during the semi-finals. A called-up player who plays in the Semi- Finals cannot play for that same team in the Championship Game.
  - e. The called-up player cannot miss his/her AA game to play in a Jamboree game.
14. Two “scores” are kept in each game: (i) runs scored by each team (“Runs Scored”), and (ii) runs allowed by each team (“Runs Against”). Both are critical and must be carefully recorded by the umpires and managers. The number of runs should be agreed upon at the end of each half-inning; in the event of a disagreement, the umpire’s judgment will be final and will stand. A master “chart” will be set up on Jamboree Day to record the scores.
15. In the event of a tie in either category (Runs Against/Runs Scored) on Jamboree Day, the tiebreaker will be the results of the “other” category. For example, if two teams are tied for the most Runs Scored, the team who has allowed the fewest Runs Against will advance to the Semi-Finals. And vice versa. If the other category is tied, the second tiebreaker will be which team scored the most runs in the head-to-head game between the two teams. If this also results in a tie, then a coin flip will be used.
16. In the event one team in a pool wins both categories (Runs Against and Runs Scored), the team that “won” both categories will advance as the Runs Against winner. The team that scores the second most runs will advance as the Runs Scored winner. If there is a tie for second most runs scored, the team that has given up the fewest runs in all four mini-games will advance. If that is a tie, the best run differential against the team that won both categories will advance. If all of these are ties, coin flip.
17. **This serves as your warning – do not argue umpire’s judgment calls.** Also, please do not attempt to influence an umpire’s call by signaling or yelling “safe” or “out.” If there is a question about interpretation of a rule, call time out and ask the umpire in a low-key conversation (MANAGERS ONLY) and accept the umpire’s ruling once made and move on. Other than that, no arguments whatsoever. It is easy for this to be a “different” kind of day as this will be the first “competitive” games of the year. The Commissioner and/or ELL Executive Board will have the discretion to eliminate a team from contention of playing in the Semi-Finals or Championship if that team’s manager treats any umpire in an inappropriate manner.
18. Four teams advance to the Semi-Finals:
- a. First Semi-Final: Pool A Runs Against vs. Pool B Runs Scored.
  - b. Second Semi-Final: Pool B Runs Against vs. Pool A Runs Scored.
19. Each Semi-Final will be six innings, and played under the “3 outs or 5 runs per inning” (whichever comes first) format, except for the sixth inning or any extra inning. In the sixth inning or any extra inning, there will be a ten (10) run maximum. There is no time limitation or mercy rule. All six innings will be played.
20. The Semi-Final winners will play for the Championship on June 3rd @ 9:30am. The Championship game will be six innings, and played under the “3 outs or 5 runs per inning” (whichever comes first) format, except for the sixth inning or any extra inning. In the sixth inning or any extra inning, there will be no cap on runs. There is no time limitation or mercy rule. All six innings will be played.
21. In the Semi-Final and Championship games, with regards to substitutions and rotation of players: 10 players are on the field for defense (C, P, 1B, 2B, 3B, SS, RF, RC, LC, LF). Entire lineup hits. No child sits out twice on defense until everyone on the team has sat out once. You must rotate players from outfield to infield for at least 2 innings. If the game should go into extra innings, you DO NOT need to rotate again. So, bottom line, all players need to play a minimum of TWO innings in the infield. As always, catcher counts as an infield position.
22. Coin flip will determine home team in the Semi-Finals and Championship games.