

Floresta Baseball AA League Rules

(Revised 2/7/2024)

(NOTE: these rules supersede the little league rules, and where a rule isn't called out below, we rely on the little league rule book)

1. THE FIELD

- a. Bases are set 60 feet apart,
- b. Pitching Machine
 - i. The machine is 46 feet from home. This is measured from the point at the back of home plate to where the ball is ejected from the machine.
 - ii. The machine speed is to be set at 42 mph.
 - iii. The pitcher shall have a chalked circle of 9' in diameter for designating a dead ball. **NEW 2024: The pitching machine shall be placed at the front of the circle with the ball exiting at the edge of the circle closest to home plate.**

2. FIELD PREPARATIONS:

- a. Home Team shall take the third (3rd) base dugout and shall set up the field and shall provide an official scorekeeper.
- b. Visiting Team shall take the first (1st) base dugout and take down the field and shall provide an announcer. The announcer shall keep track of pitch counts.
- c. Both teams are required to "clean-up" their dugout after their respective game is complete. Please ensure scorekeeper and announcers keep the scorekeeping booth clean and ready for the next game. No spitting sunflower seed shells on the floor!

3. EVERY PLAYER

- a. Shall play a minimum of two innings on the field and shall be part of the running batting line-up.
- b. To rotate positions fairly, every player shall have an opportunity to play at least one inning in an infield position (third, short, second, first, catcher, or pitcher) each game. The only exception to this rule is if the coach feels a player is not capable of defending himself in a particular infield position. In this case, the coach needs to initiate a conversation with the parent to explain the circumstances before the game starts.

- c. If a player does not want to bat they are automatically out. Exception will be due to injury; in which case the batter shall be scratched from the lineup.
 - d. A Player who leaves a game and wants to re-enter shall be allowed to reenter.
4. **BATTING ORDER** must change with each game. No player will be in the same position in the batting order for more than 2 consecutive games.
5. **THE GAME**
- a. Shall be six innings long or two hours whichever comes first.
 - b. A final inning may not start if 1hr 55 min has expired since the start of the game. The final inning must then be completed.
 - c. If unable to complete due to darkness, then the score shall revert back to the previous inning.
 - d. A game shall be deemed "official" upon completion of 4 innings or 3.5 if the home team is ahead.
6. **THE MANAGER**
- a. Coach and Manager are to stay inside dugout with the exception of base coaches.
 - b. Is responsible for their players and parents conduct during the games.
 - c. If a situation arises, the umpire will stop play.
 - i. An umpire will warn the manager one time, and manager must speak to offending coach or parent.
 - ii. Next offense, offender will be asked to leave. They must leave the school property to sidewalk outside the fence. If they refuse San Leandro Police Department will be called to escort them off the property.
7. **THE BATTER** shall receive 7 pitches. If the ball is not put in play after 7 pitches the batter is out.
8. **BASE RUNNERS** shall stay on their bases until the pitched ball has been batted. If a player leaves too soon they are automatically out. This is decided by the umpire.
9. **THE PITCHER** is to have both feet located inside the chalked circle when the ball is dead or is being pitched.

10. **RUN RULE** is set at 5 runs per inning per team, however, in the last inning a team may bat through their entire lineup or 3 outs whichever comes first.

11. **SLIDING**

- a. No runner shall slide head first, feet first only.
- b. There is NO sliding into 1st Base. If a runner slides at 1st Base, the runner is automatically out.
- c. The runner must attempt to avoid contact and the fielder is not allowed to obstruct the runner.
- d. A runner will be called out for not attempting to avoid a collision, or may be awarded a further base if it is determined that they were obstructed. This is the umpire's decision only!

12. **DEAD BALL** is when the pitcher is in control of the ball within the chalked circle. The umpire may send base runners back to a previous base if they determine that the runner had not advanced at least half way to the next base before the ball was considered dead. This is the umpire's decision only!

13. **REQUIRED PLAYERS** - each team shall have 8 players to play a game. A team without 8 players will be allowed a 10 minute grace period, after which a forfeit will be declared by the umpire. ***Umpires shall not umpire friendly/scrimmage games thereafter due to liability concerns.***

14. **BATS** -All bats used in practice and games must be USA Bat approved. The bat must display the USA bat logo. The bat barrel diameter cannot exceed $2\frac{5}{8}$ inches. Big barrel bats are okay. Wooden bats are allowed as long as the barrel meets the requirements. No Bamboo Bats or Softball Bats.

15. **BATTERS AND BASE RUNNERS** shall wear helmets and proper game attire (cups -boys only, shirts tucked, hats on forward except the catcher). No exceptions!

16. **RESCHEDULING** shall be coordinated with the General Manager of the division and affected team managers.

17. **UMPIRE** shall have final say on all calls. Play on.

18. **FIELD PREPARATIONS** home team shall take the third base dugout and shall set up the field. Visitors shall take the first base dugout and take down the field.

19. **HOME TEAM** shall provide official scorekeeper and visitors shall provide announcer.

20. **SEASON WINNER:** In the event of a tie, the following tie breaker applies:

Highest number of Wins

Lowest number of losses
Head to Head record
Lowest number of runs allowed.
Coin flip by the Managers.

21. DIVISION TOURNAMENT

- a. All regular season rules apply except if a tie carries into the eighth inning
- b. International rules start at 8th Inning.

22. ALL-STARS:

- a. Each team shall be represented. The number of players per team will be determined each year by the General Manager. The players will be selected by the manager of each team. The roster will be capped at twelve players.
- b. All-star manager shall be from the championship team. The championship runner up manager shall manage the team opposite the championship manager. Should either of the above managers wish not to manage the all star team, the selection proceeds with the next highest finishing teams.
- c. The All-star manager will pick his coaches.