

Floresta AAA Division Baseball 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:** shall have bases sixty (60) feet apart, and the pitcher shall stand forty-six (46) feet from the batter.
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:** on a roster shall play a minimum of two (2) innings on the field and shall be part of the running, batting line-up.
 - a. If a player does not want to bat he is automatically out. An exception will be granted due to injury; in this case the batter shall be scratched from the line-up.
 - b. Every Player who leaves a game and wants to re-enter shall be allowed to reenter provided their substitute has played two (2) consecutive innings and have batted.
4. **The Game:** shall be six (6) innings or two (2) hours long, whichever comes first. If it rains, a game is “official” after four (4) innings are completed or three and a half (3½) innings if the home team is ahead.
 - a. Each team shall field nine (9) position players: a pitcher, five (5) in-fielders, and three (3) outfielders

- b. **Required Players:** each team shall have a minimum of seven (7) players to play a game. A team without seven (7) players is allowed a ten (10) minute grace period; if seven (7) players are not available, then that team shall forfeit the game. ***Umpires shall not umpire friendly/scrimmage games due to liability concerns.***
5. **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.
6. **THE UMPIRE SHALL HAVE FINAL SAY ON ALL CALLS.**
7. **Rescheduling:** shall be coordinated with the General Manager of the Division and affected team Managers
8. **Coaches on the field:**One coach allowed in designated area in front of team's dugout on defense. Base coaches allowed in base coach boxes at 1 st and 3rd bases on offense. Umpires have the authority to put coaches in dugout.
9. **The Manager:** is responsible for their players, parents and their own conduct during the games.
 - a. If a situation arises, the umpire will stop play.
 - b. An umpire will warn the manager one time, and manager must speak to offending coach or parent. 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.
 - c. Managers and coaches are not to argue with the umpire. They can ask the umpire to explain a call, and must abide by his ruling. If a manager argues with an umpire, the umpire can issue a warning, if there is a second occurrence of arguing, the umpire may eject the manager from the game. They must leave the school property to sidewalk outside the fence.
10. **Batters, Pitchers and Base Runners:** shall wear helmets and proper game attire (cups, shirts tucked in) at ALL TIMES. NO EXCEPTIONS!
11. **The Batter:** shall be automatically out on strike three (3) whether or not the catcher holds on to the third (3rd) strike.
12. **Bunting IS** allowed.

13. **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.

14. **Base Runners:** Shall stay on their bases until the pitched ball crosses home plate, or has been put into play. If a player leaves too soon, they are automatically out.

15. **Plays at Home Plate:** Base runners are to avoid contact with the catcher when approaching home plate. Likewise, catchers should stand in front of home plate and apply a 'sweeping' tag on the runner. A catcher shall not stand in the base path or block the plate if there is no play occurring at home plate. If a catcher interferes with a runner approaching home plate by blocking the base path or home plate, and there is no play at home plate, the runner is entitled to cross home plate and earn the run.

16. **Base Stealing:** base runners can steal after the ball crosses home plate.

17. **Sliding:** There will be NO headfirst sliding into a bag. If a runner slides headfirst, the runner will be automatically out with the following exception: headfirst sliding is ONLY ALLOWED when a runner has rounded the bag and is returning to it. Except in a Pickle.

18. **Pitching:**

a. **Pitch Count and Other Limits:**

i. The pitcher is only allowed six (6) innings per week. The week runs Sunday through Saturday.

ii. Pitch counts and rest in between:

1-20 pitches, the pitcher is required to sit one (1) full day.

21-40 pitches, the pitcher is required to sit two (2) full days.

41-65 pitches, the pitcher is required to sit three (3) full days.

For example: If a player throws 60 pitches on Wednesday, they sit Thursday, Friday, Saturday, and are eligible to pitch again Sunday. This rule carries over to the next pitching week.

iii. If the pitcher reaches the limit while facing a batter, the pitcher may continue pitching until that batter is retired or becomes a runner, or the

inning ends, whichever comes first. The pitcher must then be removed from the game as a pitcher.

- iv. The Announcer must record pitch counts in the official scorekeeper's book and will inform the umpire when the pitch count reaches sixty (60).
- v. Warm-up pitches will not count in the total pitch count per game (65 pitches).
- b. The Manager is allowed one (1) visit to the mound per inning. On the second (2nd) visit within the same inning, the pitcher must be pulled from the game as a pitcher. The 3rd Visit to the mound during a game the Pitcher must also be removed.
- c. If a pitcher hits 3 batters in (1) one inning, or 4 batters in a game, they are to be removed from the pitcher position for the rest of the game.
- d. There are absolutely **NO CURVEBALLS ALLOWED** in AAA. There will be one warning during the game. If there is a second infraction, the pitcher will be pulled from the game as a pitcher.
- e. **NO INTENTIONAL WALKS**
- f. Pitchers may not wear white or light gray long sleeve shirts, wrist band, gloves or any item which could obscure a batters ability to see a pitched ball. Furthermore, they are not allowed to wear sunglasses or jewelry except a Medical Alert bracelet.
- g. The pitcher is required to wear a pitching helmet while on the field during active game play.
- h. No pitcher removed from the game may re-enter the same game as a pitcher.

19. **Dead Ball:** is when the pitcher is in control of the ball and on the pitching rubber. 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!

*If the ball goes out of bounds, then runners advances one base.

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. And if still tied
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.