

BASEBALL RULES

AAA



WESTFIELD YOUTH SPORTS

1. GAME SETUP:

- 1.1. Games are played up to 6 innings, or until time has run out.
- 1.2. During the regular season game times are capped at 1 hour 50 minutes as a hard stop, if this occurs the score will revert to the end of the previous inning.
- 1.3. A new inning cannot start after 1 hour 30 minutes of play.
- 1.4. If time is expired and the home team is down by more than 6 runs and the game is not in the 6th inning, the game will be over. If it is the 6th inning, when unlimited runs are allowed, they will be allowed to bat.
- 1.5. The umpire has discretion to shorten games if game play is getting backed up.
- 1.6. Four (4) complete innings (or 3 ½ if the home team is winning) will be considered a complete game if a game is ended due to weather.
- 1.7. Ties stand during the regular season. No extra innings during the regular season.
- 1.8. Innings end after a maximum of 6 runs or 3 outs for innings 1 through 5.
- 1.9. The 6th inning has unlimited runs and continues until time has expired or the home team wins, whichever comes first.

2. MERCY RULES:

- 2.1. A team that is ahead by 12 or more runs after 4 innings is declared the winner.
- 2.2. A team that is ahead by 10 or more runs after 5 innings is declared the winner.

3. BATS & CLEATS:

- 3.1. There are no bat restrictions.
- 3.2. Metal cleats are not allowed.

4. FIELD DIMENSIONS:

- 4.1. Bases will be spaced 60' for play.
- 4.2. The pitching rubber will be 46' from home plate.

5. UMPIRES:

- 5.1. All games will be officiated by a WYSI umpire. Calls made by the umpire are final.

6. BATTING ORDER:

- 6.1. All players must bat in an established batting order, including bench players.
- 6.2. A batting order is to be established prior to the start of the game which includes only those players present at the start of the game. If a player arrives late, he is to be added to the bottom of the batting order.
- 6.3. If a Player must be excused for any reason during their teams at bat and misses their turn at bat, they will be placed at the end of the batting order for the remainder of the game. No out will be called regarding this. The bookkeeper for both teams should be notified immediately.

7. DUGOUT:

- 7.1. All players who are not fielding, batting, on deck, base running, or warming up to pitch must always stay in the dugout unless given explicit permission by a coach to leave (to go to the bathroom, for example).
- 7.2. All equipment is to remain in the dugout during the game.

8. ON DECK:

- 8.1. Only one player may be on deck swinging outside the dugout.
- 8.2. The on-deck batter must wear a helmet.

9. TIME OUTS:

- 9.1. The coach is allowed to stop play to only one (1) batter per inning while his team is at bat.
- 9.2. The umpire may stop play at the umpire's discretion for injuries, etc.

10. AT BAT:

- 10.1. The umpire will call all balls and strikes.
- 10.2. Batters may bunt.
- 10.3. The batter may not advance on a dropped third strike.
- 10.4. Upon the first offense of a batter throwing a bat, the batter and his team will be issued a warning.
- 10.5. Upon the second offense of throwing a bat by any batter on the previously warned team, the batter will be automatically called out.

11. BASE RUNNING - LIVE BALL/DEAD BALL DEFINITION:

- 11.1. The ball is considered live as soon as the pitch crosses the front edge of Home Plate and until the Umpire calls time-out or the pitcher has the ball at the mound.
- 11.2. The ball is considered dead after normal baseball dead ball situations (foul ball, hit batsman etc.).
- 11.3. Runners may advance until the ball is returned to the pitcher at the mound or the umpire calls time. If the pitcher throws the ball, then runners may continue to advance.

12. BASE RUNNING:

- 12.1. No baiting players to throw to a base will be allowed. This rule is to eliminate delays in the game from fielder/runner taunting and forced rundowns.
- 12.2. It is the base runner's role to avoid contact with the defensive player on any close play. This is as determined by the umpire; the runner will be called out and play will be stopped.
- 12.3. Umpires have full discretion to issue an immediate out if they deem contact excessive.

13. LEAD OFF:

- 13.1. Base runners may NOT lead off.

14. STEALING:

- 14.1. Stealing of 2nd Base and 3rd Base is allowed.
- 14.2. The runner may only leave the base after the ball has crossed Home Plate.
- 14.3. A steal may be executed on a ball caught by the catcher, or on a passed ball.
- 14.4. A baserunner may not steal home or advance to home on a passed ball following a pitch. A baserunner may only advance from 3rd to Home Plate on a bases loaded walk, a bases loaded hit batsman, or any game play after the ball is put into play by the batter.

15. LEAVING EARLY:

- 15.1. Upon a runner leaving early, prior to the pitch crossing home plate, the play will be stopped, all runners will return to their previous base, and the umpire will issue a warning to the entire team. The batter will resume his at-bat with the same count prior to the play.
- 15.2. If the runner leaves early on a ball that was hit on the team's first offense, the play will be called dead, all base runners will return to their previous bases, and the batter will resume his at bat with the same count prior to the play.
- 15.3. Upon the second offense of a runner leaving early, play will be stopped, the runner will be called out and all base runners will return to their previous bases. The batter will resume his at bat at the same count prior to the play.
- 15.4. If the second offense occurs on a pitch that is hit, play will be stopped, the runner will be called out, all base runners except for the offending runner will return to their previous bases, and the batter will resume his at bat at the same count prior to the play.

16. SLIDING:

- 16.1. No head-first sliding is allowed unless retreating towards a base.
- 16.2. Any runner not sliding or avoiding contact with the defensive player on a close play, as determined by the umpire, will be called out and play will be stopped.

17. FLY BALLS:

- 17.1. Runners may tag up and run on any caught ball, fair or foul.

18. THROWING THE HELMET:

- 18.1. Any runner, based on the judgment of the umpire, deliberately discarding a helmet while running the bases will be declared out and play will be stopped.

19. PINCH RUNNERS/ COURTESY RUNNER:

- 19.1. If at any time there are two outs and the batting team's catcher is on base, the player who got the last out may pinch run for the catcher so the catcher can put on the catcher's gear. This is encouraged to speed game play.
- 19.2. A player injured during a play that the player safely reached base may be replaced with the player who got the last out. The replaced player may not play on defense the next half inning unless the team has no substitutes.

20. COACHES INTERFERENCE:

- 20.1. Coaches may not physically contact players at any time while the play is live.
- 20.2. Inadvertent physical contact that does not benefit the runner should be avoided but will not be penalized.
- 20.3. If a coach interferes by physically contacting a player while the play is live that benefits the runner (pushing forward or slowing/stopping them), the umpire will issue an automatic out.

21. PITCHING LIMITS:

- 21.1. A pitcher may not pitch more than three (3) innings in a single game (note that one pitch thrown during an inning counts as an inning pitched).
- 21.2. Pitch counts will not be enforced, but to limit injuries, coaches should be considering the Pitch Smart guidelines for all pitchers, based on their age as of May 1st

Age	Daily Max	Required Rest Days					
		0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
7 – 8	50	1 – 20	21 – 35	36 – 50	N/A	N/A	N/A
9 – 10	75	1 – 20	21 – 35	36 – 50	51 – 65	66+	N/A

- 21.3. Violations of the pitching limits may result in pitching bans for the pitcher for subsequent regular season games or for the tournament, based on the discretion of the League Manager (or the In-House Commissioner if said bans affect games with the League Manager's team).

22. PITCHING SUBSTITUTIONS/REMOVAL:

- 22.1. The starting pitcher of the game may return to pitch if they have not already pitched more than three (3) innings.
- 22.2. Upon the third (3rd) hit batter, the pitcher must be replaced and may NOT re-enter the game as a pitcher. If the starting pitcher hits 3 batters he may NOT re-enter the game as a pitcher.
- 22.3. Upon a coach's second trip to the mound for a given player during the same inning, the pitcher must be replaced. Checking on an injured player does not count as a trip to the mound.

23. HOLDING RUNNERS:

- 23.1. Since pitchers are not attempting to hold runners on, balks will not be called.

24. INTENTIONAL WALKS:

- 24.1. Pitchers may not intentionally walk a batter.

25. INFIELD FLY RULE:

- 25.1. The infield Fly Rule will not be enforced.

26. DEFENSE – FIELDING POSITIONS:

- 26.1. Each team will use ten (10) defensive players consisting of one (1) pitcher, one catcher, four (4) infielders (first base, second base, shortstop and third base), and four (4) outfielders.
- 26.2. The extra outfielder must play an outfield position, at the same relative depth as the other 3 outfielders, i.e., they may not be moved to short field position behind second base, the shortstop, or second basemen.

27. CATCHERS:

- 27.1. It is highly recommended that Catchers wear a catcher's mitt while catching.
- 27.2. Cups are mandatory for catchers.

28. PLAYING TIME:

- 28.1. Coaches are expected to teach all players how to play each position. This includes rotating line-ups such that the number of innings played at any given position is generally distributed evenly among all players.
- 28.2. Every player must spend at least two innings at one of the six infield positions during the first four innings.
- 28.3. A player may spend no more than three innings at the same position during any given game.
- 28.4. No player may spend a second inning on the bench, until all players have spent an inning on the bench.
- 28.5. Players should not be put in a position where they could be risking safety (i.e., if a player cannot focus and catch a ball consistently then playing 1st base should not be considered).

29. TOURNAMENT:

- 29.1. Regular season rules will be in effect during the tournament, except:
- 29.2. There are no ties in the semi-finals or championship game.
- 29.3. There is no time limit for the championship game.
 - 29.3.1. The championship game will be played to 6 full innings (5 ½ if the home team is ahead).
 - 29.3.2. Mercy rules will still be in effect.
 - 29.3.3. If delayed by weather will resume at the exact point they were delayed.
- 29.4. Playing time rules are waived during the postseason, but no player may spend a second inning on the bench, until all players have spent an inning on the bench.
- 29.5. The 3 innings per game pitching limit will continue to be strictly enforced.
- 29.6. Coaches will exchange batting line-ups before the start of the game and will notify the opposing coach during the game when a change is made.
- 29.7. Tournament will begin with a Round Robin type tournament with a blind draw for seeding. Regular season records will have no bearing on seeding.
- 29.8. Winners from each pod of teams advance to a four team, single-elimination bracket; If there are only three pods, a wildcard team will also advance based upon record in the round robin tournament games.
- 29.9. In the event of tie, the following tie breakers will be used:
 - 29.9.1. 1st Tiebreaker - Head-to-head in tournament play
 - 29.9.2. 2nd Tiebreaker - Runs allowed in tournament play
 - 29.9.3. 3rd Tiebreaker – Runs differential in tournament play
 - 29.9.4. 4th Tiebreaker – Coin flip