



2019 Spring Season - AAA Rules at a Glance

Time Limit: 6 innings or time limit. Inning begins as soon as last out is made (or 5 runs scored) of previous inning.

5 Run Rule: Maximum 5 runs per half inning during the first 4 innings of the game. No run maximum thereafter.

Mercy Rule: Does not apply during regular season games.

Strike Zone: Expanded by the width of one baseball higher, lower, inside and outside.

layer Rotation: No player may sit out defensively more than 1 inning consecutively unless due to injury. A player must sit for an entire inning to be considered as having sat out an inning. No player can sit for 2 innings until everyone on the team has sat 1 inning. **No player may play more than 2 innings at a position for the first 10 games of the season (includes pre-season), thereafter 3 innings at a position** (playing a position for even one pitch counts as having played an entire inning at that position), except for pitcher. *See Full Rules for the Pitcher Exception. All players must play at least 2 full innings in the infield in the first 4 innings of a game. (first 5 innings if 13-man roster)

Infield Fly Rule: Yes

Tagging Up: Allowed

Stealing: Allowed, except for home until 2nd half of season. See Full Rules.

Bunting: Allowed

Min. Players: 9 players are needed to start a game, 7 of which must be from the team. Players may be borrowed from a AA team (through the Player Agent) to make 10. If during a game either team is unable to place 9 players on the field, the game is officially a forfeit which will be counted as a 6-0 result in the standings.

Scorekeeping: The official scorekeeper and keeper of the pitch count is the home team scorekeeper. If there is a discrepancy in the score, the home plate umpire's score prevails. The visiting team is responsible for designating someone to operate the scoreboard for the entire game.

Pitching

- Pitching rubber 42' from rear of home plate
- If a pitcher hits 3 batters in one game, he/she must be removed as a pitcher.
- Limits on Manager Visits to the Mound: See Full Rules
- Pitcher wearing glasses, jewelry, other distractions: See Full Rules

Bats

- All non-wood bats must bear the USA Baseball insignia, or they will not be allowed in the dugout.
- If an illegal bat is used, the manager may either have the batter called out or take the result of the play, as long as he makes the claim of an illegal bat before the next batter steps into the batter's box.
- First violation: offensive team loses an adult base coach for the game. Second violation: Manager ejected.
- If an illegal bat is used in a subsequent game, the manager will be immediately ejected from the game, and may be subject to further discipline by the Executive Board.

Offense

- **Runners Advancing:** A runner is allowed to advance at his own risk to the next base, as long as he has gained the previous base prior to the pitcher controlling the ball in the dirt area of the pitching mound. However, if a runner has not gained the previous base, then makes an attempt at the next base, that runner will either be tagged out on the play or returned to the previous base. He cannot advance and no other runner may advance as a result of this play.
- **Aggressive Base Running – The following rules are in effect for the first 10 scheduled games. SCHEDULED GAMES include pre-season games and any games that are rained out or otherwise cancelled. Also, if any of the first 10 scheduled games is rained out and made up AFTER the date of the 11th scheduled game, then all “first 10 game restrictions” are lifted.**
 - **Stealing Home:** Home plate is closed and runners on any base may NOT advance home on a passed ball, wild pitch, or on any attempt by a catcher to throw out a runner attempting to steal second or third base or leading off of a base. If a player attempts to advance home and is tagged out, he/she is out. In addition, any other runner that advances while the player attempts to advance home shall be required to return to the base he/she started at. Runners may advance home under any other circumstances.
 - **Walks & Passed Balls:** The batter and baserunners may only advance one base on a walk. Baserunners may only advance one base on a passed ball, however if the catcher attempts to throw out a runner at second base and throws wildly, the baserunner may advance to 3B.
 - **Errant throws from Catcher to Pitcher after a pitch:** A baserunner may not advance on an errant throwback from the catcher to the pitcher. The runner(s) will either be tagged out or sent back to his base, and no other runner may advance. Beginning with the 11th scheduled game, an errant throw will be defined as any throwback from the catcher to the pitcher that rolls past the back of the dirt area of the mound.
- **Delayed Steals:** Not allowed. After a pitch, no runner may attempt a steal if the catcher is clearly in the act of throwing the ball back to the pitcher. The ball is dead when a pitcher receives the ball back from the catcher while the pitcher is on the dirt area of the mound. Runners must return to their bases, and the pitcher may not attempt to pick off a runner.
- **Fake Steals:** Not allowed. A runner attempting to steal must do so in one continuous run. He may not stop or delay in order to either a) draw a throw to help a different baserunner advance; or b) draw an errant throw to the base to which he is advancing. The runner will either be tagged out or returned to the base he started from.
- **Runner Leaving Early:** A baserunner attempting to steal a base before the ball has crossed the plate will be sent back to his base and incur a warning from the umpire. Thereafter, any baserunner from the offending team will be called out for the same violation. (The opposing coach may instead choose the result of the play). The same applies to a baserunner illegally leading off.
- **Courtesy Runner:** No courtesy runners are allowed (except for injured players).
- **Sliding:** A runner is out when the runner does not slide or attempt to get legally around a fielder that has the ball and is waiting to make the tag, or in the umpire’s opinion, about to receive the ball to make a tag. No head first sliding unless diving back to a base.
- **Batter hit on hands:** A batter hit by a pitch on the hands is awarded first base as he would be if it struck any other part of his body. It is only a foul ball if the batter attempts to swing at the pitch or his hands were in the strike zone.
- **Throwing bat:** Batter and the batter’s entire team is given a warning but not called out. However, for the remainder of that game, any batter from that same team that throws a bat will be called out.
- **Injured Player:** If a player is injured in the field, and is due up to bat in the following inning, his spot is skipped over without penalty. However, if the injury occurs during that player’s at bat, then the player who made the last out will bat for the injured player assuming the count when the original batter was injured. If a player is injured while on the base paths, the player who made the last out shall replace the injured player.

Defense

- **Obstruction:** If a defensive player blocks a base or base line without possession of the ball, a delayed dead ball is called, and a runner may be declared safe even if the apparent result of the play was an out. However, a runner will not automatically be awarded an extra base(s) if he did not attempt to take the extra base when the ball was in play.
- **Outfielders:** Must play at least 15 feet behind the infield dirt.

Manager/Coaches

- No more than 3 coaches on the field/dugout (including Manager).
- There must always be at least one adult in the dugout.
- Only the Manager may talk to the umpires.
- No adult can warm up a pitcher at home plate or in the bullpen.
- Managers must sign the official scorebook and Pitch Count Summary after each game.
- Both managers must submit the final score by e-mail to scores@shermanoaksll.com within 24 hours of the game. The opposing manager should be cc'd.

Dugout / Safety

- Face cages are required on all batting helmets. [LR]
- **No siblings, batboys/girls, etc. allowed in dugouts**
- Catcher's helmets must have dangling throat guard
- No jewelry allowed, including necklaces
- **Only the first batter of each half-inning is allowed outside the dugout between half-innings.**
- No player (including the on-deck hitter) may have a bat in his/her hand unless it is his/her turn to bat.
- Only on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout.
- No gum or food is allowed in dugout or on the field. Water, sports drinks, and sunflower seeds only.

Field Maintenance

- Home team chalks the field before game; also installs temporary mound if required. Visiting team drags and waters after.
- Make sure your dugout and stands are clean for the next game.
- Managers of the day's final game empty in-field trash cans into the main dumpsters, and also lock up field.