

# **AIYBL**

## **Constitution and By-Laws**

**Current As Of April 1, 2021**

### **PREAMBLE**

We the members of the Altoona Independent Youth Baseball League, desiring to provide a means whereby the youth of our area can learn the principals of sportsmanship, community, and develop their skills in baseball, do hereby adopt this Constitution and solemnly pledge ourselves to be governed by its provisions.

### **ARTICLE I** **(THE ORGANIZATION)**

**Section 1:** The name of this organization shall be Altoona Independent Youth Baseball League, a non-profit membership organization.

### **ARTICLE II** **(ORGANIZATION FUNCTION)**

**Section 1:** The purpose of this organization is to provide the means whereby the youth of our area can have an opportunity to participate in a program of organized baseball. The intention of the program is to develop their skills in a physical sense and to help them become mature in their thinking, and to further a spirit of true sportsmanship. In the event that this organization is dissolved, all remaining assets shall be donated to the Altoona Area School District.

### **ARTICLE III** **(RELATION TO OTHERS)**

**Section 1:** This organization shall be independent. Teams may enter from Altoona and surrounding areas. The number of teams entered each year shall be determined at the annual meeting or if need be, prior to the season start (in the case of a change in the off season).

### **ARTICLE IV** **(MEMBERSHIP)**

**Section 1:** All team managers, coaches, commissioners, and League officers, if any, which are not managers, coaches, or commissioners, shall be members of the organization.

**Section 2:** Board members, managers and coaches must be approved by a majority vote of the organization before they assume their duties, and pass a background security check that is required every other year.

**Section 3:** A manager or coach may be disciplined by a majority vote of the Board of Directors during the season, for conduct unbecoming his position or for actions not in the best interest of the League. The “season” begins with the first meeting of the new calendar year and ends with the last day of closing of the field.

A manager’s or coach’s conduct in question (for actions in the current season) must be presented in written form to the Board and the Board, by majority vote, will review, decide on and enforce a penalty; up to and including relief from his position. This review and decision will occur within ten (10) days of the receipt of the written complaint.

The status of any manager or coach who has been disciplined (other than relief of position) for actions in the prior season, shall be reviewed by the Board of Directors prior to the start of the new season. If a majority vote of the Board determines that the conduct which was the subject of discipline was unbecoming, a second vote of two-thirds (2/3) of the Board shall be required to remove the manager or coach from his position.

**Section 4:** One representative from each team must attend all meetings. If a team is not represented at two (2) consecutive meetings throughout the season, the manager is subject to Article IV Section 3.

## **ARTICLE V (MEETINGS)**

**Section 1:** The annual meeting of the organization for the purpose of reorganization and election of officers shall be held no later than October 31<sup>st</sup>. All new managers will be voted in during this meeting. The order of the vote will be as follows: Board, New Managers, and Committee Members.

**Section 2:** One half (1/2) of the Independent Youth Baseball League teams shall constitute a quorum for voting purposes (For a twenty (20) team league, a quorum shall be ten (10)).

**Section 3:** The President or the Board of Directors may call other meetings and shall be called at the written request of four (4) members of the organization.

**Section 4:** Notice of the annual meeting shall be given to all members at least ten (10) days in advance. Other meetings will require a one (1) day notice.

**Section 5:** Only baseball teams, managers, coaches, commissioners, and League officers, if any, who are not managers, coaches, or commissioners shall be eligible to vote at meetings.

However, each team shall have only one (1) vote regardless of the number of team representatives present at the meeting, except for officers who are not managers, coaches, or commissioners, who shall each also, have one (1) vote. A manager who manages two teams only gets one vote.

## **ARTICLE VI (ELECTIONS)**

**Section 1:** Elected members of the organization's Board shall be chosen by ballot for terms of one year by majority vote at the annual meeting. Vacancies occurring in the interim shall be filled by a majority vote of the Board, the appointee to serve until the next annual meeting.

## **ARTICLE VII (BOARD OF DIRECTORS)**

**Section 1:** The Board shall consist of the seven (7) elected members, who shall be the AIYBL officers as set forth in Article VIII.

**Section 2:** A quorum of a Board of Directors shall consist of four (4) elected Members of the Board.

**Section 3:** The Board of Directors shall meet at the call of the President.

**ARTICLE VIII  
(OFFICERS)**

**Section 1:** At the annual meeting the organization shall elect, from among their numbers of members of the Organization, a President, two (2) Vice Presidents, an Auxiliary President, Secretary, Treasurer, and Field Maintenance Committee Chairman.

**Section 2:** The most senior Vice-President shall serve in absence of the President.

**Section 3:** The Auxiliary President shall oversee all concessions, permits, inspections, and fundraisers.

**Section 4:** The Secretary shall keep accurate minutes of all meetings in a permanent book.

**Section 5:** The Treasurer shall keep the financial records of the organization and shall receive and disburse all funds on proper orders.

**Section 6:** The Field Maintenance Committee Chairman shall see that the field and surrounding grounds are maintained in such a way as to provide for the safety and comfort of the fans and players, and shall obtain such policies of liability and/or accident insurance as are required.

**ARTICLE IX  
(RULES OF GAME)**

**Section 1:** Rules contained in the Little League Baseball® Official Regulations and Playing Rules (latest edition) shall be the rules followed by this organization except those noted in the by-laws.

**Section 2:** All protests will be presented, in accordance to the Little League Baseball® Official Regulations and Playing Rules (latest edition). The President will arrange a meeting of the team managers involved with the rules committee within five (5) days. If a manger involved is a Committee Member, the Board may appoint another member to sit in his place on the committee. The Board's decision is final. No other appeal can be made.

**ARTICLE X  
(UMPIRES)**

**Section 1:** The Board shall approve all umpires.

**Section 2:** Umpire salaries shall be determined prior to the start of the season.

**Section 3:** Umpires shall come under the direction of the Chief Umpire.

**Section 4:** Umpires may be relieved of their duties for conduct that is not in the best interest of the organization. The Board of Directors shall have the power to dismiss an umpire.

**Section 5:** Umpires will be required to wear dark blue pants, a light blue shirt and navy cap. At his discretion, he may wear navy shorts with white socks.

**ARTICLE XI  
(BY-LAWS AND AMENDMENTS)**

**Section 1:** By-laws may be adopted which are not in conflict with the Constitution.

**Section 2:** Amendments to this Constitution may be made at any organization meeting, by two thirds (2/3) vote of the active members present and voting. Providing that such amendments have been proposed by at least five (5) members at the meeting held at least ten (10) days prior to the meeting at which final action is to be taken.

**Section 3:** No changes in the Constitution and By-Laws can be made once the first game of the new season is played.

# **By-Laws**

## **1. REGULATIONS REGARDING SPECTATORS AND PRELIMINARIES**

- a. Spectators will conduct themselves in a sportsmanlike manner. Those who do not conduct themselves in such a manner shall be removed from the ground upon the direction of the umpire or a member of the Board. If a spectator, upon request, refuses to remove himself from the grounds, the team related to the spectator shall suffer a forfeit of that game.
- b. There will be no smoking or vaping on the playing field or in the dugout. Smoking or vaping will be at the two (2) designated areas **ONLY**.
- c. No alcoholic beverages will be permitted on the grounds.
- d. There will be no harassment of opposing players.
- e. There will be no food in the dugout.
- f. The American flag will be flown. The National Anthem will be played before each game. Players will be introduced before each game.
- g. The only persons permitted in the press box will be managers, coaches, scorekeeper, and umpires.
- h. The member of the Board in charge of safety will examine the field weekly. Any needed repairs will be reported to the Board of Directors.

## **2. TEAMS**

- a. AA Minor League players may play for any team they choose.
- b. Minor League (AA or AAA) players graduating to the AAA or Major League Division enter via draft. All players eight (8) and older must register and enter the AAA draft when entering the AAA division for the first time. All players ten (10) and older must register and enter the Major League draft when entering the Major League for the first time. Eight (8) year-olds may play AA and ten (10) year-olds may play AAA, in addition to AAA or Major League, respectively, if they choose.
- c. New players (AAA or Major League age) to the league enter the respective draft.
- d. Draft eligible siblings of players already on current AAA or Major League rosters for the year, can join the older sibling's team without entering the draft.
- e. AAA and Major League rosters carry over year to year. A team may have no more than five (5) players of any one age on a AAA or Major League roster in any given year.
- f. AAA and Major League teams may call up minor league players from any lower division team during the season (also the player cannot currently be on an equivalent division team), which does not constitute that player being on the team the following season. They must enter the draft.
  - i. Call ups should only be used to meet minimum roster requirements as noted by division. In no case, should a call up player be given priority over a rostered player, including but not limited to making a rostered player a substitute for a game in lieu of the call up.
- g. Players may switch teams in the offseason by entering the draft. If a player chooses to switch teams during the offseason by re-entering the draft, the team which they departed cannot select that player in the subsequent year's draft.

## **3. GAMES**

- a. No games shall start after 9:30 pm nor shall any game continue beyond 11:30 pm (lights off).
- b. No inning may start after 10:00 pm on a school night or 11:00 pm on a non-school night. The game shall be concluded at a later date. All players can conclude the game without penalty.
- c. A 15-minute grace period will be granted after a starting time to permit players to arrive. If a team has not fielded eight (8) players after that time, a forfeit will be awarded.
  - i. If a team opts to play with eight (8) players, the missing player will be considered the 9<sup>th</sup> batter in the lineup and will be counted as an out each time the 9<sup>th</sup> batter position comes around during the game. This out shall apply regardless of the time of occurrence during the game (1<sup>st</sup> out to very last out) and will be declared upon completion of play following the 8<sup>th</sup> batter's at bat, ball being dead or time declared by the umpire.
- d. Major League games will not be stopped due to time limits unless the game has entered extra innings (7 innings +) prior to the conclusion of the allotted game time. Once the time limit for a game has been

reached, if the game is in extra innings, the game will be stopped at the completion of the current full inning, ties possible (i.e. start the 7<sup>th</sup> inning with 10 minutes left in time slot and game is still tied after the 7<sup>th</sup> inning and the game is beyond the allotted time is completed, the game will end in a tie).

- e. A team may play one (1) doubleheader in a calendar week. (*exception under condition of Rule 4.12 – where a suspended game does not count towards a doubleheader*). No doubleheaders will be scheduled before June 1st without manager approval.
- f. The League Scheduler will schedule all make up games, immediately at the first open make-up date in the same length time slot. If a team cannot field eight (8) players, the game will result in a forfeit.

#### **4. PLAYERS**

- a. There shall be no less than nine (9) or more than fourteen (14) players on a team roster that must be maintained for the entire season. A team may have an assigned bat person, who will be covered by league insurance in the same manner as a player.
- b. Players may play for "travel teams" defined as teams unaffiliated with other local little leagues. Players enrolled in another local little league, may only play subject to AIYBL Board approval.
- c. No roster changes after three (3) games, except for call-up promotions from minor league to meet minimum roster requirements. No player may be added to a Major League roster after the first game if that player was on another Altoona Area Little League roster. No player on a Major League roster may change teams after the first game has begun. The only way onto a Major League team is through the Major League draft.
- d. No player may be cut from a Major League roster to add an additional player, except for temporary transfers between Major and Minor League rosters.
- e. Illegal Player – Any team found using an illegal player (*as per by-laws #2 and #4*) shall forfeit all games that the illegal player played in.
- f. Teams must finish the game with the lineup that started the game. A starting player leaving the game for any reason other than an injury will be called as an out.
- g. The League Rosters Committee must verify the roster. Failure to comply with section 4.a will result in forfeit for each game the roster does not meet 4.a requirements.

#### **5. MANAGERS & COACHES**

- a. Managers and coaches will coach the bases.
- b. A Manager, three (3) coaches and a scorekeeper are the only persons, other than players and bat person to occupy a dugout.
- c. Only managers will approach an umpire to discuss calls or procedures, and only after time has been called and he has received permission from the umpire to approach him. If the manager is not present or has been ejected, one coach shall be designated as manager for that team.
- d. A manager cannot protest a judgment call.
- e. The managers will be responsible for line-ups of their team (*see Must Play Rule*).
- f. In the event of rain, managers and coaches are expected to arrive early enough at the field to prepare the field for play at the scheduled time. Failure to prepare the field prior to the game will result in a forfeit of the game.
- g. Coaches and Managers that have casts may be on the field. (*Overrules Rule 1.11(k)*).
- h. All Managers and Coaches must submit a PA State Police background check prior to the beginning of their first season in the league. It shall be their responsibility thereafter to report any unlawful or potentially unlawful activity to the board for review. Failure to report activity to the Board will be grounds for termination.
- i. All returning Managers will be subject to re-election by a majority vote of the organization at the annual meeting.

#### **6. PARENTAL PARTICIPATION**

- a. If a parent violates the signed "Code of Conduct Parents Agreement", their child is subject to suspension as stated in the Preamble to the Constitution.

## 7. DISCIPLINE

- a. Umpires will enforce playing rules.
- b. A manager or player shall be warned about improper conduct, and upon a second offense, be ejected from the game.
- c. Flagrant throwing of equipment will be an automatic ejection from the game.
- d. The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representatives who is involved in verbal or physical altercation, or incident of unsportsmanlike conduct at the game site, or any other Little League activity, is subject to disciplinary action by the Board of Directors.
- e. Players, managers, or coaches ejected from a game shall serve the following:
  - i. FIRST EJECTION minimum: Remainder of that game, plus next game.
  - ii. SECOND EJECTION minimum: Remainder of that game, plus next two (2) games and a review by the Board of Directors. Refer to Article IV.

## 8. PLAYER SUBSTITUTIONS & MUST PLAY RULE

- a. A pitcher, after being removed from the mound, cannot pitch again in that game.
- b. A starting player will be defined as the one whose name is given to the scorekeeper before the game starts. A game starts when the first pitch is thrown.
- c. The must play rule pertains to all players on a Major League lineup.
- d. All eligible lineup players must play one (1) inning (3 outs) in the field **and** one (1) at bat. If this rule is violated, the game will be forfeited. If both teams violate the rule, it will be a forfeit for both teams.
- e. Field substitutions for players shall be allowed at any time and are at the manager's discretion.
- f. Starting players may be inserted back into the batting order after the substitute has completed their at bat. The player that was substituted for, may only re-enter the batting lineup in their original spot. Further, should the substitute player be given another at bat, they may only be substituted into the order of the batting lineup for which they were originally substituted (i.e. substituted for the #8 slot, may only bat in the #8 slot).
- g. The must play rule will be waived for ten (10) and fifteen (15) run games.
- h. A courtesy runner for the catcher will be allowed when the catcher is on base with 2 outs. If there is a sub in the lineup, the sub will be the courtesy runner. If there is no sub, then the courtesy runner will be the player who made the last out.

## 9. GENERAL

- a. A ten (10) run rule will be in effect after four (4) complete innings. Home team gets equal at-bats.
- b. A fifteen (15) run rule will be in effect after three (3) complete innings.
- c. A suspended or called game shall be picked up at the exact place where it is stopped. It is preferable that umpires call a game at the end of an inning.
- d. The Board shall not have the power to spend over \$500.00 for any item without authorization at a meeting of the organization.
- e. All teams must support fundraising efforts. Each fundraising project will have a minimum goal for each team. If a team fails to meet the minimum goal set for the project, they will forfeit all games until the goal is met.
- f. A must slide rule is in effect for plays at any base in which the fielder has the ball or is attempting to make a tag. If the umpire determines that the base runner violated the must slide rule, the runner will be declared out, regardless of the outcome of the play.
- g. No batter shall show intention to bunt and subsequently withdraw the bunt and initiate a full or partial swing. If this rule is violated, the batter shall be called out, regardless of whether contact was made with the baseball on the attempted full or partial swing (non-bunt).
- h. Items noted in the *By-Laws* section herein shall apply to all League divisions, unless specifically noted otherwise in AAA and AA sections.

## 10. PITCHING RULES

- a. The maximum number of pitches per day for an AIYBL player are as follows:
  - Little League ages 8,9,10: 75 pitches
  - Little League ages 11-12: 85 pitches
- b. The following rules must be followed regarding days rest for pitchers
  - If a player pitches 61-85+ pitches in a day, 3 calendar days
  - If a player pitches 36-60 pitches in a day, 2 calendar days
  - If a player pitches 21-35 pitches in a day, 1 calendar day
  - If a player pitches 1-20 pitches in a day, 0 calendar days
- c. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- d. Once a pitcher has been removed from the mound, they cannot return to the pitch for that game.
- e. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted above, but the pitcher may remain in the game at another position.
  1. Exception – if a pitcher reaches the limit imposed in 10.a for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- f. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead. These pitches DO count as part of the pitch count (4 pitches).
- g. All pitches count regardless of which division pitched in.
- h. Minor league players, pitching in the Majors adhere to pitch count limit dictated by age.
- i. A team found using an illegal pitcher under Regulation VI - Pitchers, of Little League Rules Book, and Independent Youth Baseball League By-Laws, shall forfeit game under protest.
- j. Protests should be made in accordance with playing rule 4.19 of Little League regulations and Constitution Article IX (Rules of the Game)
- k. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched to a batter, shall not be considered a violation.
- l. Pitcher to Catcher & Catcher to Pitcher Rule – this rule no longer applies and a player who has pitched or caught in a game remains eligible to play the opposite position in the same game, so long as pitch count rules noted above are adhered to.
- m. In the event of a resumed game (rainout, darkness, etc.), a pitcher who was pulled from the original game may not pitch in the resumed game. If a pitcher was actively pitching in the game when it was suspended and had pitches remaining (<75 or <85) in the game, and is eligible per days rest requirement in the resumed game, they may pitch in the resumed game. However, the pitcher cannot exceed the total number of pitches they would have been allowed in the original game had it not been suspended (i.e. 85 pitch max and had thrown 63 pitches in the suspended game, the pitcher is entitled to 22 pitches in the resumed game (can finish batter if starts before max pitch in the resumed game), as long as they are eligible per days' rest requirements).

## 11. SCORING

- a. Each team shall be responsible for keeping their own scoring as well as the opposing teams.
- b. Any discrepancies with the posted score on the scoreboard shall be made known to the umpire, who shall advise the scoring staff.

## 12. MAJOR LEAGUE CHAMPIONSHIP AND PLAYOFF GAMES

- a. The "Must Play Rule" is in effect for playoff games.
- b. The Mercy Rule is in effect for all playoff games, except for the final championship series.
- c. Pitch count rules and days' rest will reset from series to series.
- d. In a season where teams play each other an even number of games and ties result at the end of the regular season, there will be a play in game for the 4th spot. Ties for other seeds will be broken by comparing

records against common opponents starting from the highest and working down until the tie is broken. A coin toss will be used as a last resort to break a seeding tie.

### **13. POSTSEASON TOURNAMENTS**

- a. Postseason tournament rosters (All-Star teams) will be determined by a vote of the applicable managers near the conclusion of each season.
- b. The League will pay entry fee funds (inclusive of baseball costs) for one tournament team in each of the three divisions (Majors, AAA and AA). The League will also provide tournament team participants with a League uniform t-shirt and League hat. The amount allocated for each team, will be determined each year based on average tournament costs.
- c. The League will pay entry fee funds (inclusive of baseball costs) for two regular season teams to participate in the Dean Patterson Little World Series (DPLWS). The two regular season teams will be the two teams that participated in the Major League division championship series, provided that each team meets the eligibility requirements of the DPLWS Committee. \*\*Due to the impact of COVID-19 on the 2020 DPLWS, the Board will evaluate the number of teams being sent to the 2021 DPLWS at the conclusion of the season.
- d. The League will send three (3) representatives, as allowed by the DPLWS Committee, to the DPLWS Homerun Derby. The three selected players will be determined as follows:
  - i. The regular season homerun leader (for homeruns hit in the Major League Division), and the 1<sup>st</sup> and 2<sup>nd</sup> place finishers in the League Homerun Derby held on All Player Weekend.
  - ii. In the event that the League regular season homerun leader is also one of the top two finishers in the APW Homerun Derby, the remaining spot will be filled by the next highest regular season homerun leader (for homeruns hit in the Major League Division).
  - iii. In the event of a tie for the regular season homerun leader participant, the tie will be broken via a 10-pitch homerun contest between the tied players.
  - iv. Homeruns are defined as over the fence homeruns, not inside the park homeruns.
- e. The League will send three (3) representatives, as allowed by the DPLWS Committee, to the DPLWS Base Running Contest. The three selected players will be determined, by the three (3) fastest times during the base running content during All Player Weekend, from all divisions.

# **AAA League Rules**

## **1. COACHES**

- a. Each team will be managed by a manager and assisted by coaches, who must be at least 18 years of age. The coaches may coach the bases or the manager may appoint a team parent to do so.
- b. No coaches shall be permitted to instruct from the outfield grass area during the game.

## **2. TEAM**

- a. Each team will be no more than fifteen (15) players.
- b. Each team must have eight (8) players present to start the game. A 15-minute grace period will be granted after a starting time to permit players to arrive. If a team has not fielded eight (8) players after that time, a forfeit will be awarded.
  - i. If a team opts to play with eight (8) players, the missing player will be considered the 9<sup>th</sup> batter in the lineup and will be counted as an out each time the 9<sup>th</sup> batter position comes around during the game. This out shall apply regardless of the time of occurrence during the game (1<sup>st</sup> out to very last out) and will be declared upon completion of play following the 8<sup>th</sup> batter's at bat, ball being dead or time declared by the umpire. This does not apply to situations where a team is only able to field nine (9) players – the 10<sup>th</sup> position will not be counted as an out (see section 4.b.i below regards to games of 10 player teams vs 9 player teams).

## **3. PLAYER ELIGIBILITY**

- a. A player must be at least eight (8) years of age prior to 9/1 & not turn eleven (11) prior to 9/1.
- b. Eleven (11) and twelve (12) year olds will be permitted to play only after a tryout team has evaluated the player's level of capabilities and only after it has been determined by the tryout team that the player is not capable of playing in the Major Leagues.

## **4. MUST PLAY**

- a. One (1) complete lineup for all players, regardless if in the field or not, must be submitted to the press box and the opposing team prior to the start of the game.
- b. The batting lineup will include all players and the entire lineup bats. Each player will play at least six (6) outs in the field. If this rule is violated, the game will be forfeited. If both teams violate the rule, it will be a forfeit for both teams
  - i. For games where one team has nine (9) players and the opposing team has ten (10) players, the decision to bat all players (bat 10) or to utilize a substitute player (bat 9) shall lie with the manager of the team with ten (10) players. Should the manager elect to utilize 9 batters and a substitute, substitution rules as noted in section 8 of the AIYBL By-Laws 'Player Substitutions and Must Play Rule', shall apply, with the exception that all players must play a minimum of six (6) outs in the field.
- c. The must play rule will be waived for ten (10) or fifteen (15) run games.

## **5. GAME LENGTH & INNINGS**

- a. A game will be six (6) innings or a two (2) hour time limit. Once an inning has started it must be completed unless the home team is winning. A new inning cannot be started with less than 15 minutes remaining in the two (2) hour time slot, based on actual game start time.
- b. One half of an inning will consist of three (3) outs or six (6) runs scored. Exception: The six (6) run half inning restriction will be lifted in the 6<sup>th</sup> inning of the game. At this point, teams are able to score an unlimited number of runs. The final inning ends with three outs or a fifteen (15) run lead will complete the game. The mercy rules will be in effect as stated below:
  - i. Ten (10) run rule will be in effect after four (4) complete innings. Home team gets equal at bats.
  - ii. Fifteen (15) run rule will be in effect after (3) complete innings.

- iii. If the game is tied and there is time remaining, the game shall continue until the tie is broken, or the time limit is reached.
- iv. The decision to continue the game will be at the discretion of the umpire.

## **6. POSITIONS**

- a. The manager may use up to four (4) outfielders. This will allow ten (10) players in the field at one time.

## **7. OVERTHROWS**

- a. There will be no overthrow rules, aside from steal attempts (see later). Once the ball is in play it is considered “live”.

## **8. BATTING, BUNTING & STEALING**

- a. Bunting will be allowed and there is no maximum bunts per team per inning.
- b. There will be four (4) steals of any kind to any base per inning per team. A steal will constitute an advancement to the next base on a ball that the batter does not advance the runner. Runners may not advance to the following base on overthrows on steal attempts. A failed pick-off attempt will not be considered a steal attempt overthrow and the player may advance to the next base at their own risk if the team has steals remaining in the inning.
- c. Taunting by baserunners after a pitch will not be tolerated. The baserunner will get one (1) warning, the next offense will be called out. Taunting will be determined at the umpire’s discretion.

## **9. UMPIRES**

- a. There will be one paid official to call the game from behind home plate. He will have total power and control over the game.
- b. Volunteer training umpires may call the bases, if available, senior umpires will supervise and overrule.
- c. A parent may umpire at the bases with the approval from both managers.

## **10. AAA MINOR LEAGUE CHAMPIONSHIP & PLAYOFFS**

- a. All rules shall be the same as the regular season games.
- b. AAA Minor League Playoffs & Championship will be conducted after the end of the regular season. The 1<sup>st</sup> round of playoff games will consist of one (1) game elimination. The Championship will consist of at least a one (1) game elimination. We will have a two (2) game elimination Championship only if it does not interfere with any nine (9) or ten (10) year old outside tournaments and time allows.
- c. Playoff and Championship games shall adhere to ten (10) and fifteen (15) run rules.
- d. In the event of a tie record for teams, the seeding will be based on:
  - i. Head to head games
  - ii. If head to head is a tie, the most common opponent’s wins
  - iii. A coin flip

# AA League Rules

## 1. COACHES

- a. Each team will be managed by a manager, and coaches who must be at least 18 years of age. The coaches may coach the bases or appoint a team parent to do so.
- b. Two coaches will be permitted to instruct from the outfield grass area only.

## 2. TEAM

- a. Each team will be no more than fifteen (15) players.
- b. Each team must have nine (9) players present to start the game. A 15-minute grace period will be granted after a starting time to permit players to arrive. If a team has not fielded nine (9) players after that time, a forfeit will be awarded.
  - i. If a team opts to play with nine (9) players, the missing player will be considered the 10<sup>th</sup> batter in the lineup and will be counted as an out each time the 10<sup>th</sup> batter position comes around during the game. This out shall apply regardless of the time of occurrence during the game (1<sup>st</sup> out to very last out) and will be declared upon completion of play following the 10<sup>th</sup> batter's at bat, ball being dead or time declared by the umpire.

## 3. PLAYER ELIGIBILITY

- a. A player must be at least six (6) years of age prior to 9/1 & not turn nine (9) prior to 9/1
- b. A five (5) year old may play only with league approval.

## 4. MUST PLAY

- a. One (1) complete lineup for all players, regardless if in the field or not, must be submitted to the press box and the opposing team prior to the start of the game.
- b. The batting lineup will include all players and the entire lineup bats. Each player will play at least six (6) outs in the field. If this rule is violated, the game will be forfeited. If both teams violate the rule, it will be a forfeit for both teams.
- c. The must play rule will be waived for ten (10) or fifteen (15) run games.

## 5. GAME LENGTH & INNINGS

- a. A game will be six (6) innings or one and a half (1-1/2) hour time limit. Once an inning has started it must be completed, unless the home team is winning. A new inning cannot be started with less than 15 minutes remaining in the one and a half (1-1/2) hour time slot based on actual game start time.
- b. One half of an inning will consist of three (3) outs or six (6) runs scored. Exception: The six (6) run half inning restriction will be lifted in the 6<sup>th</sup> inning of the game. At this point, teams are able to score an unlimited number of runs. The final inning ends with three outs or a fifteen (15) run lead will complete the game. The mercy rules will be in effect as stated below:
  - i. Ten (10) run rule will be in effect after four (4) complete innings. Home team gets equal at bats.
  - ii. Fifteen (15) run rule will be in effect after (3) complete innings.
  - iii. If the game is tied and there is time remaining, the game shall continue until the tie is broken, or the time limit is reached.
  - iv. The decision to continue the game will be at the discretion of the umpire.

## 6. POSITIONS

- a. A team may play up to eleven (11) players in the field, five (5) outfielders and six (6) infielders including the catcher.
- b. Outfielders shall be positioned in the outfield grass at least fifteen (15) feet from the outside edge of the infield dirt at the time of the pitch.

- c. Infielders shall be positioned at standard infield positions (i.e. not standing on or adjacent to 2<sup>nd</sup> base) and no closer to the batter than the inside edge of the infield dirt, at the time of the pitch.
- d. The defensive player in the pitching position, must be even with the pitching rubber on the left or right side of the mound with at least one foot on the mound dirt. If the player is not aligned properly, the hitter will be awarded 1<sup>st</sup> base.

## **7. OVERTHROWS**

- a. A runner may advance one (1) base on an overthrow at his/her own risk.
- b. Runners cannot advance to home plate on any overthrow, regardless of where the play is. This rule also applies to the last batter in the inning.

## **8. PITCHING**

- a. Coach pitch – coach must pitch from the circle of the mound (dirt area) and must pitch overhand.
- b. Each batter receives seven (7) pitches.
- c. Cannot end an at-bat on a foul ball 7<sup>th</sup> pitch.
- d. A strike out is three (3) strikes, no called strikes.
- e. No walks.

## **9. BUNTING**

- a. No coach pitch bunting.

## **10. STEALING/BASE RUNNING**

- a. No stealing.
- b. Play is dead when the baseball is secured (in possession of) by a player who has a body part on a base while having the baseball secured.
- c. Runners from any base must be past the half way point between bases, when the ball is secured at a base (see above), for the run or advancement to the next base to count (otherwise the runner will be sent back to prior base).

## **11. UMPIRES**

- a. There will be one (1) paid umpire to call the game from behind the pitcher's rubber. He will have total power and control over the game.
- b. Volunteer training umpires will call the bases; senior umpires will supervise and overrule.
- c. A parent may umpire at the bases with approval from both managers.

## **12. PLAYOFFS**

- a. Both the playoff round and championship game are one game eliminations.
- b. Playoff and Championship games shall adhere to ten (10) and fifteen (15) run rules.
- c. All rules will be the same as regular season games.
- d. In the event of a tie record for teams, seeding will be based on:
  - i. Head to head games
  - ii. If head to head is a tie, then most common opponent's wins
  - iii. Coin flip