

AA Rules

2010 LONGMONT BASEBALL LEAGUE AA LEAGUE RULES

The LBL AA will use modified 2010 National Federation of State High School Associations baseball rules. The following are the League modifications for all age groups.

1. CATCHERS HELMETS :

- ALL CATCHERS HELMETS MUST HAVE FULL EAR PROTECTION (DUAL EAR FLAPS).

2. METAL CLEATS :

- Metal cleats are allowed in age groups 13 and OLDER. Teams who feel they need metal cleats are encouraged to purchase playing shoes with changeable studs (plastic, metal): NOT ALL TOURNAMENTS HAVE THE SAME RULES AS TO WHEN METAL CLEATS ARE ALLOWED.

3. FIELD DIMENSIONS :

	<u>Bases</u>	<u>Pitching</u>
10/Under division:	65 feet	46 feet
12/Under division:	70 feet	50 feet 6 inches
14/Under division:	80 feet	54 feet

4. BAT RESTRICTIONS:

- There shall be no weight or length restrictions applied to bats in any age or division.

5. INNINGS:

	<u>Game Length</u>
10/Under division:	6 innings
12/Under division:	6 innings
14/Under division:	7 innings

6. BATTING YOUR ROSTER :

- ALL TEAMS shall bat their entire roster.

7. COURTESY RUNNERS :

- Courtesy Runners should be used for the catcher or pitcher only when two outs. The player who was last called out shall be used as a courtesy runner.

8. PLAYER BASE COACH :

- A player base coach is required to wear a batting helmet.

9. TOBACCO :

- Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.)

10. TIME LIMITS:

- A new inning may only start prior to completing two (2) hours of play, unless the game is tied “Extra innings” definition: Innings that are played in order to break a tie.
- These may include innings played beyond the prescribed number of game innings or innings started after the 2-hour game time limit in order to break a tie. Once the first extra inning begins, the two-hour time limit no longer applies.
- During the **first** extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
- During the **second** extra inning the last scheduled batter for that inning will be placed on

second base and the next-to-last batter will be placed on third base.

- There will be zero outs to start the inning. The maximum number of extra innings allowed is two (2).
- If a game's outcome has not been decided at the end of two extra innings, the game will be scored as a tie, and treated as a complete game.

11. MERCY RULES :

- *The following mercy rules will be in effect for all League games. In all age groups & divisions the game will end **ANY TIME** after three (3) complete innings if either team goes ahead by 15 runs or more, or 20 runs **ANY TIME** after two (2) complete innings. For 10 runs or more rule the home team will be allowed to bat*

	2 nd	3 rd	4 th	5 th
10/Under division:	20	15	10	
12/Under division:	20	15	10	
14/Under division:	20	15	-	10

Note: Game will end when a team goes ahead by 20 or 15 runs or more. For example: If the visitors go ahead by 15 or more runs in the top of the 4th innings, that game will be considered a mercy rule and the home team will not bat in the bottom of the inning.

12. COMPLETE GAME :

- A game shall be considered complete, and will be counted in league standings, after:
10/Under and 12/U divisions: Four (4) complete innings (or three and one half (3 ½) if the home team is ahead). 14/U: Five (5) complete innings (or four and one half (4 ½) if the home team is ahead).

	<u>Completed</u>	<u>Home team ahead</u>
10/Under division:	4 innings	3 ½ innings
12/Under division:	4 innings	3 ½ innings
14/Under division:	5 innings	4 ½ innings

13. CALLED GAME:

- A game that is called by the umpire for any reason (darkness, rain, another scheduled game, etc.) before it is officially completed shall be considered a suspended game, the game will be restarted at a later date at the same point that it was suspended.

14. FORFEITED GAMES:

- A game shall be forfeited to the offended team by the umpire when a team: Is unable to provide at least **nine (9)** players to start a game.
- Can start with 9 players and finish with 8, with an out awarded in position of departed player.
- Games will also be forfeited if a team fails to show up to a scheduled game.
- Forfeited games will be scored as a 7-0 win for the offended team, and count in the league standings.

15. PITCHING RESTRICTIONS:

- One pitch equals one (1) inning.

Column A: The number in this column represents the most innings a pitcher can pitch in one (1) day and still pitch the next day. Example: In the 10U division, a pitcher may throw up to three (3) innings in one (1) day and throw again the next day; but if that pitcher throws four (4) innings or more in one (1) day, he cannot pitch the next day.

Column B: The number in this column represents the most innings a pitcher can pitch in one (1) day. Example: In the 10U division, a pitcher may throw a maximum of five (6) innings in one (1) day. The pitcher would not be allowed to pitch the next day.

Column C: The number in this column represents the most innings a pitcher can pitch in two (2) consecutive days. Example: In the 10U division, a pitcher may throw a maximum of

seven (7) innings in two (2) consecutive days. *Note: This is to be interpreted as a pitcher would be able to throw any combination on innings that equal seven (7) as long as the first (1st) day does not equal more than three (3) innings due to Column A requirements.*

Column D: The number in this column represents the most innings a pitcher can pitch in a 7 days.

<u>Division</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>
10U	3	6	7	12
12U	3	6	8	13
14U	4	7	9	14

Note: It is important to remember that pitchers that pitch two (2) consecutive days must rest the third (3rd) day regardless of innings pitched.

16. Defensive Timeout:

- Visits to the Mound: High School Federation rules allow three visits to the mound in a game. On the fourth visit and on every visit thereafter, the manager is required to make a pitching change.

17. Offensive Timeout:

- Offensive visits will be limited to **one** per inning. An offensive visit shall be called any time an offensive player or coach delays the game for any length of time to talk with another offensive player or coach. An offensive player may be a hitter, base runner or on deck batter.

18. Balks:

- A pitcher who commits a balk will be given one warning and counseled by the umpire regarding his mistake for 10/U and 12/U divisions.

10/Under division: 1 warning per pitcher

12/Under division: 1 warning per pitcher

14/Under division: No warning

19. Miscellaneous / Clarification Rules:

- If a pitcher hits 3 batters during the same game, the pitcher must be removed as a pitcher for the rest of the game.
- Noisemakers that may interfere with the playing of the contest are strictly prohibited. Drums, cowbells, whistles, megaphones, similar noisemakers, air horn, and noise making activities are prohibited.
- Players will be encouraged to slide on close plays. If there is, in the **umpire's judgment**, more than incidental physical contact on a play at a base the runner will be declared out. **This is an "avoid contact" rule**, not a "must slide rule". Thus a player will not automatically be called out simply for making contact with a fielder.

20. Protests :

- Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. No protest will be allowed following the game. League / Tournament officials will rule on all protests and their decision will be final.
- Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.
- A League / Tournament Director will be available at all times. If you have any questions, please talk to the League / Tournament Director.

21. Pre-game warm-ups :

- No warm-ups will be allowed on the infield.

22. Injured Player :

- A player who is injured during the course of the game must either take his normal turn at bat and or be declared injured, “not able to compete”, and be taken out for the remainder of the game. An injury must be declared right after the occurrence to the umpire and the opposing coach, but the decision to declare, “not able to compete”, need not be decided until any subsequent turn at bat. When a player is removed from the line-up, due to an injury, the team will not take an out in the position in the line-up unless the batted roster drops below 9.
- Exception: An out shall be recorded for a player/batter that become absent during the game for a reason other than injury or illness.
- Exception: An ejected player’s position in the batting order will be declared an “out” for the game from which he/she was ejected.

The following league ejection and suspension policies will be in effect for all games.

DEFINITION OF TERMS:

EJECTION: A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.

SUSPENSION: A penalty for un-sportsmanlike or other inappropriate conduct. The League Competitive Committee governs suspensions. A player, coach, or other person associated with a team may be suspended even if they haven’t been previously ejected.

EJECTIONS:

COACH EJECTIONS: All coach’s ejections are governed by the NFHS baseball rules.

PLAYER EJECTIONS: All player’s ejections are governed by the NFHS baseball rules.

SUSPENSIONS:

COACH: A coach or other person associated with the team, who is ejected from any league game, will be suspended for a minimum of one (1) additional game. A coach, or other person associated with the team, may be suspended without having been previously ejected.

PLAYER SUSPENSIONS: All players who are ejected from any league game, will be suspended for a minimum of one (1) additional game.

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