



## Yorktown JAA: AA Baseball Rules (2018)



- All rules are for Regular Season and Tournament unless specifically noted
- Field Set-Up
  - 60' bases
  - Pitching rubber at 36'
- 6 Inning Games, unless time limit is reached.
  - Game time begins on the 1<sup>st</sup> pitch (and is announced by the umpire)
  - No new inning starts after 1 hour and 15 minutes\* (regular season)
  - Time limit for tournament play is 1 hour and 30 minutes, with no limit for a championship game.
  - Ties are permitted in the regular season (not in the tournament)
  - 6 run max limit per inning, for every inning. Last inning is NOT an unlimited inning.
  - Game run rule will be: 13 runs after 4 innings and 7 runs after 5 innings.
- Maximum of 10 players in the field (4 outfielders who MUST be in the outfield grass)
  - 1 coach allowed in the outfield to help players get in the proper position
  - Each player shall play at least 1 inning in the infield per game during the regular season.
  - A player may not defensively sit the bench more than 1 inning until every player has sat out
- Maximum of 2 minutes in between innings.
  - No infield balls are to be used after the first inning.
  - Courtesy runner for catcher should be used with 2 outs (the last batter/runner that was put out shall be the runner). Please prepare your catcher for the next inning by selecting a player who has a lesser chance of batting in that inning.

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\* Once the 3<sup>rd</sup> out of a half inning is made the next inning officially begins.



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- Penalties for starting the half inning after the 2 minutes will be enforced by the umpire<sup>†</sup>
  - Fielding team not ready – umpire warning at 2 minutes. At 2 minutes and 15 seconds, the hitting team will have their maximum number of runs increased by 1. For each additional 15 seconds, the hitting team’s maximum number of runs will increase by 1.
  - Batting team not ready – umpire warning at 2 minutes. At 2 minutes and 15 seconds, STRIKE 1. For each additional 15 seconds, another strike will be called by umpire.
- All innings will be Coaches Pitch with the following guidelines:
  - Coaches will pitch to own team 36’ from the back corner of home plate, in a straight line between home plate and second base. This distance must be marked with a chalk like or pitching rubber. No pitching mounds allowed.
  - “Pitcher” position (player), must be within a reasonable distance of 46’ traditional pitchers mound/rubber. “Pitcher” position player may not play in front of coach (pitcher). Player must be behind coach and in a line of view of the hitter. Explanation: We understand that the player in this position needs to be able to see the hitter. He should also be in the near vicinity of the 46’ pitching rubber or where the mound would exist if it were on the field. This is safe distance from the hitter and generally, where a pitcher “would be” after delivering a pitch to the hitter, if it were kid pitch. Player may not play as an additional shortstop or 2<sup>nd</sup> baseman. That is an unreasonable distance from the traditional 46’ pitching rubber. Reasonable distance from the 46’ pitching rubber means that he can see the hitter and is a safe distance from the hitter. Therefore, coach will be at the 36’ mark, player should be at or near 46’ mark, reasonably right or left of coach to be able to see the hitter.

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<sup>†</sup> For 1<sup>st</sup> inning of machine pitch the 3 minutes begins after the pitching machine is setup (starting in the top of the 3rd inning).



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- Team provides catcher with full gear to be positioned behind home plate to catch pitches from the coach.
  - Any ball that hits the pitcher (coach) is a dead ball and will be replayed. Gross misconduct of coach to interfere with a batted ball purposely will result in an out for the batter.
  - 3 strikes or 6 pitches (which ever comes first). An at-bat can continue after the 6<sup>th</sup> pitch by fouling the ball off as if there are 2 strikes.
  - Base runners may not lead off or steal and may not leave the base until the ball is hit. Umpires may call a runner out for leaving too early.
  - No bunting is allowed. A check swing is not considered a bunt.
  - No infield fly rule
  - No dropped 3<sup>rd</sup> strike rule
- **Baserunning**
    - After a ball is hit, the play remains live until the base runners have been stopped by a defensive player in the infield dirt and the umpire has awarded time. Players may not call time. Time must be called by the umpire. Time may not be called by the umpire until the ball is in control in the infield dirt and runners have been reasonably stopped. Umpire shall be generous in awarding time as soon as ball is reasonably under control in the infield.
    - To encourage players to make a “baseball play”, maximum of 1 base may be taken on an overthrow at 1<sup>st</sup> base. The batter-runner<sup>‡</sup>, however, may run at his own risk (the defense may make a play and attempt to record an out, but on an overthrow during that attempt, the batter-runner may not advance another base). The runner is not automatically awarded 2nd base, just cannot advance past it.

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<sup>‡</sup> The batter-runner is the player who hit the ball into play and is the one prohibited from advancing past 2<sup>nd</sup> base.



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- If a player arrives after the first pitch of the game:
  - The player must be placed at the bottom of the batting order
  - The player must still play not sit more than one inning defensively before every player has sat out
- Coaching, Team, Safety, Equipment, and Other Rules
  - When team is hitting, two bases coaches as well as the coach pitching is appropriate.
  - When team is fielding, one coach out in the outfield helping players get lined up is appropriate. It also may be helpful if one of the fielding team coaches stands along the fence behind home plate to help catcher and umpire retrieve baseballs.
  - Coaches may NOT argue any judgment calls. Arguing balls/strikes or safe/out calls is grounds for expulsion. If a coach is expelled from a game, they must not be present at the game site and they will not be allowed to coach the following game as well. Appeals for expulsion may be made by appearing before the Board of Directors.
  - Only coaches and assistant coaches may speak to umpires and the subject matter should be rules clarifications
  - Umpires decisions are final. No game protests are allowed.
  - During the regular season, teams must field 7 players at game time to begin play otherwise the team forfeits the game. Teams playing with less than 8 players will register an out when the missing 8<sup>th</sup> player comes to bat.
  - During the tournament, teams must field 8 players in order to begin play. Teams playing with less than 9 players will register an out when the missing 9<sup>th</sup> player comes to bat.



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- During the tournament the time is extended to “no new inning starts after 1 hour and 30 minutes” with no time limit on a championship game.
  
- Illegal Bats:
  - The penalty for use of a bat deemed illegal by the Little League Rules will be a forfeit of the game. The remainder of the game will be resumed as a practice game. Keep in mind that Little League Baseball aims to keep the players SAFE
    - The penalty will be enforced if the use of an illegal bat is contested during the hitter’s at-bat. (Defined as anytime before the first pitch to the next batter).
    - If an appeal is made to the umpire, proof must be shown that the composite barrel bat is legal, based on information provided from Little League. (see the JAA website and the Little League website for approved composite barrel bats).
  - To prevent problems, the board recommends that before the game a coach checks the bats that will be used. (It is crucial that coaches communicate with parents if new bats are purchased, they should present the bat to the coach before use in JAA games). Questions and help regarding the approval of a bat can be directed to the JAA board
  
- No swinging of bats is permitted outside of the field of play, unless it is within the JAA batting cages or within the close vicinity of the batting cages. Swinging of bats within the field of play is permitted only as a hitter is taking his turn at bat with practice swings near the batters box or



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during the actual at-bat itself. (There is no on-deck circle in Little League).

This includes no swinging inside the bullpens.

- All hitters must wear batting helmets with face masks.
- Each team shall keep a scorebook. Game control forms must be signed by each coach, signed by the umpire, and filed in the appropriate folder inside the maintenance building following the game.
- The rules outlined in this document are JAA rules. All other rules are governed by the rules and regulations outlined in the Little League Baseball and Softball handbook.
- Housekeeping Items:
  - Home team per the schedule shall take the 1<sup>st</sup> base dugout unless both teams agree otherwise.
  - Visiting team per the schedule shall take the 3<sup>rd</sup> base dugout unless both teams agree otherwise.
  - Home team must provide one parent volunteer to operate the scoreboard
  - Visiting team is responsible for turning in league score sheet at the conclusion of the game.
  - **Both** teams are responsible to sweep their dugouts and empty trash cans after their game. If last game of the night, also place bases and any J.A.A equipment back in the building.