



## AAA Division (3<sup>rd</sup> & 4<sup>th</sup> Grade) Baseball Rules

The rules outlined herein are to provide guidance and instruction to Pembroke Youth Baseball “AAA Division” for 3<sup>rd</sup> & 4<sup>th</sup> Grade players, coaches, umpires, and parents. “AAA Division” players will continue to improve individual and team fundamentals, skills, and strategy in a friendly, competitive environment while introducing additional rules and elements of competitive baseball gameplay. This division will keep scores and standings. Playoffs will be held at the end of the regular season and a champion will be awarded; all teams make the playoffs.

The “Official Rules” of Babe Ruth Baseball will apply to any situation not covered by these rules “Official Rules” can be found in the coaches room. It is recognized that all situations may not be covered by these rules. In that case both coaches shall agree as to what is in the best interest of fair play and good sportsmanship. All coaches are responsible for reviewing the Division Rules. All coaches, players and parents should review the **PYBS Code of Conduct** which can also be found on our website: [www.pembrokebaseball.com](http://www.pembrokebaseball.com).

### **GAME PLAY**

- Games are to be played on a standard 60' diamond with the pitcher's mound at 46'.
- All games will start at **5:30 pm** unless noted on the schedule.
- All games and practices shall be scheduled on Mondays, Wednesdays and/or Fridays.
- Prior to the start of the game, decisions to cancel because of weather will be made by the Division Director(s) and/or VP of Spring Baseball.
- Coaches are asked to rake out the home plate area and the baseline prior to the start of the game. Coaches should visually inspect the playing field for hazards. If a hazard is identified and professional help is required to fix the hazards, the game be postponed, rescheduled and the division director should be notified.
- Coaches are required to drag the field and remove any trash from bench/dugout and spectator area after each game.
- A team must have a minimum of 8 players present to start the game. A maximum of 15 minutes is allowed if fewer than 8 players are present at the start of the game.
- Regular Season Games should be played to a maximum of 6 innings, if tied after 6 innings the game is ruled a tie.
- A Game is considered complete after four (4) innings (three and one half, if the home team is leading).
- Only extra innings allowed for playoffs if within the 2-hour time limit. For playoffs only, if tied after 2 hours, the game will resume on the next day there is field availability. No full inning may start after 7:15pm. If the final inning is not completed, Score reverts back to the score at the end of the last completed inning.
- Head Coaches should maintain a brisk pace of game play. Umpires retain the right to keep the game moving.
- Each team is limited to FIVE (5) runs per inning. The last scheduled, (or agreed upon due to time limit), inning is unlimited. There is NO slaughter rule.
- Once a game has started the Coaches and Umpire(s) should consult to stop play for weather conditions
  - Consideration must be given to the following:
  - Player safety

- o Field conditions (Darkness, rain, standing water)
- o Lightning (If observed the game will be stopped immediately)

## **ROSTERS**

- Batting Orders/Rosters shall be exchanged prior to the start of each game played.
- All rostered players in attendance must be in the batting order.
- No more than 9 players are to be on the field. Teams may play with a minimum of 8 players.
- Substitutions may be made at any time. All players must play a minimum of 3 innings in the field per game. No player shall sit more than one inning in a row.
- To avoid forfeiting a game, a coach can substitute registered AAA Division players from another team of similar ability. If a coach is to do so he must notify in advance: the Division Director, the opposing coach, and parents/coaches of substitute player. Substitute players are to be placed at the bottom of the batting order and must play an outfield position.
- Only rostered players and registered coaches are allowed in the bench area.
- Head Coach may remove a player from the game or bench for disciplinary reason. The Head Coach must notify umpire and opposing Head Coach. Division Director should be notified (post-game) of the removal as well.

## **BASE-RUNNING**

- Base-stealing is allowed. The baserunner may not leave the base until a pitched ball crosses home plate. Once a team is leading by 5 runs or more, base-stealing is NOT permitted. Stealing of home is NOT permitted at any time.
  - o Baserunners may only attempt to advance to 3<sup>rd</sup> Base on an overthrow of 2<sup>nd</sup> Base. Baserunners must be batted in from 3<sup>rd</sup> Base (Hit, Sacrifice, Fielder's Choice, Error, Walk or Hit by Pitch).
- No hidden ball tricks.
- The ball is "dead" when in control by any player on the pitchers' mound.
- Bunting is allowed and encouraged.
- A batter may NOT advance on a dropped 3<sup>rd</sup> strike.
- The infield fly rule will be in effect when called by the umpire.
- Pinch runners are allowed in the event of injury. The last batter who made an out will run for the injured player.
- Baserunners are required to avoid contact by sliding or getting out of the way. The runner may be called out at the umpire's discretion if there was no attempt to avoid contact. The coaches and umpires will determine if the runner deliberately tried to injure a player, the offending player may be ejected.
- Defensive players without possession of the ball may not impede a baserunner. Fake Tags are NOT allowed. The umpire may rule interference.

## **AAA PITCHING RULES**

- Pitchers must always pitch with one foot in contact with the rubber. No exceptions.
- A pitcher who hits 2 batters in one inning or 3 batters in a game shall be removed from the game. Intentionally striking a batter with a pitch is reason for ejection and suspension. Umpires will make this determination and report the incident to the Division Director.
- Pitchers may pitch no more than 2 innings per game and 6 innings per week. SUNDAY SATURDAY IS ONE WEEK.
- 3<sup>rd</sup> Grader AAA Division pitchers must combine to pitch a minimum of 2 innings per game. An inning is constituted by 3 outs per inning, or 5 runs are scored.
- 4<sup>th</sup> Grader AAA Division pitcher throws one pitch in one frame it is considered a full inning

pitched.

- Names of pitchers and innings pitched will be documented at the bottom of every score sheet and signed by the opposing coach.
- If a coach cannot meet this requirement, he must contact the Division Director before the game.
- There are no intentional walks and balks will not be called.
- Coaches may take 2 trips to the mound per inning, the 2nd trip, the pitcher must be removed.

### **EQUIPMENT**

- Batting Helmet must be worn when at-bat or while on the bases. This rule also applies to players asked to coach bases.
- Catchers must wear all protective catcher's equipment including a protective cup when catching in game or practice. This includes warming up the pitcher both on and off the field.
- All baseball bats must be marked with the USA Baseball stamp to be eligible to play. Bat barrel diameters may not exceed 2 5/8" inches.
- Wooden bats are allowed however coaches should inspect bats before each game and remove bats deemed as unsafe (i.e. repaired bats, cracked or defective bats)
- "Donuts" and other weighted type accessories are allowed.
- All players are to remain on the bench during the game. Only one player at a time is allowed in the "on-deck circle". The on-deck batter should always be facing home plate.
- All equipment is to be kept clear of the playing field area.

### **UMPIRES**

- The umpire's decision is final.
- PLAYOFFS ONLY: Protests will only be allowed during playoffs and based on differing rule interpretations not on umpire judgment. Official protests are to be made in writing to the Division Director and VP of Spring Baseball. Protests must include all relevant details of the game situation and reference must be made to the rule in question.
- If the Director holds up a protest that game will be replayed from the point of protest forward. Pitching rules still apply and pitchers will have to be replaced if the 6 innings per week rule is applicable to the situation.
- Any ball that goes under a fence or through a hole in a fence will be called a "dead ball".
- The Head Coach is the only coach permitted to approach an umpire with any questions/concerns.

### **COACH GUIDANCE:**

- Develop 2-3 players that can play catcher (catch the ball, block wild pitches, throw to 2<sup>nd</sup>)
- Develop 1-2 3<sup>rd</sup> grade pitchers.
- Teach players to run through first base and slide at all bases when necessary.
- Teach baserunners to take a lead once the ball crosses home plate on every pitch.
- Teach players how to steal, practice for the catchers and base runners.
- Teach players to backup all throws including stole base attempts (infielders and outfielders).
- Teach players when the play is over to get the ball to the pitcher.