

# **NYS AAA Rules**

**Updated 6/23/21**

Except as detailed below, [Major League Official Baseball Rules](#) shall apply.

## **The Field**

- The distance between the bases is 65 feet.
- The pitcher's mound is 46 feet from the back of home plate to the front of the pitcher's rubber.

## **The Game**

- All regular games shall consist of six (6) innings
  - A game can end in a tie score. If there is a tie score at the end of 6 innings, but time remains on the clock, the game will go into extra innings until there is a winner or until the game clock expires.
  - If games are cancelled due to weather, and:
    - Two complete innings have been played (1.5 if home team is winning) or the game has lasted more than one hour, the game shall be considered completed and no make-up will be scheduled. The score shall revert back to the score at the end of the last completed inning. An inning in process is considered complete if the top half of the inning has been completed and the home team is winning.
    - Less than two complete innings have been played and the game has lasted less than one hour, the game will be rescheduled and shall revert to the state of play when the game was stopped, excepting that the batter will re-start any in progress at-bat with a 0-0 count.
- No inning can start after one hour and forty five minutes (1:45) from the start of the game (excluding time stopped for rain or other weather delays).
  - The umpire will be responsible for keeping the official time of the game.
- No team shall score more than 5 runs per inning.
- If the visiting team is ahead by 15 runs at any time after 4 or more complete innings have been played, or the home team is ahead by 15 any time after 3 1/2 innings or more innings have been played, they are the winner of the game and the official game is over.
- If time has expired and either team is up by 6 or more runs, they are the winner and the official game is over.
  - The teams may continue to scrimmage.
  - Umpires may be excused at that point.
- Scores are reported to the league by the home team within 24 hours of game completion.
  - The home scorekeeper will be the official scorekeeper.
- Pitch counts are reported to the league by the home team within 24 hours of game completion.
  - The home scorekeeper will be the official pitch counter, but will consult the away scorekeeper to ensure counts are uniform.

## **Roster and Lineup**

- Teams shall consist of 10-13 players.
  - Temporary replacements from the AA division may be used in accordance with Player Movement Procedures.

- At no time shall a person be allowed to play for a team who is not a registered NYS player.
- All players present at the start of the game will be placed in the batting order determined by the coach and will hit in that order.
  - The batting order will not change once the game has started except due to an injury or ejection of a player.
  - Players arriving after their spot in the order will be added at the end of the batting order (for example, if 9 players were in the game and another player shows up, they are added at #10 in the batting order).
- A team can field 8 players without taking an out in the 9th batting position. A team can field 7 players but must take an automatic out in the 8th batting position.
  - Any team unable to field at least 7 players will forfeit the game. In the event of a forfeit, the teams can agree to scrimmage with the players they have. Umpires would be excused.
- The game shall be viewed in three inning segments. For each segment, the following rules applies to all players, except pitchers:
  - No player shall play more than two innings in the infield, two innings in the outfield, or sit more than two innings.
  - No player shall sit a second inning before the rest of the roster has sat out at least one inning.
  - The infield consists of Catcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, 3<sup>rd</sup> Base and Shortstop.
  - An "inning" for purposes of this rule shall be one complete inning consisting of three outs.
  - Pitchers may pitch according to the rules below. However, once removed from pitching, the defensive position rules above shall be followed, except that the pitcher must either play the outfield for an inning or sit out for the inning following removal from pitching.
- Substitutions can be made freely in the field from position to position and in and out defensively.

### **Pitching Rules**

- For the regular season, pitchers may throw a maximum of 60 pitches over a three-day period, and a total of 85 pitches per week. These limits raise to 70 pitches over a three-day period and 100 pitches per week for the playoffs.
- A coach can visit the mound once per inning per pitcher. A second visit to the same pitcher during the same inning results in that pitcher being removed.
- Each mound visit must be limited to a maximum of 1 minute.
- Once a pitcher has been removed, they cannot be re-inserted as a pitcher for the remainder of the game.

### **Base Running Rules**

- Stealing is not allowed.
- Runners may not lead off.
- A pinch runner is allowed if a base runner is injured.
  - The pinch runner must be the player who made the last out as a batter.
- There is no Infield Fly Rule.
- There is no Dropped 3rd Strike Rule in effect.
- A player may advance only one base on an overthrow, this means one base past the base they are headed to at the time of the overthrow.
- Runners can advance on a wild pitch or a passed ball.

- A wild pitch or a passed ball is any pitch which does not touch the catcher or any part of the catcher's gear.
- A player may only advance from 3rd base to home on a batted ball or when walked in on bases loaded.
  - An advance from third base to home plate is not allowed on a passed ball, a wild pitch, or a throwing error.
- The umpire shall call time and the play is over when a batted or thrown ball is thrown to the infield from the outfield and is in the possession of a defensive player. The infield includes area in the field of play other than the outfield grass. This includes all foul territory short of 1<sup>st</sup> and 3<sup>rd</sup> base.
  - The umpire shall allow base runners to advance to the base they were advancing to at the time the ball came in to the possession of the defensive player in the infield at their own risk.
- Any fair ball that goes out of play (either bouncing over the fence or rolling under the fence) and is unplayable by the fielder (which can be signaled by both arms in the air) is a Ground Rule Double.
  - Any player on base shall advance two (2) bases from where they were at the time of the pitch.

### **Sliding Rules**

- The runner is out if they do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
  - There is no rule requiring runners to slide on all close plays, but the runner must avoid contact at all times
- The runner is out if they slide head first while advancing.
- The runner can dive head first if returning to a base.
- If a defensive player blocks a base, home plate or base line without possession of the ball, obstruction is called and the runner is awarded the base.

### **Tee Rule**

- There are no walks in this league.
- Once a player gets four balls a tee will be placed on home plate by the umpire.
- The player gets one swing to put the ball in play, if he hits only the tee, misses the ball, or hits it foul the player is out. Otherwise the ball is in play just like any other hit pitch.
- The one difference with a ball hit off the tee is that no batter may advance further than second base.

### **Bunting**

- Bunting is allowed.
  - A bunt attempt that goes foul with 2 strikes is an out.
  - Bunting is not allowed off of the tee.
    - If the umpire feels in their sole judgment that a player is utilizing a swinging bunt off the tee, the player will be called out.