

PENNSBURY ATHELETIC ASSOCIATION

9U, Minors and Majors Division Baseball Rules

ALL BABE RUTH / CAL RIPKEN DIVISION RULES APPLY EXCEPT AS HEREIN NOTED

PAA recommends that every manager and coach read the rulebook, or, at minimum, sections 2.00 (Definition of Terms), 5.00 (Putting the Ball in Play), 6.00 (The Batter), 7.00 (The Runner), and 8.00 (The Pitcher).

1. General Rules:

- a) A Manager, coach, umpire or PAA Board Member may determine whether or not to play or cancel a game due to weather conditions or other circumstances.
- b) If weather conditions worsen *during* a game, the umpire has the authority to suspend or stop a game. The umpire is also empowered to stop a game due to darkness.
- c) Home team is responsible for field preparation (infield raking, pitcher's mound repair, chalk lines, base placement, field debris removal, etc.). Home team must complete field preparation at least thirty minutes prior to game time.
- d) Visiting team is responsible for field maintenance after the game, including raking the pitching mound and batting area, storing the bases in equipment shed (unless another game is immediately following), and removing any debris from the playing areas.
- e) Each team is responsible for removing all garbage from their dugout and fan areas.
- f) Winning managers must report game results to the league director via e-mail or text message by the end of the day of the game.
- g) Soft toss is not permitted on any field where the ball is being batted into the fencing. This includes practices and warm-ups prior to games.
- h) Metal spikes are not allowed. Any player wearing metal spikes must remove them or be removed from the game.

2. Behavior:

- a) The manager is responsible for maintaining order among his coaches and players on the field and bench. Failure to comply subjects the manager to expulsion by the umpire and/or his team is subject to forfeit.
- b) Throwing any equipment by any player, manager, or coach will result in one warning to the team. A second offense will result in eviction of the individual throwing the equipment.
- c) Disrespectful behavior exhibited towards umpires, players or coaches is unacceptable and will not be tolerated by the league.

3. Game Administration:

- a) A forfeit will occur if one team cannot field at least eight players at the scheduled start of the game. A practice game may be played by mutual agreement of the managers. The game shall be recorded with a 1-0 score.

- b) Visiting team may use the infield for practice from thirty to fifteen minutes prior to game time; home team may use infield from fifteen minutes to start time. Both teams may share the outfield for throwing, stretching, etc. **Neither team may pitch batting practice on the field during this thirty-minute period.**
- c) Each team must provide the umpire with one new game ball.
- d) Each manager must provide the other with a batting order listing player's names prior to the start of the game. Both teams must keep full scorebooks.
- e) Umpire is the official timekeeper and will note the time of the first pitch beginning the game. Provided that umpire is present, the game must begin at the scheduled time.
- f) Pitchers are limited to up to eight warm-up pitches before the inning starts. A relief pitcher entering mid-inning may be given up to eight pitches warm up.
- g) Four or more innings are required for an official game (or three and one-half if home team is leading). Ties count in the standings. If an umpire calls a game due to weather or darkness before it is official, the game must be replayed at a future date, determine by the managers and league director. **The game will be played from the beginning;** pitcher innings will count from previous meeting/game.
 - i. Home team manager must contact division director to arrange field date and umpires for makeup.
 - ii. For a tie game, play must continue if the time limit has not expired.
- h) Any umpire decision involving judgment (fair/foul, safe/out, ball/strike) is final and is not subject to protest. Managers may protest a rules interpretation but must do so before pitcher delivers next pitch. After the next pitch is throw, no protests are allowed.

4. Special Playing Rules:

- a) Catchers must wear full gear in game (mask/helmet with ear protection, throat protector, chest protector, shin guards, and protective cup). Any player or adult warming up a pitcher must wear at least a catcher's mask/helmet, throat protector, and protective cup. In general, it is recommended that all players wear a protective cup.
- b) All players shall receive same amount of time in the field. Free substitutions are permitted.
- c) Intentional walks are not allowed. All batters must be pitched to normally.
- d) The defense will consist of six infielders (P, C, 1B, 2B, 3B, SS) and three outfielders (LF, CF, RF).
- e) Manager or coach must remove a pitcher from pitching on the second mound visit in an inning.
- f) If a pitcher is removed before completing an inning (e.g.: hits 3 batters, 2nd mound visit by coach, etc.) he may move to another position on the field, but may not return to pitch once removed from the mound. Otherwise, if the pitcher has completed an inning he may play another position and return to pitching as long as he has not exceeded his allotted innings pitched. Pitching need not be consecutive innings.
- g) Headfirst sliding is prohibited. Runner who slides headfirst is automatically out. Diving back to a base is allowed.

5. Contact Rule:

- a) If a runner attempting to reach any base or home plate intentionally runs into a defensive player in the area of any base or home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the runner for crashing into the defensive player, rather than trying to reach the base safely.

- b) A defensive player must stand in front of the base in fair territory **when not in possession of the ball** in a manner that allows the runner unobstructed access to the base and the opportunity to advance to the next base.
 - i. The defensive player may block a base or home plate **only if he has possession of the ball**.
 - ii. If the defensive player has possession of the ball and is blocking the base, the runner **MUST** slide or will be called out. No intentional collisions are allowed.
 - iii. If the defensive player blocks a base or home plate without possession of the ball, the umpire may call the runner safe, due to obstruction. This an umpire's judgment call.

6. 9U and Minors Division Specific Rules:

- a) Game is six innings. No new full inning will start if the previous inning ends past the 1:50 mark.
- b) Game is ended after 4 complete innings if one team is leading by 15 or more runs.
- c) The ½ inning ends when either the fielding team makes three outs or, the batting team scores 5 runs regardless of how many outs the fielding team has made.
- d) All players on the roster bat in order, including bench players. The roster will continue (or repeat) until either 3 outs are made or 5 runs are scored in the half inning.
- e) If a player arrives to a game after it has started, he will be placed at the bottom of the batting order. If a player leaves the game early, the other coach will be informed, and that place in the batting order will be skipped. An out will not be charged.
- f) Every player must play the infield for at least 1 inning before the start of the 4th inning.
- g) Infield fly rule is enforced. Please verify this with umpires prior to the game.
- h) Play will remain active until the umpire rules the play dead. However, when the ball is in a player's possession in proximity of the mound and the umpire has not yet ruled the play dead, the runner is allowed to continue to advance only one additional base at their discretion (except home).
 - i. If the runner is beyond the halfway point, he can retreat or advance at his own risk.
 - ii. When returning the ball to a player in the proximity of the mound, if it is dropped or misplayed, the play will continue until the umpire rules the play dead.
 - iii. Catchers overthrowing the pitcher after a pitch is thrown is not considered an overthrow and base runners may not advance under such circumstance.
 - iv. If a ball is hit to the pitcher, he cannot terminate the play simply by holding the ball in proximity to the mound. Runners on 2nd or 3rd have the option to advance up until the time the umpire rules the play dead.
- i) On a dropped third strike by the catcher, the batter is out and may not advance to first base.
- j) Leading is not allowed. Runner may not leave the base until the ball crosses home plate.
- k) Stealing 2B and 3B is permitted, but stealing home is not permitted. Base runner may advance one additional base on any overthrow (except home). Delayed stealing is not permitted. (Stealing is not permitted when a catcher overthrows the pitcher when returning the ball after a pitch).
- l) Advancing to home - Runners may not advance to home on wild pitches or passed balls. Advancing to home is only permitted on a batted ball or a walk / HBP with bases loaded.
 - i. On batted balls, runners are permitted to advance any number of bases on an overthrown ball. The play will be terminated when the umpire rules the play dead as described in Rule 6.h above.

- ii. If a runner is stealing 3B, he may not advance home if the catcher overthrows the steal attempt at 3B.

m) Pitching rules:

- i. In-House players – Limited to 3 innings pitched per player per game. One pitch constitutes an inning. Pitch counts will be tracked for ALL pitchers. Each pitcher is limited to **40** pitches per appearance.
 - A pitcher that reaches the 40 pitch limit during an at-bat is permitted to complete the at bat before his removal.
 - If a Travel Pitcher reaches the 40 pitch limit in the middle of an inning, a second Travel pitcher can be used to complete the inning.
 - The second Travel pitcher will be charged with an inning pitched to complete the inning, but will not be counted as an additional inning towards the 3 inning limit per game for Travel pitchers (Rule m.iv).
- ii. Travel **Pitchers** – Limited to 2 innings pitched per player per game. One pitch constitutes an inning.
 - Travel Pitchers will be specifically identified to all Coaches prior to the start of the season. It is the responsibility of all Coaches to monitor the use of pitchers. Any abuse of the rule should be brought to the attention of the Director. If it is determined by the Director that the rule is violated, and it caused the outcome of a game to change, the violating team will be required to forfeit the game.
 - Travel players that do not pitch for their respective travel teams are not considered to be Travel Pitchers for an in-house game after the first 4 innings are completed.
- iii. At least 2 of the first 4 innings have to be pitched by a non-Travel Player (i.e. In-House player).
 - Both Travel Pitchers and Non-Travel Pitchers are included in this rule.
- iv. The maximum combined innings pitched by all Travel Pitchers in any one game per team (one pitch constitutes an inning) is 3 innings.
- v. If a pitcher throws 1 inning (one pitch constitutes an inning), he may pitch again the next day
- vi. If a pitcher throws 2 innings (one pitch constitutes an inning), he may pitch again the next day
- vii. If a pitcher throws 3 innings (one pitch constitutes an inning), he must rest 2 full days before pitching again. For example, if he pitches 3 innings on Monday, he can next pitch on Thursday.
- viii. All pitchers are limited to a maximum of 6 innings pitched in one calendar week (Monday through Sunday). For example, if a pitcher throws 2 innings on Monday, 2 innings on Tuesday and 2 innings on Wednesday, he may not pitch again under next Monday.
- ix. If a pitcher hits three batters in a game he must be removed from the game as a pitcher, but can play other positions. He may not pitch again in the current game.
- x. Balks are not enforced.

n) Bunting:

- i. Fake bunts are not allowed.
- ii. 9U: Bunting is allowed, but prohibited when 3B is occupied
- iii. Minors and Majors: Bunting is allowed

7. Major Division Specific Rules:

- a) A game shall consist of six innings. A game is considered regulation if:
 - i. Four innings have been played.
 - ii. The home team has scored more runs in three and a half innings than the visiting teams have scored in four innings.
 - iii. The home team scores enough runs in its half of the fourth inning to tie the score.
- b) A two-hour time limit shall govern all games. The two-hour time limit begins at the first pitch of the game. No new inning shall begin after the 2-hour time limit however all innings must be completed once started. There is no "drop dead" time for Majors games. I.E. Should a new inning start at 1 hour 58 minutes that inning will play to its completion whether that be a full inning with home team tied or losing or a 1/2 inning with visiting team losing.
- c) A tie game occurs when score is identical after the end of the game, due to time, if four or more innings complete.
- d) Game is ended after four complete innings (or three and one-half if home team is leading) if one team is leading by ten or more runs **and** the losing team manager concedes.
- e) All players on roster bat in order, including bench players. If a player arrives to a game late, he will be placed at the bottom of the batting order. If a player leaves the game early, the other coach will be informed, and that place in the batting order will be skipped. An out will not be charged.
- f) Leading off the base is allowed. Balks will be called. The umpire will give each new pitcher one warning.
- g) On a dropped third strike by the catcher, the batter may advance to first base per Baseball Rule 6.09b.
- h) Through April 30th: Maximum of two (2) innings pitched per player per game/day. Innings pitched can be non-consecutive if the pitcher was not removed in the middle of the previous inning pitched.
- i) On May 1st and beyond: Maximum of three (3) innings pitched per player per game/day (one pitch constitutes an inning).
- j) A player may pitch six (6) innings per calendar week; a calendar week is Mon - Sun
- k) One (1) pitch is considered an inning.
- l) A pitcher must have two (2) calendar days of rest between pitching assignments if he pitches in more than two (2) innings in any one game/day. (e.g. if a pitcher throws one or two innings Wednesday he can pitch Thursday, if a pitcher throws three innings Wednesday he cannot pitch until Saturday)

Note: Rest requirement supersedes Monday - Sunday week rule. e.g. Player pitches three innings Sunday, he must rest 2 calendar days and can pitch again on Wednesday.