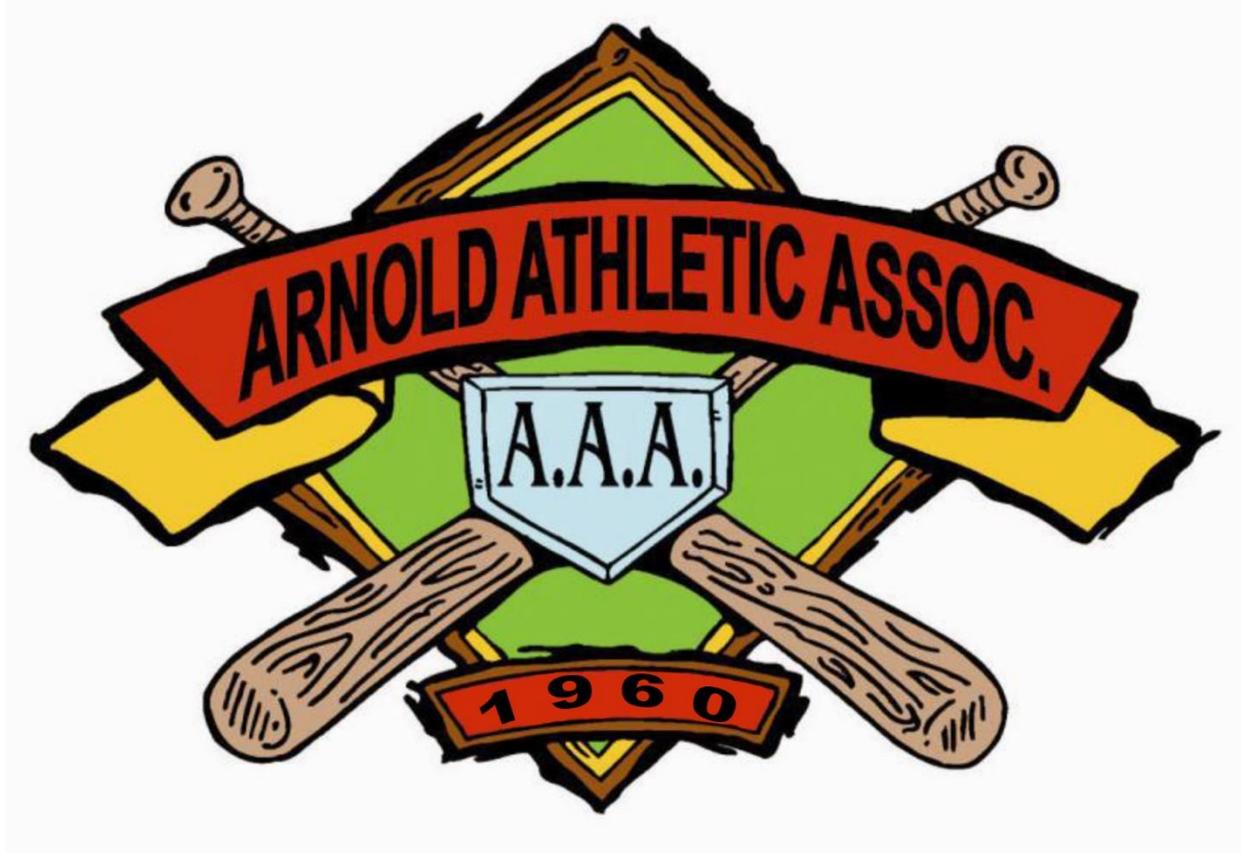


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Boys Commissioner: Ron Ethridge

Vice President: Deena Simpson
Chief Umpire: Mike Cook



Baseball Rulebook

ARNOLD ATHLETIC ASSOCIATION

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Any rule not covered in this document will follow the National Federation of High School [NFHS] Rule Book. The rules contained herein shall take precedence over NFHS rules when such rules conflict.

RULE 1

OBJECTIVES OF THE GAME

This section contains general information concerning the dimensions of the field and/or equipment and player uniform and equipment regulations.

- A. Bats: aluminum Tee Ball bats are allowed *in the 8U division of baseball ONLY*.

In the Juvenile 1 (14U) division all bats must display either the 1.15 Stamp, a USA Stamp, a BBCOR Stamp, or be made completely of wood and must adhere to the -5 (weight to length) requirement.

In the Midget 2 (13U) division all bats must display either the 1.15 Stamp, a USA Stamp, a BBCOR Stamp, or be made completely of wood and must adhere to the -8 (weight to length) requirement.

In all other divisions (9u – 12u) bats will be required to have the 1.15 BPF stamp, USA Stamp, or BBCOR Stamp. There is no length to weight (drop) restrictions.

- B. Juvenile 1 (14U) batting helmets must be NOCSAE certified;
- C. Baseballs: Two (2) baseballs, furnished by the Association, will be used to start the game.

As additional balls are needed, the teams will alternate furnishing balls starting with the home team. The ball does not have to be new, but it must be acceptable to the Umpire-in-Charge.

NOTE: Teams playing are responsible for retrieving the foul balls NOT the umpires. Each team should go after the balls hit to their side of the field.

9" official baseballs shall be used for games in all baseball divisions except Atom 1, which will use an 8 1/2" ball

- D. Catcher: (all divisions)
- 1) Legal throat protectors are required for catchers in ALL divisions of baseball and softball. Catcher masks with a built-in throat protector are acceptable, but it must extend past the bottom of the mask. Masks **must** meet NOCSAE and NFHS standards.
 - 2) All players warming up pitchers are required to wear a catcher's mask, helmet, and throat protector. It is advisable for Adults to wear a mask but not required.
- E. Pitchers: (all divisions)
- 1) May not wear a plain white shirt under any condition whether or not it is part of their

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uniform. The pitcher's undershirt / exposed sleeve must not be white, *if it extends past the elbow.*

- 2) May not wear a batting glove on their pitching hand or wristbands on either hand.
- 3) May not have any tape or bandages from the wrist to the fingers on the throwing hand.
- 4) May use any color glove that can be bought in a store *as long as it does not contain white or grey.* Gloves that are otherwise distracting may be removed at the discretion of the umpire. Violators must remove the offending glove from the game.
- 5) Must have their shirt tucked into their pants/shorts at all times.
- 6) Mounds WILL NOT be allowed in the 9U division
- 7) Must not wear anything that can distract the batter. This will be left up to the sole discretion of the Umpire-in-Charge.

F. Player's Shoes / Spikes

- 1) **Shoes with metal spikes or cleats are *prohibited* in all age divisions except Midget 2 (13U) and Juvenile. (14U-15u)** Players in the prohibited divisions found wearing these shoes will be immediately ejected. Pitchers in all divisions are never allowed to wear metal spikes on the artificial mounds. Any *pitcher* caught wearing metal spikes on the artificial mounds will be immediately ejected. If during a team conference, a fielder accidentally steps on the mound with metal spikes, a team warning will be issued, any following offense will result in immediate ejection. It is the manager's responsibility to make sure that none of their players are wearing metal spikes or cleats on the mounds.
- 2) Players intentionally removing their helmets while in live ball territory and with the ball live will be called out after a team warning. (See Rule 6-A)
- 3) It is mandatory that all players wear protective cups.
- 4) Any player wearing any type of cast or splint (includes any removable ones) will **NOT** be allowed to play.
- 5) No jewelry of any type can be worn by the players; Umpires are to have players remove all jewelry. Exception: Medical Alert Jewelry. Medical Alert ***Jewelry*** must be taped to the player's ***body***.

G. Uniforms (all divisions)

- 1) All player's must have numbers at least 6" high on the back of their uniform shirt.
- 2) Players must have unique numbers and cannot change in the middle of a game or between multiples games without notifying the manager of the opposing team and the umpires.

PENALTY: The player is disqualified and restricted to the bench for the duration of the game. (This must be determined within the first batting rotation or no penalty will be assessed.)

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If divisions need to be merged, then the pitching distance will be split between the two divisions. The bases will be the longest distance of the two divisions.

<u>Baseball division</u>	<u>Pitching</u>	<u>Bases</u>
Atom 1 (8U)	40 feet	60 feet
Atom 2 (9U)	44 feet	65 feet
Bantam 1 (10U)	46 feet	65 feet
Bantam 2 (11U)	50 feet	70 feet
Midget 1 (12U)	50 feet	70 feet
Midget 2 (13U)	54 feet	80 feet
Juvenile 1 (14U)	60 ft. 6 in.	90 feet

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RULE 2

GAME PRELIMINARIES

This section defines what needs to be done prior to the start of each game.

- A. Ground Rules: The umpires and manager [see rule 9-H] shall discuss ground rules prior to the start of the game. No players (other than captains attending ground rules) may be on the field during ground rules. Ground rules should consist of:
- 1) Ensuring players are properly equipped and will remain so during the game.
 - 2) Ensuring coaches, players, and fans are aware that good sportsmanship is expected and demanded throughout the game; that head coaches are responsible for their conduct as well as their assistants', players', and fans' conduct.
 - 3) Define the "out of play" lines.
 - 4) Define awards when the ball goes "out of play" or gets stuck in the fence.
 - 5) Any special rules [Atoms (8U & 9U)].
 - 6) Maximum runs per inning (if appropriate) and "mercy rule".
 - 7) No outside food or beverages are allowed (see Rule 10).
 - 8) Verify accuracy of the game sheets
- B. Rosters/Batting Order/Substitutions:
- 1) In all divisions, every player listed on the team roster and present at game time shall be listed on the official batting order and shall take his turn at bat as his name appears on the batting order ("Bat the Roster"). **EXCEPTION:** A player being withheld from a game for team disciplinary reasons or any player wearing any type of cast or splint will **NOT** be allowed to play. This must be stated during pre-game conference. **PENALTY: *The team (or teams) in violation will forfeit the game at the time the infraction is brought to the attention of the Umpire-in-Charge.*** **NOTE:** Any player arriving late shall be placed at the bottom of the batting lineup and must wait until their proper turn at bat to make a plate appearance. If a player is present, but not placed in the batting order, they may not participate once all batters properly listed have batted at least once.
 - 2) In all divisions, there will be "free" substitution. However, each player will be required to play in the field at least six (6) defensive outs prior to the start of the 6th inning of a 7-inning game and the 5th inning of a 6-inning game. The start of the next inning begins when the 3rd out in the bottom of the previous inning is made. **PENALTY: *The team (or teams) in violation will forfeit the game at the time the infraction is brought to the attention of the umpires. It is the responsibility of the opposing team to keep track and appeal to the umpires.***
 - 3) In the event that there is a player who can NOT play defense, bat, or run, then that player may NOT participate. The practice of allowing a player to bat and then have a pinch runner every time he/she gets on base will not be tolerated. Exception: catcher, (see Rule 6-G-2) If a runner is injured and unable to run the bases, he/she may be replaced by the player who made the

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last out (not the next inning's pitcher or catcher) and no penalty will be assessed. However, once a player is removed from the game due to an injury and has missed their turn at bat, that player may not re-enter the game either defensively or offensively.

- a) If a player is ejected or removed for team disciplinary action, then the position occupied by the ejected/disciplined player will be considered an OUT. If this causes a team to field less than eight (8) players, then the team will forfeit the game (see Rule 4-D).

- 4) The AAA requires the completion of Official Game Sheets. Each sheet must be signed by head coach/manager of both teams. **PENALTY: *the team refusing to sign will forfeit the game. If this effects tie breakers (runs allowed), actual runs allowed will be used.***
 - a) Shall list the names of all umpires officiating the game.
 - b) Shall be considered as the Official record of all games played in the league.
 - c) Shall contain accurate game score/totals. The home team scorebook will be considered the "Official Score Book" if irreconcilable differences occur between the team's scorebooks. Head coach's/manager's signatures attest to the final/official outcome of the game; inaccurate/incomplete information may affect standings.
 - d) Should be retained by each manager as proof of the score in case the original gets lost or misplaced.
 - e) Shall be accurately completed by the umpires and turned in to the UIC.
 - f) Shall have nothing added to it once the copies have been separated.***

- 5) All teams are required to have a League approved roster showing all players. Team rosters or players may be challenged anytime until the completion of the game. [The Boys' Commissioner reserves the right to challenge the roster of any team prior to the completion of the game.] Whenever a roster/player is challenged the manager/team must present an approved roster before the end of the game. Submission of a lineup constitutes the intent of playing a player in the game. Any late arriving player can be challenged up to the end of the game.

PENALTY: Any illegal player discovered or failure to produce an approved roster by the completion of the game will result in the game being forfeited by the offending team.

Any infractions shall be noted on the Official Game Sheet and subject to review by the AAA Executive Board for further disciplinary action.

SUGGESTED PROCEDURE for CHECKING ROSTERS: Roster checks should be performed by either/both the Field Representative/League Officer, or UIC. If an entire roster is being challenged, have both teams line up on the foul lines in order they appear on the roster. The Official and a manager/coach from each team will check for accuracy. The first thing to check is to ensure that the roster was completely filled out correctly and signed/dated by the team's league official. Then, it is suggested that each member of the team will be asked a question (date of birth, address, phone, etc.). If something does not check out, ask the player a

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2nd question. The last check should be to have the player sign his name. Remember, each team should also carry a “valid proof of age” for each player. To speed up the process, checking the “valid proof of age” is redundant if the roster has been validated by a league official. Individual player(s) may be challenged without the need to line up the entire roster(s)

- 6) Player divisions will be determined as follows. Any exceptions must be authorized by the AAA Executive Board.

<u>Division</u>	<u>Age Requirements</u>
Atom 1 (8U)	for players who have not reached the age of nine (9) years Before May 1st of the current year.
Atom 2 (9U)	for players who have not reached the age of ten (10) years Before May 1st of the current year.
Bantam 1 (10U)	for players who have not reached the age of eleven (11) years Before May 1st of the current year.
Bantam 2 (11U)	for players who have not reached the age of twelve (12) years Before May 1st of the current year.
Midget 1 (12U)	for players who have not reached the age of thirteen (13) years Before May 1st of the current year.
Midget 2 (13U)	for players who have not reached the age of fourteen (14) years Before May 1st of the current year.
Juvenile 1 (14U)	for players who have not reached the age of fifteen (15) years Before May 1st of the current year.

- 7) The following are rules/guidelines for Team Rosters:
- a) All teams must complete an Official AAA Team Roster to be eligible to play during the current season. All official team rosters must be verified & validated by the President or the Boys’ Commissioner. The team rosters must state:
 - The official name of the team.
 - The player’s name, date of birth, address, and telephone number. Manager’s and coaches’ names are required, and they must be eligible under rule 2-8-C below.
 - The stated age division the team will participate in.
 - Signature line and player’s signature.
 - b) Rosters will be restricted to fifteen (15) players at any one time.
 - c) All Official AAA Team Rosters must be typed or neatly printed, and signatures must be in the handwriting of the player. Only copies of the original will be accepted (there will be no white-outs or carbon copies). Managers are responsible for the authenticity of all signatures.

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Abuses will NOT be tolerated, and severe penalties may be imposed by the AAA Executive Board.

- 8) Registration of players, managers, and coaches
 - a) "Select" teams are not allowed to draw players from the player pool. [The President and Boys' Commissioner shall determine which division/level of play each team will compete in.]
 - b) Any player can play on more than one (1) team as long as the teams don't play each other in league play. For example: a player can play in both an Atom 2 and Bantam 1 team; or for a "select" and "house" team in Atom 2 if there exists a separate "house" and "select" league. No player can play for more than one team during any scheduled time slot.
 - c) All managers and coaches listed on the official team roster must have a valid, satisfactory background check on file with the Association prior to them being allowed to participate on the field with that team. **PENALTY:** Offending manager/coach will be immediately suspended from the premises until such time a satisfactory background check is completed, and approval is granted by the Executive Board.

- 9) Player Transfers
 - a) Changes to a Team Roster must be approved at least 24 hours in advance before a player can participate. (see rule 2-B-7a above)
 - b) No pool player can switch from one team to another after the league's draft is complete.
 - c) **No players may be added to a roster after June 1st**
 - d) Additions to fall-ball rosters may be made only with the approval of the President or Boys' Commissioner. Such additions require an updated team roster to be submitted for verification and validation and the new roster must be approved a minimum of twenty-four (24) hours prior to scheduled game start time.
 - e) In fall ball, no changes to the team roster may occur after a team has played six (6) games. (See Rule 3-D-2)

10. Dugout Assignments:
 1. In the case of a doubleheader, teams shall occupy the same dugout for both games of the doubleheader, preventing the need for the teams to change dugouts.

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RULE 3

STARTING AND ENDING A GAME

This section defines what constitutes a regulation, suspended, rained out, or protested game.

A. Game times:

1) Weekday starting times at Arnold Fields:

6:00 - All Divisions

All games shall have a fifteen (15) minute forfeit time from the scheduled starting time.

- 2) All games will have a one (1) hour and **40-** minute time limit. No inning can start after (1) hour **40** minutes (1:**40**) has elapsed.
- 3) Time will be stopped for serious injury, field maintenance, and rain delay. All time issues will be based solely on the Umpire's clock and discretion. All games must start within fifteen (15) Minutes of scheduled game time, unless delayed by weather or other circumstances.
- 4) Double Header games. The second game should be started as soon as possible after the completion of the 1st game.
- 5) **THE TIME (CLOCK) WILL START AT THE CONCLUSION OF GROUND RULES**

B. Completed games

- 1) Games in all divisions shall consist of seven (7) innings. If tied at the end of the regulation extra innings may be played as long as the time limit is observed. (See 4A above)
- 2) A game can be officially declared over if:
 - a) In seven inning games, either team is ahead by fifteen (15) runs after three innings, twelve (12) runs after four innings, or ten (10) runs after five innings.
- 3) Any game, which goes the full-time limit and has completed one full inning will be considered an official game.

In the event of rain or darkness, a game shall be considered completed and not made up after four (4) complete innings [3 of any Atom game] or one (1) hour. Any game called after four (4) complete innings [3 of any Atom game] or one (1) hour that cannot be completed will have the score revert back to the last complete inning, unless the home team has taken the lead in their last at bat. All games that do not meet the above criteria will be considered a suspended game (see Suspended Games).

If the home team is losing in the bottom of the inning after time has expired, the game must be completed, even if the home team is down by more runs than they are allowed to score per inning.

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C. Suspended games

Any game that is halted prior to its completion due to foul weather, light failure, or other natural means and does NOT meet the Completed Games criteria will be considered suspended.

- 1) Only the Senior Umpire on Duty (UIC) or a Field Representative has the authority to suspend a game.
- 2) When a game is suspended, specific information must be kept in order to restart the game properly (to include as a minimum):
 - Current inning
 - # Of outs
 - Current batter
 - Count on batter (if any)
 - Location of any runners
 - Score
 - Time remaining in the game

This information should be noted on the Official Score Sheet and signed by both managers and umpires.

- 3) Re-start of a suspended game will continue to the remainder of the time limit or innings limit.
- 4) **Suspended games will be made up.** Any player on the roster, whether they were at the original game or not, may play in the rescheduled game. Anyone not at the rescheduled game is to be taken off the line up and the new players are to be added to the bottom of the lineup. Automatic outs **WILL NOT** be recorded for players not present at the rescheduled game.

D. Forfeit games

- 1) All teams must have eight (8) players available to start a game. All Baseball teams will field nine (9) players.

PENALTY: Failure to field at least eight (8) players at any time during the game will result in a forfeit.

- 2) A forfeited game counts as a completed game as scheduled, the official final score will be 7-0 (one run per inning)
- 3) No show and/or forfeited games will be reviewed by the Executive Board for possible disciplinary action and possible monetary reimbursement to the Association for umpires.

E. Rescheduling of Games

- 1) Rained Out Games

In the event of a rain out, games will be re-scheduled as follows:

EITHER managers or a representative capable of rescheduling for the teams **MUST** meet at the

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field between **6:00 p.m. and 6:30 p.m.** (or whatever time the executive officer on duty declares on the rainout number). The rain out game will be rescheduled at that time **ONLY**.

For weekend games only, the managers **MUST** call the rain out number and find out what provisions have been made. The managers may be required to show up at game time to reschedule (as above) or per item (2) below.

PENALTY: Failure to show up on time will result in a FORFEIT for the team not represented. **THIS IS NOT SUBJECT TO APPEAL.**

2) Cancellation due to Natural Disaster/Inclement Weather

The above procedure may be changed during a Natural Disaster in cases where the playing field is inaccessible. It will be the manager's responsibility to call the rain out number and find out what provisions have been made.

3) Rescheduling of League Games

Rescheduling of league games, once the league schedule has been promulgated, will not be authorized unless a result of inclement weather (see above) or Association error.

F. Protests

- 1) If there is a question about a rule that was possibly misapplied, the team's coach or captain shall inform the umpire at the time of the play and before a pitch to the next batter of either team, or before the umpires leave the field if the play in question the last play of the game was. The plate umpire shall then inform the coach of the opposing team and the official scorekeeper.
- 2) The protesting manager shall then have ten (10) minutes to locate the rule(s) in question within these rules and/or the NFHS rulebook and present it to the Umpires and the UIC, who shall adjudicate the accuracy of the protest. If the manager does not provide proper documentation to support their protest within this time limit, the protest shall be denied, and the game resumed immediately from the point of interruption.
- 3) Repeatedly protesting as an obvious means to delay the game shall not be permitted and will result in the head coach/manager being ejected by the umpire for unsportsmanlike conduct.

NOTE: A \$50 cash protest fee must be given to either the UIC or the Executive-on-Duty immediately when the 10-minute protest time begins.

G. Conduct

- 1) All that is dishonorable, unsportsmanlike, and inappropriate behavior is strictly condemned. Players, coaches, managers, and/or spectators are forbidden to commit any unsportsmanlike act to include, but not limited to:
 - Use of words or actions to incite or try to incite spectators to demonstrate
 - Use of profanity, intimidation tactics, baiting or taunting
 - Behavior in manner not in accordance with the spirit of fair play

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- Charge or threaten an umpire.
 - Argue ball and strike calls or other umpire judgment calls
- 2) The manager of a team is responsible for the proper conduct of his players, coaches, and spectators. **If a player, coach or spectator is ejected, the head coach shall, at a minimum, be restricted to the dugout.**
 - 3) At the discretion of the UIC or any Field Representative on duty: players, managers, coaches, or parents guilty of inappropriate conduct (as described above) shall have to leave the field immediately and go straight to the parking lot. They are prohibited from any further contact (direct or indirect) with the team until the completion of that game.

Any refusal to leave the premises as directed by the UIC or Field Representative may cause the forfeiture of the game and summoning of the Police.

Ejected players MAY NOT remain in the dugout. Any additional abuses will cause the player to be removed from the premises.

PENALTY: Game is immediately forfeited and person(s) involved in incident are subject to probation or suspension upon review by the AAA Executive Board.

- 4) Any manager, coach, player, and/or spectator who makes any physical contact or verbally threatens physical contact with an Umpire or Field Representative will be ejected from the premises immediately and suspended indefinitely until the situation is reviewed by the AAA Executive Board. If needed, police will be summoned to facilitate the offender's removal from the fields.

Harassment of umpires will NOT be tolerated. If there are two (2) complaints, (separate incidents) in writing, against a manager, coach, player, or parent from any umpire and it is brought to the attention of the AAA Executive Board, via the Chief Umpire, those complaints will be reviewed for possible disciplinary action against the offending individual.

- 5) **Only the team manager can ask for explanation on a call made by the umpire. Only the team manager can ask an umpire for an appeal on a call in play.**
- 6) If there is an injury to a player while a game is in progress or if a player has to leave for any reason (excluding ejection or team disciplinary action), then the position occupied by the player in the batter order shall **NOT** be considered an out.

If a player is ejected or is removed by team disciplinary action, then the position occupied by the ejected player WILL be considered an OUT.

- 7) An ejection is effective for the entire day, regardless if the coach/manager/player/parent/fan is involved in another game in another age division later on the same day.

H. Ejections:

Anyone who is ejected from a league game will be suspended as follows:

1st Ejection: Reminder of that day (See Rule 3-G-7)

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2nd Ejection: Suspended for the remainder of the season and Probation for the next year.

ALL EJECTIONS SHALL BE REVIEWED BY THE EXECUTIVE BOARD WITHIN 72 HOURS TO DETERMINE IF ADDITIONAL DISCIPLINARY ACTION IS WARRANTED AGAINST THE PERSON(S) EJECTED.

NOTE: Being suspended means that the person is NOT allowed on the premises for the remainder of the day (including tournament games!). If any suspended person re-enters the park without authorization, they will be immediately removed from the premises and suspended for the remainder of the season under the above rules.

I. Determining Divisional Winners - Ties in Standing – Playoffs Necessary

Each team will receive 2 points for a win, 1 point for a tie and the highest number of points will determine the champion. In the event of a tie the following procedure will be used.

A tie between two teams:

The champion shall be

- (1) The team with the better head-to-head record
- (2) The team that allowed the fewest total runs in head-to-head games
- (3) The winner of a one game playoff [if still tied after (1) and (2) above]

A tie between three or more teams:

The champion shall be

- (1) The team with the best combined head-to-head record against the other tied teams.
- (2) The team that allowed the fewest combined runs against the other tied teams.
- (3) The team that scored the most combined runs against the other tied teams.

If, after all the above, there are still three or more teams still tied then the teams will begin a single-game elimination playoff series with team(s) seeds being determined by a blind draw. Winners will play until a champion is determined.

If, after (1), (2), or (3) above, there are only two teams remaining tied, then they shall play a single playoff game to determine the champion.

All playoff games shall be played without a time limit and to their conclusion under these rules.

RULE 4

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PUTTING THE BALL IN PLAY

This section defines when the ball is “in play”, how to put the ball “in play”, and what can/cannot happen when the ball is “dead”.

- A. The Umpire-in-Charge will put the ball in play only when the pitcher is on the mound with the ball, the batter is ready, and the catcher is in their designated position.
- B. Only the Umpire can call “Time Out”. A manager, coach, or player can request time out, but only the Umpire can grant a “Time Out”. The manager or coach shall not enter the playing field until the Umpire calls Time. If a manager/coach requests “time” to hold a charged conference or remove their pitcher after a batter-runner has received a base-on-balls, but before the runner reaches first base, the umpire shall grant “time out” immediately when the runner initially touches first base **or after all play has stopped.** (See Rule 7-B)
- C. The offensive team is only allowed one (1) charged conference per inning. (See Rule 5-D)
- D. Before the ball can be put in play, all fielders (except the catcher) must be in fair territory. For the purpose of this rule at least one foot must be touching fair territory. That includes touching either a base or the foul line (since both the bases and foul lines are deemed to be “fair” territory). **PENALTY: *The umpire will call Time and instruct the player to get in fair territory. If a player continues to abuse this rule, he/she can be ejected from the game for unsportsman-like conduct.***

NOTE: see rule (3-H) concerning ejections.

In the Atom 1 (8U) Division only, when the pitcher has control of the ball (and is not attempting a play on any runner) while standing anywhere in the infield, runners must stay on the base they are at, proceed directly to the base they are going to, or return to the last legally touched base. The umpire will declare the ball dead once the runners have stopped.

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RULE 5

THE BATTER

This section contains rules relating to circumstances involving the batter (such as batting out of order, when the batter is ruled out, and when a batter becomes a runner).

A. Maximum Run Rule

- 1) In the Atom (8U & 9U) only: there shall be a six (6) run limit per half inning.
- 2) In the Bantam (10U) only: there shall be an eight (6) run limit per half inning.

These maximum run rules can be lowered prior to the start of the game with approval from UIC prior to the game. Provided BOTH managers are in agreement.

Note: For the purpose of this rule, **NO** runs may score after the maximum number runs have been attained. There is no continuation of the play.

- B. In the Atom 1 & 2 divisions only: The Infield Fly rule will **NOT** be in effect.
- C. In the Atom 1 & 2 divisions only: Batters cannot run on a missed third strike. The batter is automatically out. Atom 2 runners can advance at their own risk.
- D. The offensive team is allowed only one (1) charged conference per half inning. After one it will be left up to the discretion of the umpires whether to grant any additional time outs.
- E. All offensive players, on-deck batters, and non-adults acting as coaches in the coaching boxes, must properly wear approved double ear flapped batting helmets while in live-ball territory.
Any defensive player may wear a helmet of similar color as their team cap (with or without face mask). **EXCEPTION:** hockey style face mask.
- F. Bunting is allowed in **ALL** divisions. A bunted ball **cannot** be an Infield Fly.
- G. The batter **MUST** have his/her shirt tucked in. The umpire shall enforce this rule.
- H. **Unless a play is being made at the plate, batters must keep one foot inside the batter box between pitches. Failure to comply may result in an offensive conference being charged.**
- I. The batter shall take his place in the batter's box, ready to hit, within twenty (20) seconds of a live ball being returned to the pitcher or, in the Atom divisions, within twenty (20) seconds of the pitcher being ready to pitch and a dead ball becoming live. **PENALTY: After a team warning, a strike shall be called on the batter and, if the third strike, the batter shall be declared out.**
- J. A foul tip is a live ball. If it is the third strike, the batter is out; runners may run at their own risk.
- K. As a matter of safety, on-deck batters may warm up in the designated area opposite their dugout.
- L. A ball must go over the fence to be a homerun. A ball that hits the yellow plastic protectors on top of the fences and comes back on the field is not a homerun and is a live ball. If the ball hits the yellow and goes over the fence, it will be ruled a homerun.

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RULE 6

THE RUNNER

This section contains rules relating to circumstances involving the runner (such as awards for overthrows or balks, obstruction vs. interference ...etc.).

A. Batting helmets with side flaps on both sides are required to be worn by all non-adults and players in ALL divisions while the ball is live and the non-adult/player is within live-ball territory. **PENALTY:** *After a team warning, every offending player shall be ejected.* (See Rule 1-F-2)

B. Stealing:

- 1) In the Atom 1 (8U): **No stealing** will be allowed. Runners must remain on the base until the ball is hit or forced to move on a walk. The only way a runner can legally advance or leave the base is through a hit ball or if forced by play or forced by rule. **PENALTY:** *After a team warning, runner(s) shall be declared out.*
- 2) In the Atom 2 (9U): Players will only be allowed to steal 2nd and/or 3rd base. The only way a runner from 3rd can advance is if the ball is hit or they are forced to advance to home as a result of the batter becoming the runner. The intent of the rule is that all baseball plays allow a runner to score from 3rd except for the following:
 - a) A passed ball by catcher or wild pitch by pitcher.
 - b) A routine throw-back from the catcher to the pitcher during the course of play.

Note 1: If the pitcher commits a balk (umpire discretion) during the pick-off attempt, the runner will not be called out. This is the only time balks will be considered; there is no penalty to the defense, the ball will become dead and the runner will return to the previous base.

Note 2: If a runner attempts to score on a passed ball or wild throw back to the pitcher, he is eligible to be put out. If he successfully makes it home, the umpire will put the runner back at the conclusion of the play.

Note 3: A runner attempting to steal 3rd cannot go home on an errant throw by the catcher or pitcher. If the pitcher or catcher attempts to pick off a runner already occupying 3rd base, then the runner is allowed to attempt to score.

Note 4: Any ball thrown out of play will result in awards given to the runners. A runner from 3rd would score if a pitcher threw the ball out of play attempting to pick off a runner at first. Normally, a runner on 3rd would not be allowed to advance home when a play is made on a base runner at 1st or 2nd.

C. Overthrow (Out of Play) Awards:

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- 1) If the ball is thrown out-of-play by a fielder, each runner is awarded two (2) bases.
- 2) If the ball is thrown out-of-play by the pitcher WHILE IN CONTACT WITH THE PITCHER'S PLATE and prior to or during a pitch, each runner is awarded one (1) base. If the pitch is ball four, the batter is only awarded 1st base. NOTE: if a pitcher removes his foot from the rubber before he throws to a base to pick off a runner, he is now considered to be a fielder, NOT a pitcher and awards are made as in 7.C.1 above.

In making the awards, the umpires will be governed by the position of the runners AT THE TIME THE THROW WAS MADE.

- D. Runners will be called out if, with the ball being live, they are touched and/or assisted by managers, coaches, or other offensive team members.
- E. Slide/Contact Rule: Contact Rule is in effect for all divisions.
 - 1) A runner is out when he
 - a) does not legally slide and causes illegal contact and/ or
 - b) illegally alters the actions of a fielder in the immediate act of making a play, or
 - c) on a force play, does not slide in a direct line between the bases.
 - d) does not attempt to avoid a fielder in the immediate act of making a play on him, or
 - e) dives over a fielder.

PENALTY: The runner is out, and the ball remains live unless interference is called.

NOTES:

[1] In (a) and (c) a runner may slide in the direction away from the fielder to avoid contact or altering the play of the fielder.

[2] A runner is never required to slide, but all slides must be legal. (See NFHS 2-32- 1, 2) Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

[3] A fielder cannot entirely block any base and Obstruction occurs if a fielder (a) impedes or interferes with a runner or batter-runner legally running the bases, or (b) is blocking any base unless the fielder is in possession of the ball.

- 2) A coach, player, or other team personnel shall not initiate malicious contact either on offense or defense. **PENALTY:** *The ball is immediately dead, if on offense, the player is ejected and declared out, unless he has already scored. If the defense commits the malicious contact, the player is ejected; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s) he felt they would have obtained had the malicious contact not occurred.*

COACHES NOTE: *If a runner makes unwarranted contact with a fielder he will be out. If the umpire determines that it was malicious, he will also be ejected. When in doubt---slide!*

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- F. Fake Tag Rule: A fielder faking a tag without the ball in order to make a runner slide or hinder them from advancing to a subsequent base is considered Obstruction.

PENALTY: Obstruction shall be called, and bases awarded accordingly. A team warning shall be issued, and additional occurrences will result in the offending fielder being ejected from the game. A runner does not need to slide in order for obstruction to be called. Merely altering the runner's movement in any way is sufficient. The umpire will award the runner the base that they feel the runner would have reached had the obstruction not occurred and issue a team warning at the end of playing action.

- G. A Courtesy Runner is allowed for any of the following conditions:

- 1) If a runner is injured and unable to run the bases (only one [1] occurrence per player per game).
- 2) For the pitcher or catcher at any time; a courtesy runner must be used for the catcher with two outs. Courtesy runners can only be used for the pitcher and catcher "of record", meaning the player that was pitching or catching when the last out of the previous inning was recorded

In all cases, the courtesy runner is the player who made the last batted out (except that the next inning's pitcher or catcher may not be used as a courtesy runner). If the last batted out is on base or on-deck, then the previous out not on base or on-deck shall become the courtesy runner.

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RULE 7

THE PITCHER

This section contains rules relating to the pitcher (such as legal pitching positions, balks, illegal pitches, trips to the mound ...etc.).

A. In all baseball divisions, the pitcher cannot make more than one (1) appearance to the mound in one game. It is both managers' responsibility to ensure that this does not happen. Once removed as pitcher that player may play any other position. **PENALTY: *If appealed by the opposing manager before the completion of the game, the game will be forfeited.***

B. For all divisions: A second defensive charged conference in the same inning shall result in the immediate removal of the pitcher. Once removed as pitcher that player may play any other position. **Three mound visits to the same pitcher of record during the course of the game, will require the pitcher to be removed from the game as the pitcher.**

NOTE: a charged defensive conference is considered concluded when the manager/coach has crossed over the foul line. If the manager calls a player over to the dugout and that player talks to the pitcher, it will be considered a charged conference.

C. In the Atom (8U & 9U) divisions only: a pitcher may pitch no more than twelve (12) defensive outs per calendar day. **NO Mounds will be used in Atom (8u-9u).**

In the Bantam (10U & 11U) & Midget (12U & 13U) divisions only: a pitcher may pitch no more than fifteen (15) defensive outs per calendar day.

In the Juvenile (14U) division only: a pitcher may pitch no more than twenty-one (21) defensive outs per calendar day.

PENALTY: If appealed by the opposing manager before the completion of the game, the game will be forfeited.

NOTE: Any play resulting in multiple outs being recorded that causes the pitcher to go past their pitching maximum will be ignored for purposes of this rule.

D. Strike Zone

Atom (8U & 9U) only: The strike zone is that area over home plate, the top being the batter's shoulders, and the bottom being halfway between the bottom of the batter's knees and his ankles, determined by the batter's normal batting stance. If he crouches or leans over to make the shoulder line lower, the umpire determines the height of what would be the batter's normal stance.

All other divisions: per NFHS Rule 2-35

E. Balks and Illegal Pitches

In Baseball see NFHS rule 8

1) In the Atom (8U & 9U) divisions only: In 8u No Balks will be called. If the

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pitcher is not in contact with the pitching rubber when releasing the ball the umpire will call NO PITCH. If a pitcher is guilty of violating this provision (3) three times during a game, that pitcher shall be removed from the pitching position. In 9u balks will only be considered when a pitcher is trying to pick off a runner. Balks are always warnings and there is no penalty to the defense.

- 2) In the Bantam (10U & 11U) divisions only: the first balk by a pitcher will result in a warning with all runners returning to the last base legally occupied. The second and all subsequent balks by the same pitcher will be called and penalized accordingly.
 - 3) If a pitcher throws a pitch as part of an intentional walk, the catcher must remain in the catcher's box until the ball is released from the pitcher.
PENALTY: *It is a balk and all runners advance one base.*
 - a) An intentional walk may be given a batter by simply informing the umpire that the defensive team wishes to walk the batter. No pitch needs to be thrown and the ball is dead.
- F. A pitcher shall not intentionally pitch close to a batter. **PENALTY: *The pitcher shall be ejected if the act is judged to be intentional. In case of doubt the umpire may first warn the pitcher.*** In addition, this will be reported to the Chief Umpire and AAA Executive Board for further possible disciplinary action.
- G. In all divisions, if a pitcher hits four (4) batters in a game, the pitcher must be immediately removed as a pitcher for the duration of the game. He/she can play any other position.
- H. A starting pitcher shall take no more than eight (8) warm-up tosses prior to starting the first inning. A pitcher shall have one minute to complete five (5) warm-up tosses between innings. This time begins when the final out of the preceding inning is recorded. If the catcher is not available or ready to catch the warm-ups, a coach or other non-player should do so.
- NOTE:** Some discretion will be utilized by the Umpires. In cold weather, pitchers may need 6-10 pitches. In warm weather after the 1st inning, pitchers may only need 3-5 pitches. Also, lower age divisions need less warm ups than upper age divisions.
- I. The pitcher shall deliver a pitch within twenty (20) seconds of receiving a live ball or within twenty seconds after a dead ball has been made live. **PENALTY: *After a team warning, a ball shall be added to the batter's count.***
- Note:** In the Atom 1 division (8U), the ball is dead when the pitcher has the ball anywhere on the infield (defined as on or within the baseline) AND is not making a legal play on a runner. The pitcher shall deliver a pitch within 20 seconds of the batter, catcher, pitcher, and umpire being ready and the umpire making the ball live.

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RULE 8

THE UMPIRE

This section defines the duties of the Umpires.

- A. Must be certified to umpire by the AAA Chief Umpire prior to umpiring any game.
- B. All decisions made by the umpires are final. If a manager feels that an umpire has made a wrong decision involving a Rule Book rule, he needs to protest the game
- C. Insure that the field is set up correctly. Base & pitching distances vary by division.
- D. Must be knowledgeable about all baseball/softball rules and the Arnold Athletic Association Rules.
- E. Must stand behind the catcher to call balls and strikes even if only one umpire is supplied.
- F. Are required to be at the fields at least thirty (30) minutes prior to the starting time. Must be properly dressed and equipped and at their assigned field conducting the ground rules at least five (5) minutes prior to the game's starting time. ***Any umpire not in proper uniform or properly equipped shall be fined. Repeated infractions may result in the termination of the offending umpire.***

NOTE: Umpires should conduct a pre-game review with their partner(s) to ensure proper coverage mechanics, help with plays, special rules, etc.

- G. Drinking of alcohol by any umpire before, during, or between any game(s), and smoking by an umpire during a game, is not allowed. ***Likewise, any foul/improper language or gesture by a game official prior to or during any contest is deemed highly inappropriate and shall be subject to fiscal/disciplinary action.***
- H. Are responsible for making sure that the Official Game Sheets are completely filled out, signed, and given to the Field Representative or UIC.
- I. Arnold Athletic Association Chief Umpire shall:
 - (1) coordinate, and provide guidance to, all AAA Umpires-in-Charge [UICs] (“Walkers”)
 - (2) oversee all issues pertaining to rules interpretations to ensure equal enforcement of all rules
 - (3) coordinate umpire certification within the AAA
 - (4) conduct annual review of AAA rules and submit changes as necessary
 - (5) review and handle all protested games and ejections, acting in conjunction with the President, Boys’ Commissioner and the Protest Committee
 - (6) inform the Executive Board of all rule infractions received from nightly UICs
 - (7) establish and chair the Rules Committee and Protest Committee as needed

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- (8) act as final arbiter for any situation not covered by the rules and/or rules disputes requiring immediate solution
 - (9) interpret and explain any rules in question for any team within the AAA and provide written explanation if necessary

RULE 9

MISCELLANEOUS RULES

This section will contain any other information not contained in the Rule Books (such as smoking, parking, outside beverages, etc.).

- A. **NO OUTSIDE REFRESHMENTS (of any kind: soda, beer, food, etc.) ARE ALLOWED TO BE BROUGHT INTO ANY PARK.** This includes the parking lots.

Water and Sports drinks (Gatorade, All Sport, etc.) only for players is allowed to be brought to the fields (NO GLASS CONTAINERS are allowed).

OUTSIDE GLASS OR ALCOHOLIC BEVERAGES ARE NOT ALLOWED ON ASSOCIATION PROPERTY. OFFENDERS WILL BE EJECTED FROM THE PREMISES.

PENALTY: Failure to immediately comply will result in a forfeit.

- B. **THE USE OF ANY TOBACCO PRODUCT WITHIN 25 FEET OF THE FIELD OR DUGOUT AREA IS STRICTLY PROHIBITED!** Violators will be asked to leave the area. Repeated violations will result in ejection of the offender. (See Rule 3.H) Patrons are also asked to use the proper receptacle to dispose of their smoking material.
- C. Managers and Coaches are **FORBIDDEN** to consume any alcoholic beverages prior to or during the game. Any other adult who has consumed alcohol prior to or during the game is not allowed on the field or dugout area. **Likewise, alcohol and/or alcoholic containers are not allowed in or on any dugout.** If it is detected or brought to the attention of the Umpire(s) or field officer(s), they will not be allowed on the field or within 50 feet of the field/dugout. This includes time between double-headers.
- D. For safety reasons: all managers, coaches, spectators, and players are to remain in the dugout or behind the out-of-bounds fences when there is **NO** reason to be on the field. Umpires shall enforce this.
- E. All managers are reminded to clean up their dugout/bleacher areas after each game.
- F. No toss ball or hitting of balls into any field fences (backstop, outfield, sideline, etc.) is allowed.
PENALTY: Failure to comply (or continual abuse) will result in a FORFEIT.
- G. Managers are **REQUIRED** to keep players and spectators out of batter boxes and off of the **MOUND** and fair/foul lines after the field have been chalked for game play **THIS INCLUDES BATTING PRACTICE.** Both teams **MUST** complete any infield practice by five (5) minutes prior to the scheduled start time. **For safety reasons, no players (except captains attending ground rules) may be in live ball territory during ground rules.** Players are prohibited from being in live-ball territory when the

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opposing team is taking infield practice prior to the game.

- H. Head coaches (as listed on the team roster) are required to attend the pre-game conference with the umpires unless (a) they are attending to an injured player or (b) are not physically present at the time. Assistant coaches may attend the pre-game conference and shall act as the head coach until such time as the head coach is available at the game.
PENALTY: *head coach is restricted to the dugout.*

Portable pitching mounds will only be used for all games in 10U, 11U, 12U, 13U, & 14U divisions.

RAINOUT PHONE NUMBER

Only the managers or team representative should call the rainout numbers unless otherwise noted. THIS LINE DOES NOT TAKE MESSAGES.

Arnold 636-296-7474

Contact the rainout number to check on status of games or rescheduling times.

CHIEF UMPIRE

Only Managers, Coaches, or Association Board Members should contact the Chief Umpire.

PLEASE CONTACT FIELDS FIRST UNLESS EMERGENCY

Mike Cook - ChiefUmpire@ArnoldAthletic.com