

BALDWIN LITTLE LEAGUE

TRIPLE 'A' LEAGUE RULES

1) Purpose

- a. This is an instructional league, there are no standings.
- b. We want kids to learn all aspects of the game.
- c. To the extent possible let each kid play all positions.
- d. Teach them the responsibility of each position.
- e. We lose too many kids because coaches pigeon-hole kids into outfield positions and bottom of the order. Give each kid a chance to play
- f. There are no standings.

2) Selection of Players

Teams will be made by the League President, League supervisor and Player Agent(s) to the extent the positions are filled.

3) Fielding

- a. Ten (10) fielders are on the playing field at a time, but all team members will bat.
- b. Outfielders must play in the outfield positions and can NOT be within 21 feet of the infield.
- c. There is no "infield In", infielders must be at or behind the base line.

4) Playing time

- a. All players must play at least 3 innings in the field every game AND 2 innings of infield per week (based on 2 games/week). (Please, be fair to all the children and allow all to play full games and try all positions).
- b. If the home team is winning and does not bat in the bottom of the 6th inning, three (3) innings in the field meets this obligation.

5) Stealing

- a. Limit 2 steals per inning.
- b. No steal of home. No advancement on an overthrow by the catcher.
- c. No stealing with adult catchers.

6) Sliding

- a. At any time a play is occurring, at any base, the runner should slide or avoid contact. Mandatory, automatic sliding is no longer required at home plate. WHAT CONSTITUTES A PLAY will be left to the UMPIRE'S DISCRETION, unless there is contact with the fielder and then the runners be called out.
- b. In the event of intentional contact with a fielder, the runner will be called out by the umpire. If it prevented a double play, in the umpires judgement, a double play can be called. Hard or malicious contact will result in a player being out and out of the game.
- c. Also, please remember, there is NO headfirst sliding permitted, doing so will

result in an automatic out. The only exception that is permitted is returning to the base he/she occupied. Example: a runner attempts to go to a base and changes his or her mind, they may slide back to the base head first Sliding into first base is NOT permitted and is an Automatic Out.

- d. There is no sliding into 1st base, doing so will result in an automatic out.

7) Walks

After six (6) walks in one inning, the pitcher must be replaced preferably by a coach from the offensive team. After 3 walks on 4 balls a walk will be called on 6 balls. We want kids to pitch but we also want kids to hit.

8) Batters

- a. All players will bat in their proper order. Once all players have batted I even if there are less than 3 outs the inning is over. There is no limit to the number of batters in the last inning of the game, 5 run rule still applies.
- b. No on deck batter is allowed. All players must be in the dugout unless fielding or the current batter.
- c. Base running is suggested, have kids run the bases if they hit the ball and the play calls for it. If it's a home run let the kid run. If the ball comes in from the outfield and is in the infield stop the runners. Do not force the defense to make a play to get the out. We are trying to teach the game not take advantage of 8 year old skills.
- d. 5 Run limit per inning.

9) Hit by pitch:

- a. Any thrown ball by the pitcher that touches a batter is considered a Hit by Pitch. The batter is awarded first base. This includes a ball that bounces first or even rolls on the ground.
- b. If a batter checks his swing and gets hit on the hands it is also hit by a pitch.
- c. A batter should attempt to avoid getting hit but is not required. If a batter moves into a pitch, as to get deliberately hit, umpires judgement, it is not hit by a pitch, but only a ball or a strike.
- d. If a batter gets hit while in the strike zone, that ball was a strike it remains a strike.
- e. If a batter puts his hand up to stop a pitch, and gets hit in the hand, it is the umpires judgement if the pitch would have hit the batter, if it would have hit the batter he/she is awarded first base, if not it is just a ball or a strike. The ball is dead, Batter is awarded first base.
- f. The pitcher must be removed if he/she hits 3 batters in one inning or 4 batters in one game.

10) Equipment

- a. Batting helmets - Helmets are Required, no Exceptions
- b. ALL base runners are required to wear helmets. Any runner throwing off their helmet, either while running or to show displeasure may be called out by the umpire.
- c. Bats – USA BATS Required
- d. All male players must wear a cup.

- e. No donut weights allowed.
- f. No Jewelry is to be worn by any players.(Medical Bracelets are an exception)
- g. All players should wear proper team uniform, Jersey, Pants, Hat and Socks(ifprovided by league)
- h. All players must use finger glove, First baseman may use First basemen's glove. Catcher must use catcher's glove and full catcher's gear.
- i. First base will be a double orange/white base for safety.

11)Dead ball

- a. A ball is dead, if it goes under the backstop, thrown into the dugout or into the out of play area. If there is no physical dugout or out of play area a designated area shall be assigned by the umpire.
- b. When a ball is ruled dead, no runner may advance.
- c. If a thrown ball goes into dead area, the runner gets the base he is going to plus the next base, at the time the throw was made.

12)Interference

- a. A runner, running into a fielder, trying to field the ball - the runner is out.
- b. No fielder is allowed to line up in the base path. If a fielder not fielding the ball and the runner runs into him - the runner is awarded the next base he is going to.
- c. A batter swings the bat at a pitch and it hits the catcher's glove - this is catcher's interference and the batter is awarded first base or result of play. (See LL rule #6.08).
- d. A runner attempts to steal a base and the batter blocks or prevents the catcher from making a play the batter is out and the runner goes back to the base of origin.

13)Offensive Conferences (During Weekend 'Real Game' conditions)

- a. Only one offensive conference coach call time out to talk to a batter or runner per inning.
- b. Umpire is not to allow additional conferences.
- c. If a batter walks away even when he is told not to by the umpire, umpire can instruct the pitcher to pitchthe ball.
- d. Umpire will call a strike for each pitch thrown. An injury time out is not a chargeable time out.

14)Defensive Conferences (During Weekend 'Real Game' conditions)

- a. Managers or coaches can cross the foul line to talk to pitchers or infield players.
- b. Outfield players cannot come to the infield for conferences.
- c. On the third defensive trip in one inning the pitcher must be removed.
- d. On the fourth trip in a game the pitcher must be removed.
- e. The number of trips starts new with each pitching change.

- f. An injury time out is not a chargeable time out.

15) Substitute Runners

- a. No substitute runners are allowed except in the case of injury.
- b. If a player becomes injured and cannot run the last batted out shall run for that player except if that is the catcher and there are two (2) outs. Then the previous batted out shall run-Remember the speed up rule applies when there are two (2) outs.

16) Pitching Rules

- a. No pitcher can pitch more than 2 innings in one game.
- b. Three days' rest is required between pitching assignment. No Kid can throw more than 50 pitches over those two innings.
- c. The mound should be placed no closer than 40 feet and no further than 46 feet. 42 feet is an acceptable distance at this age.
- d. Failure to follow the above pitching rule will result in forfeit of said game.

17) All Star Game

- a. Only Kid Pitch (in the event we have a minimum of 6 pitchers who can get outs).
- b. All teams will have an equal number of players entered in the All Star Game.
- c. All Star Game players must march in the Memorial Day Parade.
- d. All Star managers will be selected based on their teams standings before the Memorial Day Weekend.
- e. No more than 2 manager or coach per team will be permitted in the dugout.
- f. All players will play an equal number of innings (no more than one inning differential).
- g. No pitcher may pitch more than two (2) innings.

18) Games

- a. Weekday Games: Coaches pitch, coaches are allowed on field.
- b. Weekend Games: Players pitch, coaches are not allowed on field. (For Weekend Games follow Offensive and Defensive Conference rules above).
- c. Coaches Pitch from minimum of 40 feet, kids need to see the distance.
- d. During coach pitch player will be out after 6 hittable pitches or 3 strikes. If the last pitch is fouled off the batter remains until a final strike/ hittable pitch.

19) Start Time

If a team cannot field 8 players by 20 minutes after the scheduled game time, that team should start the game. Please play the game any way we can.

20) General Rules: No Bunting, No Tagging Up, and no infield fly rule.

21) Time Limit

- a. No Inning can start after 1 hour and 50 minutes from scheduled game time if a game is scheduled to follow.
- b. If no game is scheduled to follow, no inning can start after 2 hours and 30 minutes from scheduled game time.
- c. All weekday games must end by 8:00pm.

This is a developmental League, there are no standings.

FAILURE TO FOLLOW THE ABOVE RULES MAY RESULT IN FORFEIT OF GAME OR SUSPENSION OF MANAGER/COACH. DECISION WILL BE MADE BY THE BALDWIN LITTLE LEAGUE BASEBALL COUNCIL

Revised 4/2022All rules not covered are governed by Little League Rules