

## McNulty Field

### ROOKIE Baseball Rules

All games will be played under the rules established in the official Babe Ruth Baseball Rules and Regulations Handbook except for the following:

1. All games shall be complete after two (2) complete innings if the time limit has been reached.
2. The time limit for all games shall not exceed ninety (90) minutes.
3. All players shall bat and play the defensive field.
4. Both teams shall bat all players on their roster.
5. A maximum of six (6) infielders may be used. The remaining players must start with both feet in the outfield grass until a ball is put into play.
6. Only one (1) pitcher's helper may be used. The pitcher's helper must wear a heart guard and protective face mask or the league may provide a helmet with a face guard.
7. The pitcher's helper shall stand even to the pitching rubber or slightly behind. The pitcher's helper is not permitted to be in front of the pitching rubber. At least one (1) foot of the pitcher's helper must start inside the pitcher's circle (maximum of 15 feet radius) until a ball is put into play.
8. There shall be NO advancement of base runners on an overthrow to any base or the pitcher's helper.
9. Time shall be called and base runners will advance or return to the nearest base when any infielder **inside the infield** possesses the ball and raises both hands and calls time. If the base runner has passed the halfway point between two bases, the base runner shall advance to the next base upon time being called.
10. Two (2) adult coaches are allowed in the outfield grass. They shall remain in the outfield grass when a ball is in play.
11. The adult pitcher must stand no closer than the front of the pitcher's circle (27 feet) to pitch to a batter.
12. Batters will be allowed a maximum of five (5) pitches unless they foul the last pitch. If the batter has not put a ball into play by the 5<sup>th</sup> pitch, a batting tee will be brought out. All batters will be allowed to hit off the tee no matter the number of attempts. There shall be no strikeouts.
13. An inning shall end when: the defensive team records three (3) outs OR all of the hitting teams' players have batted.
14. Bases will be 50 feet apart.
15. **NOTE:** coaches will make out and safe calls at the bases. This is an **instructional** league and while competition is encouraged, creating a fun, instructional and inclusive environment is paramount.

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### **AA Baseball Rules**

All games will be played under the rules established in the official Babe Ruth Baseball Rules and Regulations Handbook except for the following:

1. For the first four (4) games, an adult pitcher will pitch to all batters and a pitcher's helper shall be used.
2. The pitcher's helper must be even with or behind the pitching rubber. The pitcher's helper must have at least one (1) foot inside the pitcher's circle until a ball is put into play.
3. No adult pitcher is permitted to touch a ball until the play has stopped and time called.
4. After a ball is put into play, the adult pitcher must attempt to leave the field of play until time has been called.
5. If a ball is put into play and strikes the adult pitcher, at any time, the ball shall be ruled dead and the pitch will be thrown again.
6. Starting with game five (5), player pitchers shall be used. No player may pitch more than one (1) inning per game.
7. If a player pitcher throws four (4) balls, an adult pitcher will enter the game and be allowed to throw a maximum of three (3) pitches. The result of those three (3) adult pitches may be a strikeout, ball put into play or a walk.
  - a. If the player pitcher walks the batter with a count of four (4) balls and any number of strikes, the adult pitcher shall assume the batter's count. For example, if the player pitcher throws the 4<sup>th</sup> ball, however, has also thrown two (2) strikes, the adult pitcher will assume the 3 balls/2 strikes count and will be allowed to throw one (1) pitch.
8. There shall be no lead-offs. The base runner's foot must remain on the base until the ball is put into play.
9. There are no steals. Base runners will only be allowed to advance bases on balls put into play or as the result of a walk.
10. Base runners may not advance bases on over throws.
11. Bunting is NOT permitted.
12. Two (2) adult coaches will be allowed in the outfield grass. The coaches must remain in the outfield grass while a ball is in play.
13. Ten (10) players will be allowed to play defense. No more than six (6) players will be permitted to play on the infield.
14. Play will stop on any injuries.
15. Any infielder, possessing the ball in the infield, may raise the ball over their head and call timeout. The play is dead at that point. Base runners who have crossed the halfway mark between bases shall be awarded the next base. Base runners who have not crossed the halfway hash shall return to the previous base.
16. Outfielders may NOT call timeout at any time.
17. All balls and strikes, plays at the bases or home plate, are to be called by the umpire. Those calls are final. Arguing with an umpire is prohibited!
18. A maximum of six (6) runs will be allowed by any team in their half of an inning. Once six (6) runs has been obtained, regardless of the number of out, the teams shall switch to the next half of the inning.

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19. No player may sit on the bench for more than one (1) consecutive inning.
20. Coaches are responsible for the conduct of all players on the team and their fans.
21. Coaches or fans who argue, heckle or berate and umpire is subject to ejection from the game. Any coach ejected from a game shall be suspended from the next game.

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### AAA Baseball Rules

All games will be played under the rules established in the official Babe Ruth Baseball Rules and Regulations Handbook except for the following:

1. Base length is 60 feet.
2. Pitching distance shall be 46 feet.
3. Pitching logs are MANDATORY. Coaches shall record an accurate pitch count for each pitcher for each game.
4. Pitch counts shall be turned in to the concession stand at the conclusion of each game.
5. Failure to record the pitchers and their respective pitch counts shall result in a forfeit for that game.
6. Failure by the manager to record or turn in the pitch counts, twice in a single season, shall result in a one (1) game suspension for the manager.
7. Games in which ineligible players pitch shall be declared a forfeit.
8. No player may sit out of a game for more than two (2) innings per game. Extenuating circumstances will be considered.
9. After 3 ½ innings of play, if the home team is ahead by ten (10) or more runs, the mercy rule will be in effect and the visiting team shall concede the game. The home team shall concede the game if they are down by ten (10) or more runs after four (4) full innings of play.
10. No AA or travel team players may be called up to pitch in a AAA game.
11. Each game will have a time limit of one (1) hour and forty-five (45) minutes. The time shall start and be maintained by the umpire.
12. Playoff seating will be determined by a blind draw.
13. Only a starting pitcher can be removed from the pitching mound and later return to the pitching mound in a single game.
14. SLIDE RULE: If a runner attempting to reach any base, other than first base, intentionally or maliciously, runs into a defensive player, the base runner shall be called out and ejected from the game at the umpire's discretion. If a play is being made at any given base, other than first base, the base runner must slide. Failure to slide shall be ruled an out.
15. NO head first sliding. Any runner sliding head first shall be called out.
16. STEALING bases will be allowed.
17. Base runners are only permitted to steal one (1) base on any pitch.
18. Base runners are NOT allowed to steal home plate.
19. When bases are loaded, runners will only be allowed to advance on a fair ball or walk on balls.
20. **NOTE:** starting with game five (5) of the season, base runners shall be allowed to advance or steal any base, including home plate, pursuant to the rules of baseball.
21. All base runners must either advance to the next base or return to the previous base, at the umpire's discretion, once the ball is controlled by the pitcher on or immediately near the pitching mound.
22. Base runners are NOT permitted to lead off until the ball crosses the front of home plate. Runners leaving the base early may be called out at the umpire's discretion.

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23. A maximum of six (6) runs will be allowed per team per inning until the final inning. The last inning shall be unlimited runs for each team. Once a team reaches six (6) runs in their half of an inning, regardless of the number of outs, the teams will switch and start the next half of an inning.
24. Throwing a bat will result in a verbal warning from the umpire. Only one (1) verbal warning per team shall be given. Upon the second thrown bat, the hitter shall be called out. If a bat is thrown by a hitter who struck out, the player may be ejected from the game at the umpire's discretion.
25. No coach, player or parent (spectator) is permitted to argue, heckle or berate an umpire. Any violation of this rule may result in an ejection from the park.
26. All rule violations shall be at the discretion of the umpire. All calls made by an umpire are final and not up for discussion. IF a coach wishes, they may call a timeout and ask the umpire for clarification on a call/rule.
27. Any dispute between a coach or parent and an umpire shall be handled by the on-site board member and their decision is final.