

2010 AA Division Rules

1. Pitching: Pitch count limitations are as followed:

9 year olds – 35 pitches/inning – 75 pitches/day

7-8 year olds – 25 pitches/inning – 50 pitches/day

If a pitch count limit is reached while a pitcher is pitching to a batter, the pitcher may continue to pitch until he reaches 5 pitches beyond the maximum (9 year olds – 40/inning or 80/game, 7-8 year olds – 30/inning or 55/game) or sooner if the at bat is concluded. As long as the pitcher has not exceeded his daily pitch count, he may come in to start the next inning. Once a pitcher has reached an inning maximum or pitched more than 40 pitches in a game, he may not play catcher for the remainder of that game. A catcher is eligible to pitch.

Days of rest:

If a player pitches 66 or more pitches in a day, 4 calendar days of rest needed.

If a player pitches 51-65 pitches in a day, 3 calendar days of rest needed.

If a player pitches 36-50 pitches in a day, 2 calendar days of rest needed.

If a player pitches 21-35 pitches in a day, 1 calendar day of rest needed.

If a pitcher pitches 1-20 pitches in a day, no rest needed.

Coach Pitch: Manager's will agree prior to the game if they want to bring a player in to replace another player who has reached their inning maximum. If one manager chooses to coach pitch that game, then both teams must abide by this decision. There can not be a combination of the two options. It is either all player pitch or all coach pitch.

If it is determined at the outset of the game that there will be coach pitch for the game and a pitcher has reached his inning or game maximum, the coach from the batting team enters the game with the count on the batter carrying over. Strikes will continue to be called. There are no walks. A batter can not take his base on a hit by pitch. At this point, runners are not allowed to steal or advance on an overthrow or passed ball. There will be a maximum of 7 pitches from the coach per player unless the seventh pitch is followed off. If the ball has not been put into play by the seventh pitch or the player reaches three strikes, the batter is out. The defensive team will keep track of pitches and let the opposing manager know when the sixth pitch has been thrown. If it is not announced, the batter will get one more pitch after the announcement.

If it is determined that a player will replace a pitcher, the count will carry over from the batter to the new pitcher. Walks will reset, steals will not. Either pitcher may reenter into the next consecutive inning as long as their daily maximum has not been reached. They may not skip an inning and return. If a third pitcher is introduced, the second pitcher is ineligible to return.

2. Hit Batters:

A pitcher must be removed from the game and can not return if he hits two batters in one inning or three batters over the course of a game. If a pitcher is removed from the game for hit batsman, the coach for the batting team must complete the inning. If he is replaced by a player, the walks reset.

3. Base on Balls:

There is a limit of three walks per inning for each team's at bat. If a batter in the same inning reaches four balls, the batting team will send in a coach to continue to pitch to that batter. The batting team's coach then pitches the rest of the inning. The remaining batters must hit the ball in play or strike out. The umpires will continue to call strikes. If a player replaces a pitcher, the walks reset and a batting team is eligible to have three more walks. There are no intentional walks. A hit by pitch is not considered a walk.

4. Dropped Third Strike:

If a catcher drops a third strike, the batter is out. If a catcher successfully catches a third strike that has been fouled off, the batter is out.

5. Infield Fly Rule:

The infield fly rule is not in effect.

6. Bunting:

Bunting is allowed. A player may not show bunt and then swing away. If he does, the batter is automatically out. A player who bunts foul with two strikes will be called out.

7. Stealing:

A team is allowed a total of 4 stolen bases per half inning. It is considered a steal when:

- a player advances on a wild pitch
- a player advances on a passed ball
- a player steals a base

A player may not advance more than one base per steal attempt. In the event of an overthrow, the player must remain at the base they successfully stole. This will encourage the catcher to make an attempt on the steal. A player may not steal on an overthrow back to the pitcher from any fielder.

Each team is allowed 2 steals of home per half inning. When a team has reached their 4 total steal maximum or 2 steals of home, it is their responsibility to inform the umpire and the opposing team.

8. Overthrows:

Runners may advance one base when an overthrow is made (unless in the event of a steal). The defensive team may attempt to throw out the player advancing. If another overthrow is made, the runners may not advance.

9. Sliding:

Mandatory Slide – a runner must slide when a play is being made on them at any base. If an umpire determines that the player did not slide when a play was made on him, the runner will be called out. There will be no warnings. This is up to the judgment of the umpire and is not up to a coach's interpretation or discussion.

Head First Slide – This is only allowed when a player is returning to a base during a run down or pick off attempt. If a player is advancing and performs a head first slide, the batter is automatically out.

10. Number of Players:

A team must field no less than 8 and no more than 10 defensive players at the start and during a game. If a team elects to have 10 fielders, the tenth player must be designated to play outfield. Each player must play at least 6 defensive outs.

If a team does not have 8 players within 15 minutes of the start of the game, the game is forfeited. The two teams may then play a scrimmage.

If a team has only 8 fielders, the opposing team will supply a ninth fielder. This fielder will play right field and will be the player who made the last out in the prior inning. This applies only to the regular season.

Our objective is to develop fundamentals for each and every player. It is highly recommended that each player not sit consecutive innings or more than two innings per game.

11. Catchers:

Catchers must wear a hard protective athletic cup, catcher's mask with helmet, throat guard, chest protector with neck collar and shin guards during the game or when warming up a pitcher on or off the field.

Coaches may warm up a pitcher between innings.

The coach of the offensive team may, with 2 outs, elect to substitute a pinch runner for the catcher if he is on base. The pinch runner must be the last player to make an out. This will allow the catcher ample time to put on his equipment.

If a catcher is used for four innings in a game, he may not pitch that game.

12. Jewelry:

Players shall not wear any jewelry (i.e. chains, earrings, watches, rings, etc.) during games or practice.

13. Uniforms:

Players will wear their uniform shirts tucked in during games. Players must wear the CPLL baseball cap issued to them as part of the team uniform in order to play defensive positions. No other baseball cap may be substituted.

14. First Aid Kits:

At least one first aid kit must be present before a game or practice is allowed to begin. Each manager is responsible for having the team first aid kit available at all games and practices. If an injury/incident occurs during a practice/game, the manager/coach must complete the incident report prior to leaving the field. The division VP and safety officer must be immediately contacted.

15. League Ball:

Games will be played using baseballs supplied by CPLL.

16. Team Batting Order:

- A. The offensive team is retired after three outs, or when the offensive team bats through their roster, or five runs are scored, whichever occurs first.
- B. The maximum number of batters permitted will be equal to the team with the greatest number of players participating in the game. If team one has nine players and team two has ten players, team one is permitted to bat ten players in their half of the inning. This can only occur when three outs or five runs has not been reached.
- C. There is no on deck position due to safety concerns. All batters shall remain in the dugout until it is their turn to bat.

17. Game Time Limits/Run Rule:

- A. Weekdays – no new inning shall be started two hours or more after the scheduled start time of the game. A new inning start time is the same time as the completion of the prior inning.
- B. Weekends – No new inning shall be started two hours or more after the scheduled start time of the game if there is a game scheduled to be played immediately after the game in progress. If there is no game scheduled to be played immediately after the game in progress, no new inning shall be started two hours and thirty minutes after the scheduled start time of the game. A new inning start time is the same time as the completion of the prior inning.
- C. Incomplete Games – If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted. All games that have not completed one inning will be declared a no contest. All records including pitching shall be discarded in games declared no contest.
- D. There is a maximum five run rule per inning. The inning stops with the 5th run crossing the plate. There is no continuation of play. If there is a sixth inning, there is no run limit.

18. Playoffs:

There will be playoffs for the AA division. Details will follow. All regular season records will not be impacted by the playoffs. All teams will play.

19. Equipment:

The home team manager is responsible for getting out the bases, umpire's equipment, lining and raking the field. The home team manager will provide two new baseballs to the umpire for each game. The home team will keep the game balls at the end of the game.

20. Field Preparation:

The home team prepares the field for the game. The away team is responsible for raking the fields after the game.