

Triple A League Rules 2010

Field Dimension: This league will play games on 90ft bases with 60'6in pitching rubber. Games will be 6 innings in length; however no inning should begin after one hour 45 minutes of play. If a game is tied after 6 innings and 2 hours, the games will be recorded as a tie. If the field does not have lights, games must start no later than 6:15 pm. If the field does have light, games must begin no later than 8:00 pm.

Batting: All players present at a game will bat in the batting order. This will allow for free substitution on defense (except pitching). If a player is injured or becomes ill after the game begins his/her spot in the line-up will become dead and no out(s) will be recorded when that players spot in the order is at bat. The injured or ill player will not be allowed to reenter.

Pitching: A pitcher will be allowed to pitch 4 inning per game. One pitch is considered an inning. Once a pitcher is removed from the pitching position, he/she is not allowed to reenter as the pitcher. The balk rule is in effect, however, each team is issued a warning before a runner can advance.

Baseball Cleats: Any/All types of baseball cleats are allowed.

Umpires: The home team must provide paid umpires. Balls and strikes must be called from behind the catcher. Home team will also provide game balls.

Base Running: The base runner has the right-of-way within the base paths (3 feet either side). The runner is awarded the base he is headed for if obstructed, unless the fielder is playing the base or fielding the ball. In the event a base runner obstructs a fielder who is playing the base or fielding the ball, he is out. Leading off is allowed. A base runner must slide if a play is being made in him/her. Failure to slide will result in an out and possible ejection. Head first sliding is allowed.

Courtesy Runners: Are allowed for the catcher if he/she reaches base or is on base when the second out is recorded. If any other player is injured during the course of the game, a courtesy runner may be used. The player who made the last out will be the courtesy runner.

Stealing: Unlimited stealing is allowed.

Bunting: There are no limitations on bunting.

Infield Fly Rule: This rule is in affect.

Third Strike: The catcher does not have to catch the third strike. (Runners may advance)
Note: If both coaches agree, this rule can be eliminated.

Interference: If a batter interferes with the catcher's throwing or fielding, batter is out and runners cannot advance. If the catcher interferes with the batter, the batter is awarded first base.

Bat Size: Maximum bat barrel size shall not exceed 2 5/8 inches.

Mercy Rule: If a team is ahead by 12 or more runs after 3 ½ (home team) or 4 innings the game is over.