



## **NORTHWEST BASEBALL AA LEAGUE RULES**

***Please remember why we are out here. We are out here for the benefit of our kids. We, as coaches, are responsible to teach fundamental baseball, good sportsmanship and the joy of competing.***

### **RULES TO FOLLOW**

- Local Northwest Bakersfield Baseball rules apply first. If not listed below then Cal Ripken Division Rules and Regulations apply followed by the current Official Baseball Rules as published by the National Baseball Congress.

### **PRE-GAME MEETING**

- Each team's manager will meet with the umpire(s) at home plate for game preliminaries, including any field specific rules in play for that game.
- Managers must provide a copy of their lineup to the opposing team at this time if not already provided.
- Umpire to give home team the pitch log sheet.
- Umpire to give to both teams the official start time.

### **GAME TIME**

- Games are 6 innings or 1 hour and 45 minutes (both coaches must confirm start time)
- No new inning after 1 hour and 45 minutes. Coaches should get together before each game and make sure that the start time is agreed upon. Both coaches may agree to end the game prior to the time limit due to extenuating circumstances, such as exceptionally adverse weather conditions or a severe player injury.
- Intentionally delaying games can/may lead to the loss of points in standings. If a team is not willing to start a game by five minutes after the scheduled start time, the game will be played to the nearest full inning within the remaining time limit. The team who intentionally delayed the game may incur a loss of points in the standings such as the league rep or league board member ("responsible league officials") shall determine.
- Please have your team run on and off the field.
- End of game: the game shall be officially over and no further scoring will be recorded or posted at the earlier of the following:
  - The game has completed 6 full innings (or 5.5 innings in the case where the home team is ahead).
  - The home team is or has gone ahead in the bottom of the last inning – the last inning being either the 6th inning or the last inning allowed due to the time limitation.
  - The point in the game after which the trailing team has had at least 4 at bats and no longer has the possibility due to the run limitation of catching the leading team (at the option of both teams play may still continue during non-tournament games up to, but

not beyond, the time limit except in the case where the actual starting time of the game was 5 or more minutes later than the scheduled starting time; no further runs will be recorded or posted, however).

- The completion of the inning during which the time limit has been reached.

### **TEAM COMPOSITION AND PLAYING TIME**

- Only ten (10) players are allowed defensively on the field. The 10<sup>th</sup> player must play outfield, giving each team 4 outfielders each defensive inning. Eight (8) minimum players are required to play a league game. If a team has 5 or less roster players available at game time, it's a forfeit. If both teams agree to start the game with 1 team having less than 6 knowing a player is on the way than that is allowed. If the player has not made it by his/her first at bat, then the game is stopped and declared a forfeit. If a team has 6 rostered players available, they can select 2 players from another AA or lower team necessary to reach the minimum level of players, up to a team maximum of 8 players. Such substitute players will still be responsible for playing in their own league game and their team will take priority. Substitute player(s) must bat at the end of the batting order, play in the outfield and cannot pitch.
- Everyone bats with free substitutions.
- An out will **not** be given if a player must leave the game because of injury or sickness and is not able to take his/her at bat. Once a player misses his/her at bat they may **not** return to the game.
- Players may only play 2 innings per position in a game. No player shall spend more than 2 innings per game on the bench. Injured or ill players or players unwilling to take the field are excepted.
- Forfeits of any kind will be recorded as 6-0.

### **HOME TEAM RESPONSIBILITIES**

- The home team is responsible for providing the official scorekeeper.
- Home team is responsible for completing and returning to the umpire the game inning pitch log. Both team names and all other information must be completed and both coaches acknowledged.
- Home team is responsible for inputting the final score as promptly as possible.
- Home team is in 3<sup>rd</sup> base dugout.

### **BOTH TEAM RESPONSIBILITIES**

- Coaches use the field drag to smooth the field prior to each game if possible.
- Both teams share the responsibility of setting up the field (water, paint, bases, etc). When applying paint be sure the location is wet. Damp soil will not take the paint and you will be wasting it.
- The teams playing the last game of the day on each field are responsible for placing equipment in the storage cages and placing the inserts into the base pegs. If it looks like rain could arrive please place tarps over the mound and plate. Tarps should be in the equipment storage.
- Please pick up left behind equipment and take to lost and found at the snack bar. Each team is responsible for cleaning up their dugout and bleacher areas, including trash.
- The away team is responsible for the scoreboard (if any) and if they want to.

### **COACH AND PLAYER CONDUCT**

- Only 3 coaches – (1) head coach and (2) assistant coaches – may be on the field (including the dugout) during the course of the game, each of whom shall have fulfilled such requirements of the background screening and child safety act as the league may require.
- If a coach or player is ejected from a game, the coach or player must leave the Northwest Bakersfield Baseball facility. Should the coach or player choose not to leave, the umpire may call the game a forfeit in favor of the other team. A coach or player that is ejected from a game will not be allowed to coach or play until the NWBB Board has reviewed the situation and released the coach or player to return.
- If a coach or player is ejected for profanity or aggressive contact to another coach, player or umpire, there will be an automatic 1 game suspension (could be more). Coach or player cannot be in or near the dugout or on the field at the next game. League President must give the ok for coach or player to return.
- Should we have an unfortunate situation of a team's fan/parent causing a problem, the umpire will provide one warning to the fan/parent's coach. Should the problem continue, the umpire shall have the option at his sole discretion to eject the fan/parent **and** coach from the Northwest facility. Should the fan/parent or coach choose not to leave, the umpire may call the game a forfeit in favor of the other team and the league representative will need to determine further action.
- Each coach and assistant coach will wear appropriate attire including team caps or Northwest apparel (caps to be worn with the bill forward; no tank-tops)
- Anyone showing poor sportsmanship at any point before, during or after the game may be suspended and/or removed from the league.

### **UMPIRES**

- There will be no protests. Umpires have the final call on the field. EXCEPTION: If an umpire is not following the division posted rules and a coach has the rules in hand and wants to address it, the game will stop until this is addressed with head umpire Jack Queen and/or a board member.
- The league will not tolerate abusive or intimidating conduct towards our umpires.
- League reps will not overrule any call on the field, so DO NOT CALL THE LEAGUE REP.
- If you have an issue, call timeout and go to the umpire that made the call. Only the coach that was present at the plate meeting can discuss with the umpire.
- No coach or player shall argue balls & strikes.
- Umpire will bring game balls and pitching log to each game.
- Umpire will give the official start time.

### **AA PLAYING RULES**

- Pitching mound is 46' and bases are 60'.
- No leadoffs, ball must cross the plate before runner can advance.
- There will be a maximum of 3 runs allowed per team per inning with no catch-up rule.
- The 10 run mercy rule is in effect after 4.5 innings.
- Bunting is allowed.
- No Slash bunt allowed. If a batter shows bunt and then swings it will be an automatic out.
- Cold plate is in effect in this league. The runner at 3<sup>rd</sup> base must be batted or walked in.
- Baserunner can steal at their own risk. "EXCEPT HOME PLATE DUE TO COLD PLATE RULE"
- A base runner can only advance one base on an overthrow, except in no case may a runner advance from third to home on an overthrow. If a runner attempts to run home and is tagged with the ball that runner is OUT. (1 base example: Runner on 1<sup>st</sup>, catcher overthrows the ball to the 1<sup>st</sup> baseman, runner can proceed to 2<sup>nd</sup> at own risk. Defensive player gets the ball and throws to 2<sup>nd</sup> trying to get the baserunner out and ends up being an overthrow once again

runner can proceed to 3<sup>rd</sup> at own risk. Defensive player gets the ball and throws to 3<sup>rd</sup> and again it's an overthrow, baserunner **cannot** run home, it's a cold plate.)

- When a base runner leaves the base before the pitched ball has reached home plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If the said runner reaches safely the base to which he/she is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.
- The violation of one runner shall affect all other runners.
- No infield fly rule.
- A batter will be automatically out on a drop third strike.
- Time between innings will consist of either 5 warm up pitches or 2 minutes.
- Fielders must run on and off the field in between innings.
- Shoes with metal cleats or spikes are not permitted to be worn by any player, coach or manager.

### **AA PITCHING**

Division	Required Rest (Pitches)			Innings
	0 Days	1 Days	2 Days	Max
AA	1 – 40	41 – 65	66 – <u>75</u>	2

- No pitcher is allowed to pitch in more than two (2) innings per game, with a pitcher not being permitted to pitch in more than three (3) consecutive days (including double headers if applicable). If a pitcher pitches in 3 consecutive days (6 innings max), the pitcher is required a day's rest. The two innings per game would reset after a day's rest.
- One pitch in an inning constitutes an inning pitched.
- 5 warm up pitches in between innings or 2 minutes.
- New pitcher comes in at the middle of an inning or at a new inning they will get 8 warm up pitches.
- Violation of the pitching rule is an automatic forfeit.
- The official score book and pitching log will be used by the league representative to resolve any conflict.
- Each coach is asked to verify pitching at the end of each game. Initials or neglect to initial the pitching log is the coach's acceptance of each pitcher.
- The second trip to the mound in the same inning to the same pitcher shall automatically result in the removal of the pitcher from the game as the pitcher only.
- **NOTE: ANY pitcher (starter or reliever) may leave the pitcher's positions and return as a pitcher provided he was NOT removed from the mounds as a result of a second trip. Pitcher will also not return if he has reached max pitch count or has pitched the max number of innings in a given game.**
- Violation of the pitching rule is an automatic forfeit.

### **BAT REQUIREMENTS**

- Divisions AA thru Majors Cal Ripken Bat Rule- All non-wood bats must have the USABat Marking. Barrel Maximum – 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division. PENALTY: If the illegal bat is discovered prior to a batter completing his/her "at bat" the bat is simply removed from play and the "at bat" continues.
- Wood bats are allowed in all divisions with a barrel maximum of 2 5/8
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the

next batter.

- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

### **LEAGUE STANDINGS**

- League Standings will be kept during the season to help determine the league champion (or in the case in which a league has been divided into National and American sub-leagues, the National and American sub- league champion for that league). 2 points will be awarded for a win; 1 point for a tie and 0 points for a loss. The team with the most points at the end of the season will be the champion. In case of a tie in the point standings at season's end, the following tiebreaker rules will apply:
  1. The tiebreaker will first be determined by head to head competition in all games played against each other during the regular season. This tiebreaker only applies in a two-team tie or in multi-team ties when only one team owns the advantage in head to head competition against all other tied teams.
  2. In the event the teams still remain tied, the tiebreaker will be determined by the fewest cumulative runs allowed by a team versus all opponents during the regular season.
  3. In the event the teams still remain tied, the greatest cumulative runs scored by a team versus all opponents during the regular season will determine the tiebreaker.
  4. In the unlikely event the teams still remain tied; the tiebreaker will be determined by a coin flip.
- After your final game please return equipment to the board/umpire's room. Be sure all checked out equipment is enclosed. We understand not all baseballs get returned.

### **BABE RUTH LEAGUE RULES - HIGHLIGHTS**

- (page 18 of the Babe Ruth Rulebook) – Chrome Batting Helmets are not permitted in Cal Ripken and Babe Ruth Leagues and tournament play. (All Divisions)
- (page 18) – Jewelry is prohibited. Medical alert and religious bracelets or necklaces are not considered jewelry. If these are worn, they must be taped to the body so as to remain invisible. Wireless communication devices are not allowed. (All Divisions)
- (page 68) – Baserunning. When a pitcher is in contact with the pitcher's rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home. Once the catcher has secured the ball and the runner has stopped his/her forward progress, the runner must immediately return to the base.
- (page 20) – Alcohol/Tobacco. Babe Ruth League, Inc. prohibits the use of all alcohol and tobacco products on all fields and dugouts for both local league and tournament competition. These products include smokeless tobacco, e-cigarettes, vapors, and all alcohol related products. This rule applies to all field personnel, which includes managers, coaches and umpires. (All Divisions)
- (page 19 & 64) – Contact Rule. If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. (All Divisions)
- (page 27) – Intentional Walk Rule. An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared

dead before making the award.

### **GAME DAY FIELD STATUS**

- Coaches should check the league web page ([www.nwbaseball.org](http://www.nwbaseball.org)) for rainouts or other weather-related problems. The league will attempt to post weather cancellations 2 hours before game time.
- Please do not try to contact a board member. Status will be posted if there has been a change.

### **PARENT/GUARDIAN CODE OF CONDUCT**

We must all constantly support and encourage fair play, player safety and sportsmanship. Parents are required to follow the Northwest Bakersfield Baseball (NWBB) Code of Conduct.

- I will always be supportive of my child, their teammates and coaches.
- I will remember that every player on the team is a contributing player.
- I will spread my encouragement equitably amongst the team.
- I will allow all coaching during the games to be done by the coaches and not by parents, in the stands or behind the backstop.
- I will convey coaching suggestions and complaints privately to the coaches before or after games.
- I will never badger the other team or argue with their supporters.
- I will not question the umpires' judgment.
- I will demand a sport's environment for my child that is free of drugs, tobacco, and alcohol and will refrain from their use at all NWBB events. (Smoking is not allowed on fields or surrounding areas. Smoking is only permitted in the parking lot)
- I will support all efforts to remove verbal and physical abuse from my child's sporting activities. Physical violence, taunting, or any action that may provoke physical violence, by anyone during a NWBB function, will be sufficient cause for the Board to exclude that person(s) from future participation or attendance at any NWBB game or activity.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and umpires at every game, practice, or other NWBB events.
- I will be responsible for the actions of my guests.
- I will stay out of the dugout.
- I will support the team and League by volunteering my services.
- Parents who violate these rules may be disciplined at the game (told to leave) and/or required to appear before the NWBB Board of Directors. Violations may result in a variety of consequences, including parental bans from games or other league activities. Managers are responsible for their players and for controlling their stands. Disruptive parents who do not follow coaches, umpires or Board Members instructions may cause the Manager to be suspended or the umpire may cancel the game.

**ANY CONCERS PLEASE CALL OUR PLAYER AGENT**

**Stan Thompson-Player Agent Manager-(661) 303-9600**