

PICKERINGTON YOUTH
ATHLETIC ASSOCIATION (PYAA)

JUNIOR LEAGUE BASEBALL (JLB)

TRIPLE A LEAGUE RULES

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1.0 General Playing Rules and Policies

1.1 Goals and Objectives

- (a) Teach the skills and rules of baseball.
- (b) Teach and encourage the values of team play, fairness, and sportsmanship while having fun.

1.2 Team Assignment

(a) Coaches: Parents who volunteer to coach will be chosen at the discretion of the respective League Director. Coaches who request to be paired together will be allowed to Coach, unless deemed to disrupt the competitive balance of the league. One Head Coach and two (2) assistant coaches will be assigned per team, but only two coaches can be paired before the draft. The third assistant coach will be drafted via the player who is drafted. Other parents who volunteer to Coach, but were not chosen, are encouraged and allowed to assist the Coaching staff of their child's assigned team, at the discretion of the Head Coach, given the parent completes the required PYAA background check and concussion training.

(b) Evaluations: Each league will hold evaluations prior to the season (*weather permitting*). Players will typically be evaluated on hitting, fielding, base running, pitching, and catching. The PYAA Junior League Baseball (JLB) Board Members will be completing the grading of the players. Players who are unavailable to attend the evaluations will be subject to the following procedures:

(1) If the player played PYAA JLB the previous season, the League Director shall make reasonable attempts to obtain previous year's evaluation data for that player and make a reasonable grade assignment.

(c) Draft: Each league (Single A Senior Division, Double A, Triple A) will hold a draft prior to the season. Players will be listed in descending order of their evaluation rank and grade. Coach's players will be included on the draft list but designated.

(1) The Head Coach or Assistant Coach must be present at the draft. The Head Coach or Assistant Coach will select players. Players will be put into sections and the entire section must be picked before players in another section can be drafted. A Coach's player shall be slotted based upon the evaluation results and placed in the appropriate rounds unless the player did not attend evaluations. The order of draft will be determined at the discretion of the League Director.

(d) Modifications: Changes and modifications to the evaluation and draft process are allowed, as proposed by the League Director, and approved by the

JLB President. Additionally, a player's evaluation score can be adjusted by the League Director and approved by the JLB President, if deemed unreasonable or inconsistent with known facts and information. However, any changes must be done in a manner to achieve ultimate competitive balance within the league.

(e) Play Up Guidelines: Only players who are in their last season of their league are allowed to play up to the next league. The last season is considered the Spring Season before they move into the next grade. For example, a Fourth (4th) Grader going into the Fifth (5th) grade in the Fall may "Play Up" in the Spring Season. The following criteria must be met to play up: **They MUST attend the evaluation.**

2.0 Specific Rules for Triple A

2.1 Player Age Eligibility

(a) Must be in 5th or 6th grade

2.2 Game Format

(a) Field Dimensions: 50 feet pitching distance and 70 feet base length.

(b) Game Length: 6 innings or No new inning after 90 minutes.

Comment: "No new inning after" is defined as a time limit in which no new inning will start after the specified time has passed. Any inning starting ON or before this time should be completed.

(c) Innings: A regulation game consists of five (5) innings, unless the time limit has been reached. *Rule 2.2(b)* or a mercy run rule is obtained (*Rule 2.2(g)*)

(d) Inning Format: A half inning consists of three outs or five runs.

Six Runs Exception: If on the same play as when the fifth run or more score the additional runs will be counted.

(e) The last inning of the game, as announced by the Umpire or mandated due to the time limit (*Rule 2.2(b)*), will have a maximum of 9 runs scored by the batting team. Once the home team is ahead, the game is over.

(f) Scoring: Score will be kept in accordance with Rules 1.4(a)(4) and 1.4(e)

(g) Mercy Rule: An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the prescribed limit. The home team shall not bat if they are winning, and the mercy requirement is met prior to the bottom half of the inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of the inning the home team shall cease batting and the game shall end.

Mercy (Run) Rules are as follows:

(1) Run differential of 15 runs after the 3rd inning

(2) Run differential of 11 runs after the 4th inning

(3) Run differential of 7 runs after the 5th inning

(h) Ties: Teams will play one extra inning to determine a winner if the game is tied at the end of six (6) innings or if the time limit is reached. The last player recorded as an out from the previous inning will start at second base in the extra

inning. If game is still tied after the one extra inning, the game will be called a "tie." The only exception is during post season tournament when a winner is needed. In a tournament the tie rules will be used for every inning that is needed to determine a winner.

*** The National Federation of High School (NFHS) rules will govern in the absence of specific PYAA JLB Rules ** 220904.1 – Triple A League Rules - Page 10*

(i) Shorthanded Rule: Teams must have at least eight players to begin the game. Grace periods are allowed at Umpire discretion; otherwise, the team will forfeit the game.

(1) The 9th position will be vacant in the batting line-up and no out recorded.

(2) In situations when a team at bat drops to less than eight players temporarily or permanently, the following procedures will be followed:

(a) If a player leaves the game temporarily (restroom, injury, etc.) while at bat, his/her at bat will be delayed or suspended for no more than ten minutes, awaiting his/her return to complete the at bat.

(b) If a player is unable to return or leaves permanently, regardless of the reason, at or during his/her time at bat, the team shall take an out when that player is due to bat.

(3) A defensive player may temporarily leave the game without penalty. In the case of a base runner, the last batted out can be used as a courtesy runner.

2.3 Player Participation

(a) Roster Batting: Teams will utilize roster batting, meaning every player present will be in the batting order

(b) The batting order remains intact regardless of defensive changes.

(c) If a player arrives late, they will be added to the bottom of the batting order.

(d) If a batter chooses not to bat for any reason (fear, emotions, etc.) other than a temporary leave (restroom, injury, etc.), he/she cannot be forced to bat; and his/her at-bat will not be considered an out.

(e) If a batter must leave in the middle of an at bat, for any reason, the next batter in the order will resume the count of the previous batter.

(f) No player can defensively sit the bench a second inning during a game until all players have sat at least one inning. **Penalty:** Forfeit

(g) A courtesy runner can be used in case of injury or sickness once play is stopped. The last batted out will be the courtesy runner. If there are zero (0) outs then it would be the 3rd batted out from the previous inning.

(h) No player may play more than three innings at the same position except for pitcher or catcher.

(i) Catchers: Catchers must wear full catcher's protective equipment (*helmet, knee & shin guards, chest protector, and athletic cup*). Catcher mitt and protective cup are mandatory.

(j) Defensive Alignment: Infielders shall be positioned at first base, second base, third base, shortstop, catcher, and pitcher. Three outfielders shall be positioned a minimum of 10 feet behind the baseline. **NOTE:** Infield shifts are not permitted.

(k) Defensive Changes: One defensive change is permitted during an inning. Catchers and bench players are NOT eligible for a defensive change during the inning, unless due to injury, sickness, pitching change, or ejection.

(l) Call-up Players: Call-up players who are on a current JLB Roster are allowed under the following guidelines: Only Fourth (4th) Graders from Double A are allowed to be on the call up list, which will be provided to each coach, and the list will be determined based upon registration. The call up list will be provided to the coach prior to the start of games. Call-up players are not allowed to play the Pitcher or Catcher positions. If 9 players from the team show up before the game starts a call-up player is NOT permitted to play. If the 9th player shows up after the game starts the player on the team will be inserted in the batting lineup where the call-up player is located and the call-up player will be subbed out of the game. This will be done in between innings. The Call-Up player is allowed to continue to bat.

2.4 Pitching

(a) Pitch Counts and Rest Periods: Pitchers can pitch up to 85 pitches per day. Doubleheaders or suspended games played the same day may add to the total of 85 pitches.

(1) Pitchers must adhere to the following rest requirements:

(a) 1-30 pitches in a day: 0 calendar days of rest.

(b) 31-45 pitches in a day: 1 calendar day of rest.

(c) 46-60 pitches in a day: 2 calendar days of rest.

(d) 60-75 pitches in a day: 3 calendar days of rest.

(e) 76-85+ pitches in a day: 4 calendar days of rest.

Comment: Rest days are full calendar days and not 24-hour periods. For example, a pitcher who throws 76 pitches on Monday may not return to pitch until Friday. They must sit out Tuesday, Wednesday, Thursday, and Friday.

(2) Any pitcher reaching the maximum pitch count (85) to a batter can finish pitching to that batter.

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(3) If a pitcher reaches a day(s) of rest threshold (*Rule 2.4(a)(1)*) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

(a) That batter reaches base; or

(b) That batter is retired; or

- (c) The third out is made to complete the half-inning or the game;
or
 - (d) The pitcher is removed from the mound prior to the batter completing his/her at bat. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat.
- (4)** Pitches thrown in games called prior to becoming official due to rain, time limit, or other such causes will count for that day.
- (5)** It is the head coach's responsibility to record a pitcher's pitch count. All teams must keep a record of pitch counts of their respective team in the scorebook. Any head coach in violation of pitching rules are subject to suspension/removal at the discretion of the PYAA JLB Board.
- (a) Pitch counts must be sent to the Triple A (AAA) League Director at the conclusion of each game by both teams.
 - (b) Balks: Yes – 2 warning before a balk is called.
 - (c) Walks: Yes. Intentional walks are not permitted. If it is the opinion of the umpire that a pitcher is intentionally pitching balls to walk a batter, the batter will be awarded 2nd base.
 - (d) A player must be removed from the pitching position for the remainder of the game by the coach:
 - (1) On the second visit of the inning or the third visit in the game in addition to, any subsequent visits to the mound by a coach; or
 - (2) The same pitcher hits three batters in the same inning or four batters in the game.
 - (e) Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
 - (f) Mound visits are 30 seconds in length.
- (6)** To begin the game (1st) Inning both starting pitchers will get 8 pitches to warm up.
- (a) Every subsequent inning that same pitcher will be allotted 5 pitches.
 - (b) If a pitching change is made prior to the end of the inning the new pitcher will be allotted 8 pitches to warm up, and then 5 pitches every subsequent inning they pitch.

2.5 Batting

(a) Bat Compliance -

- (1) Bats may not exceed 33" in length.
- (2) Bats must be certified by the manufacturer to meet a Bat Performance Factor of 1.15 or less.

- (3) Bats must be USSSA, USA stamped.
- (4) Drop 10 (-10) or 12 (-12) ONLY any lower bats will be disqualified from the game.
- (5) Barrel diameter for any bat may be no larger than 2 ¾.
- (6) Wooden bats of any kind are not permitted.

(b) Dropped Third Strike: NO. Not in effect.

(c) Infield Fly Rule: YES. Is in effect.

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(d) Bunting: YES. Permitted.

(e) Slug Bunting: NO. Not allowed. **Penalty:** Batter is out

Comment: Slug Bunting is defined as showing bunt, retreating the bat and taking a swing instead

(f) On-deck Batter: YES. Permitted.

(g) Thrown Bat: An intentional thrown bat can result in an immediate ejection.

All thrown bat calls are made at the Umpire's discretion.

(1) First offense for throwing bat: Team Warning.

(2) Second offense for throwing bat: Immediate dead ball. Batter is out.

(h) Batting Order: Continuous batting shall be used. The entire roster must be batted through, in order without substitution, in accordance with Rule 1.5(a).

2.6 Base Running

(a) Leading Off: NO. Not permitted.

(b) Stealing: YES. Stealing is permitted only after ball has crossed the entire plate.

Exceptions:

(1) Stealing of home is not permitted unless it is a pass ball. The batter must be out of the batters box and out of the way of the runner and allow the catcher and/or pitcher to make a play. If the batter does NOT get out of the box or the umpire deems the batter is in the way of the runner the runner is automatically out. Runner MUST slide regardless if there is a play or not. If they do not slide they are out. So even if the catcher is conceding the run and there is no play the runner is automatically out if the runner does not slide.

(2) Stealing is not permitted once a ball is released by a catcher in return to the pitcher. *Note: If the ball touches the pitchers glove the ball is considered dead even if it is not caught.

(3) Stop at Third: Base runners must stop at third base, and not advance home, on attempts by the catcher to throw them out when they are stealing second base or third base.

(c) Leaving Early: On plays where a runner leaves early, and the batter does not hit, walk, or get hit by the pitch, the ball is dead immediately and all runners return. All pitches shall be counted as either a ball or strike, even though the ball is dead. These pitches will also count towards a pitcher's pitch count. **Penalty:** One team warning will be given before the runner of the warned team will be called out.

(d) Overthrows: Hard stop at 3B. Runners are limited to 3B on any overthrow that occurs during the play. No Scoring: Even if the ball is wildly thrown to 2B or 3B, the runner is “frozen” at 3B and cannot attempt to score. Application: This applies to all runners and all bases. If a throw to get a batter-runner at 2B is overthrown, a runner already at 3B must remain there.

(e) Sliding -

(1) A runner approaching ANY base must slide if the ball is being thrown to the base and there is a play being made. If the runner does not slide and contacts the player covering the base, the runner is out. Any malicious contact will result in an out and an ejection from the game without warning.

(2) Headfirst slides are not allowed except for when an offensive player is going back to a base. The result will be an out if deemed illegal by the umpire.

2.7 End of Play

(a) The ball remains live, unless declared a dead ball or time out is given by the Umpire. Timeout must be requested by an infielder with possession of the ball (the player must be physically in the infield).