



AA Rules

2025 Season

GAMES

- Games will be 6 innings in length
- A new inning cannot be started after 2 hour from the start of the game. Coaches are encouraged to play as many innings as possible regardless of score.
- Incomplete (not regulation) or drawn (tie) games are considered suspended and must be resumed from the point of suspension. A regulation game is 4 innings (or 3.5 if the home team is winning). If less than one complete inning has been played, then the game shall be replayed from the beginning and all records, including pitching, disregarded.
- TYB / Cal Ripken lightning guidelines must be strictly adhered to.
- The league determines if games are cancelled due to weather, etc. If you are not notified by the league you are expected to play your game.
- If you feel the field is unsafe for use then in agreement with the opposing manager and the umpire the game may be cancelled and the division rep should be notified.
- Home team bench is 1st base side, Away team in 3rd base side

COACHING

- There shall not be more than 3 coaches on the field or bench during any game. During practice you may have as many coaches as you'd like, provided they have passed a TYB CORI background check. All coaches should be in the designated coaching areas and not in the field of play.
- Mound visits:
 - A manager or coach may come out twice in an inning to visit with the pitcher, on the 3rd visit the pitcher must be removed;
 - A manager or coach may come out three times in a game to visit with the pitcher, on the 4th visit the pitcher must be removed;
 - The manager of coach is prohibited from making a 3rd visit while the same batter is at bat
 - Visits should be kept as brief as possible to keep the games moving.

BATTING

- There is never and on deck better. The only player with a bat in his/her hand is the player at the plate.
- There will be a continuous batting order and it shall contain the entire roster of players at the game. If a player shows up late, they should be put at the end of the lineup even if the team has batted around.
- The league strongly urges you to have your players swing away at this level.
- There will be a (5) five run max per inning.
- The offensive side is retired when three (3) outs are recorded or when 5 run max is reached.
- Bunting is not allowed.
- With the bases loaded, if batter is hit by pitch, the batter is awarded 1st base & runners advance. If the batter walks (excluding hit by pitch), the strike count resets and the coach for the batting team comes in to pitch to the batter (coaches pitch to their players). A batter can still strike out (umpire still calls balls & strikes) but cannot walk with a coach pitching. If the coach pitching makes contact with a batted ball, the batter is out and all runners must return to their original base. A batter is not awarded first base if a coach hits the batter – that pitch will count as a ball
- If a team bats out of order: the scorekeeper shall inform the manager that a player has or is presently batting out of order. There shall be no penalty, and the proper batter shall then take his/her place in the order.
- If the batter foul tips a ball with 2 strikes and it is caught by the catcher it is a strike out
- If the catcher drops the 3rd strike, it is still a strikeout and the batter is out (excluding foul tips, they must be caught)
- There is no infield fly rule

PITCHING

- Per Cal Ripken rules, the number of pitches allowable under the regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day. A player's age is their Cal Ripken age, not necessarily their actual age.
 - The table below gives an overview of the number of pitches that will be allowed per day and rest periods:

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+

- The pitcher's mound for AA will be set at 46 feet.
- Warm-up pitches should be limited to 5 per inning and/or pitching change
 - Pitchers should not be warmed up between innings
- Once a player is removed as pitcher he/she cannot re-enter that game as pitcher.
- A pitcher who delivers 41 pitches or more pitches in a game cannot play the position of catcher for the remainder of that game. One pitch over 40 and the player CANNOT play catcher, the threshold rule does NOT apply for this.
- A player is allowed to catch first and then pitch, but if a player has played catcher for more than 3 innings in the game, he cannot pitch (can catch 3 innings but not one pitch into the 4th)

- Intentional walks are not allowed
- Each ½ inning scorekeepers from each team should confirm pitch counts
- At the conclusion of each game coaches are required to report pitch counts to the league along with score by noon the following day
- A player can throw more than their max if they are below it before the start of a new batter.
 - Example – 8 year old gets and out on their 49th pitch. They can then start the next batter and finish that batter. Their pitch count will be “50”.
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FIELDING

- Mandatory Field Play:
 - No player shall sit in back to back innings;
 - Each player must play a minimum of 3 innings (if a six inning game);
 - Each player shall play at least one inning in the infield;
- Catcher’s Equipment - the following are required to play catcher:
 - An athletic cup / pelvic protector
 - Catcher’s mask/ helmet with a throat protector, chest protector, catcher’s mitt, and shin guards
 - Any player warming up a pitcher must be wear a catcher’s helmet with a throat protector and use a catcher’s mitt.

BASERUNNING

- Stealing
 - A runner can steal 2nd and 3rd base (no stealing home) upon 2 outs in the inning.
 - Runners can attempt to steal as the ball crosses the plate.
 - Runners may not advance on overthrows, etc. on steals. In the event a play is being made on the succeeding runner, who successfully advances to another base, the ball becomes dead and no other runner/s may advance. The intent of this rule is to allow the catcher an opportunity to throw out any other runner/s that may be attempting to advance
 - Double Steals are not allowed
- Leading is not allowed.
- When the catcher attempts to throw the ball back to the pitcher, the ball is dead and you are not allowed to advance (no delayed steals).
- Baserunners are allowed one base on an overthrow. If the defense tries to make a play on an overthrow and throws another overthrow, runners can then advance one base.
- When a ball is being thrown in from the outfield, the runners must stop once a ball is controlled in the infield. If a baserunner is in the process of “taking the turn” when the ball is being controlled, that runner is allowed to keep going.
- Sliding into a Base - Runner is out when “... (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag”
 - This rule is for player safety and is broadly defined as “slide or avoid” but TYB generally recommends sliding. At no time should a runner intentionally make contact with a fielder nor should a fielder prevent a runner from advancing (interference).
- No pinch runners are allowed unless there is an injury. The player to make the last batted out is the pinch runner unless it is the 1st inning and no player has made an out. In this case, the last batter in the batting order shall be the pinch runner.

UMPIRES

Coaches will call balls and strikes during games

coaches will work baselines to determine whether a runner is safe or out

PLAY-OFF RULE ADJUSTMENTS

- No 5-run max for any inning in the Championship game
- No 5-run max for any playoff game in the 6th inning
- No infield fielding requirement
- No time limit on play-off games
- At the start of the play-offs all teams will start their pitcher's rest period from the last regular season game played. If a team's last game is Monday but the division plays Tuesday, the pitcher's rest period starts as if all teams played Tuesday.
- Playoffs
 - Schedule TBD
- Tie breakers:
 - Head to head
 - Runs against in head-to-head
 - Records against higher seed teams (one at a time)
 - Runs against overall
 - Coin flip