

# AAA Rookie League Rules (Spring 2025)

Rules that may vary from the Official Baseball Rule Book are highlighted below:

Last Updated: 4/1/2025

Machine Set-Up: 42-44 feet from plate and set to 38 mph.

- 1) Games are five innings or “drop-dead” at 60 minutes, with no new innings at 50 minutes. Please have your players run to their positions quickly, so we can get in as many innings in 60 minutes as possible. Games need to begin and end on time.
- 2) The official start time of the game is the start time on the schedule, even if the game starts late. Coaches, after games, please have your players exit the dugout and/or field in a timely manner so the next game can get started on time. We’ll have another game starting five to ten minutes after the end of your game.
- 3) Scores will be reported to the League and standings will be kept. The standings will be used to seed the post-season tournament. All teams will make the tournament. Seeding is by W-L, Head-to-Head, then Runs Scored for AAA Rookie. We may elect to have a Gold Tournament and a Silver Tournament.
- 4) A maximum of six (6) runs can be scored per half inning. There is not a mercy rule. Play all games to “drop-dead” time.
- 5) All players hit in the line-up and the line-up cannot be altered. If a player arrives late, they go at the end of the line-up. If a player leaves early, then scratch their name from the line-up. Only players on a team’s official roster can play in that team’s games.
- 6) After the first pitch, players get three strikes; this includes good pitches they don’t swing at. No walks. After three strikes, they’re out. Foul balls with two strikes do not count as a strike unless caught by the catcher cleanly. Poor pitches in which players do not swing are not strikes. The first pitch is live, but does not count as a strike if the ball is not put in play.
- 7) No stealing. No advancing on a passed ball by the catcher. No leadoffs.
- 8) Defenses can play with an extra infielder, either near second base or having a pitcher on both sides of the machine. Teams should play with a catcher, but this is not a requirement. If behind home plate, catchers must be in full protective gear, especially a helmet. Outfielders must start at least twenty feet behind the base lines. There can only be a total of seven infielders, which includes the catcher (1B, 2B, SS, 3B, P, C, Extra IF). All other players play in the outfield. No players have to sit out. You can have five outfielders and seven infielders playing the field at the same time.
- 9) A coach is allowed to position the players to hit and help return baseballs to the coach at the pitching machine. In fact, coaches are encouraged to help their players position themselves correctly in the box and help speed up game play by collecting and returning baseballs to the machine.
- 10) Please move your players around to different positions. All players should play half the game in the infield and half the game in the outfield, more or less. For the post-season tournament, players can only play two consecutive innings in the infield, then they must play the outfield for an inning before returning to the infield. This includes extra innings if applicable.
- 11) Three outs, end of half inning. The game umpire will call balls and strikes and make all fielding decisions.
- 12) The team hitting can elect to have base coaches at first, second, and third base. The team in the field can have a coach on the right side of the field and the left side of the field.

- 13) Runners can advance until the ball is secured by an infielder in the infield. Once the ball is secured by an infielder and the infielder does not attempt a throw, if the runner has not already passed the base, they cannot advance. They can only advance to the base they were running to prior to the ball being secured. Runners can only advance one base on an overthrow to a base or home plate, even if the ball remains in play and an infielder has not secured the ball.

Let Mueller Park Baseball know if you have any questions or concerns. Remember, it's about player development, good sportsmanship, and having fun.

#### Equipment

All bats are allowed in this league.

All players must wear a batting helmet when hitting and running the bases.

Catchers must be in full protective gear.

There are no auto-outs when playing with less than nine (9) players. Games can be played with as little as seven (7) players.