

AURORA BASEBALL LEAGUE

MINOR AND MAJOR LEAGUE RULES

These rules govern play in both the Minor (9 & 10) and the Major (11 & 12) Leagues. The MAJOR LEAGUE RULE IS SHOWN IN CAPITAL LETTERS where differences in the rules for the two leagues apply.

LEAGUE RESPONSIBILITIES

The League shall retain the exclusive right to determine what constitutes an official ball or other field equipment at its home fields, the umpires assigned the games at its fields, and all other matters related to play at its fields.

The League shall retain the exclusive right to determine player eligibility, drafting procedures, and other matters related to the formation of teams with their organization, except that no team shall be designated as an "A" team and staffed accordingly within this league.

The League will be responsible for the cost of any awards, etc. for its teams.

CONDUCT & SPORTSMANSHIP

All decisions of the umpires are final. This includes all judgment calls and all decisions on these rules, Baseball Rules, and all other matters pertaining to the playing of the game. There will be no protests made or allowed for any reason.

The managers are responsible for the conduct of their team and its members. Team members must conduct themselves in a sportsmanlike manner at all times. Managers will also be responsible for the conduct of any spectators on their side of the field and will make every attempt possible to discourage harassment of the players, umpire(s) and staff by spectators on their side of the field.

Throwing of bats, helmets, gloves and other equipment or objects is prohibited. A player or staff member may be ejected from the game after one warning. If done while arguing a call or play, or if the object strikes another person, the umpire can eject the person without warning.

There will be no bench jockeying or other forms of harassment of the other team or its members by other players or staff. Players may not talk to opposing players in an attempt to distract them, etc.

Team members shall not, under any circumstances, be allowed to have or use alcoholic beverages before, during, or after any team activity, while functioning in their capacity as a member of the team. The use of any tobacco product is prohibited within the playing area or on the bench. The League Director can enforce reasonable conduct at all times.

Team managers have the right to bench a player for disciplinary purposes other than ability or player performance, but must notify the other manager of the action taken. Once disqualified from playing in the game under this action, the player cannot later play in that game for any reason or under any circumstances. The team manager must notify the League Director when disciplinary action has been taken. This player will be removed from the batting lineup without any negative impact to his team. Failure to notify the other team or official scorekeeper of lineup changes shall not result in any penalty.

Any player ejected from the game will leave the playing area and may not sit on the bench. Any staff member ejected shall leave the playing area and may not sit on the bench and shall be restricted to an area not less than 50 feet from the field.

Players, staff and spectators shall not stand behind the backstop.

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EQUIPMENT

Baseball - The home team shall provide one new ball and their best used ball for the game. If a ball is lost, the home team will provide another.

Uniforms - All players should wear full uniforms, but an otherwise eligible player will not be prevented from playing because they do not have a complete uniform.

Shoes - Players cannot wear metal spikes.

Bats - Minors and Majors has a bat size limit of 2-1/4 inch diameter maximum and the bat must have a manufacturer's stamp saying "Little League Approved". Penalty for a non-approved bat size is batter is out, ball is dead and runners return to original bases when the pitch was thrown.

Batting Helmets - All players must wear protective headgear with a facemask while at bat, on base, on deck or while coaching.

Catchers - The catcher must wear all protective equipment while playing. Any player warming a pitcher MUST wear at least a helmet and mask.

GAME RULES

All games will be six (6) innings in Minors and SEVEN (7) INNINGS IN THE MAJORS unless additional innings are played to break a tie. An official game will be 4 innings in length, 3-1/2 innings if the home team is leading. A game started but not declared an official game shall be replayed from the start.

All eligible players on the team will play at least three (3) innings in a game that goes six (6) innings and play at least four (4) innings in a game that goes seven (7) innings. No player may sit the bench for consecutive innings. All eligible players must play at least one (1) inning in the infield and one (1) inning in the outfield within the first four innings of each game. NO PLAYER may play any one position more than 3 innings per game (catchers position is excluded from this rule and pitchers must comply with pitching rules stated in pitching rules.

Each team will maintain a scorebook, including pitching eligibility, and make a copy available of their lineup for the opposing manager upon request. Any manager has the right to review the scorebook to determine pitcher eligibility. No player may pitch more than 2 innings per game in Minors and 3 innings per game in MAJORS.

Ground rules shall be discussed before each game with the managers and umpire(s). Except for deciding if conditions permit a game to be started or that a forfeit has taken place, the umpire does not control the game until this meeting takes place.

Teams may start and finish a game with as few as 8 eligible players. Players arriving late can be inserted in the game without any penalty and do not have to play the required amount of innings if the game has progressed to a point that it is impossible for them to meet this requirement. The player will be added to the end of the batting order.

Game start time, finish time, and forfeit time will be marked by the umpires watch only. Both managers must synchronize their watches at the beginning of the game.

Games shall start at the designated time listed on the schedule or if both teams agree to a later start. A forfeit shall be declared 15 minutes after the scheduled start of a game if a team can not field 8 eligible players at that time. If neither team is able to field 8 eligible players, each team will be credited with a loss.

No new inning will begin more than 2 hours after the start of the game, or 8:30pm on a field without lights, whichever is earlier. No new inning shall begin if it can not be completed with enough daylight for safe play. Umpires shall determine if conditions allow a game to start or continue.

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All players and staff, when not playing on the field, batting, on deck, on base, coaching or warming up, shall remain on the bench. Only team members and coaches, and assistants are allowed on the bench. All equipment will be kept out of the playing area, including foul territory. Only ONE player is allowed in the on deck circle at any time.

The batting order will consist of each eligible player who will bat in the order shown in the lineup. Players arriving late who are allowed to play will bat in the last place in the batting order. If one team has less eligible players than the other team it will not affect either team's batting order. All team members will bat until there are three (3) outs or the team has scored the maximum number of ten (10) allowable runs in an inning except IN THE MAJOR LEAGUE WHERE THERE IS NO LIMIT. If a play is in progress and more runs score as a result of the play in Minors, those runs will count in that inning. Disregard limit on runs after the fifth (5th) inning.

All games appearing on the league schedule will be played at the field, date and time shown except as provided herein. Games will not be rescheduled except for the following reasons:

1. Weather conditions make it impossible to play the game as originally scheduled.
2. Weather conditions during the game make it necessary to stop the game before it has become an official game per league rules.
3. A school activity, requiring the attendance of members of the team makes it impossible for the team to field the minimum number of players required to play on the scheduled date (NOTE: Only the players affected by the school activity can be counted). Players out because for any other reason can not be counted. If a school activity is the reason for the rescheduling of a game, the affected manager must notify the opposing manager and the League Director at least seven (7) days before that game and provide the league director with the names of the affected players.

Games rescheduled must be made up by the Saturday following the Saturday of the week of the originally scheduled date for the game, including holiday weekends. The make-up game will be played at the field and time of the home team's regularly scheduled practice. No team shall be required to play more than (3) games in a week under any circumstances.

The same conditions for canceling a make-up game exists as for rescheduling the original game (weather or school activity).

The team failing to show or field a team for a make-up game will lose that game. If both teams fail to show or make up the game per these rules, they will both be credited with a loss.

Injuries

In the event of an injury during play, the umpire can, if he/she chooses, stop all play immediately. The ball would be dead and the umpire can award the batter and the runners any bases the umpire believes they would have reached if time were not called or the injury had not occurred.

When a player is injured, another player may replace them even if that replacement has been previously removed from the game (except a player ejected or disqualified). The injured player, when recovered, may return to the game without penalty but only in his original position in the batting order. The player who replaced the injured person shall be credited with innings played.

PLAYING RULES

Current Baseball Rules shall apply except as altered by the rules adopted by the league.

Distance between bases will be sixty-five (65) feet in the Minors and SEVENTY (70) FEET IN THE MAJORS. Pitching distance will be forty-six (46) feet in the Minors and FIFTY (50) FEET IN THE MAJORS. The league will determine if the bases will be tied down. Games will be played and be official even if conditions do not permit the proper layout of the field, within reason, as determined by the umpire(s).

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There will be a safety base used on the foul territory side of first base.

The defensive team will consist of ten (10) players maximum, four (4) of whom must be outfielders who play at approximately the same depth. If a team cannot field a full team they can play with as few as eight (8) players.

Players shall not, in the umpire(s) judgment, collide with another player in an attempt to dislodge the ball or prevent a play. This does not include a head or feet first slide which knocks the ball loose. If a collision is called, the runner is out, the ball is dead, and other runners return to the last base they legally touched. If the umpire(s) decides that unusual force and/or purposeful intent was involved in a collision, the umpire(s) may eject the offending player without warning. Any runner colliding with any fielder in the act of fielding a ball will be automatically out and the ball will be dead. Head first slides should be discouraged.

Bunting is permitted. A ball bunted foul on the 3rd strike and the batter is out.

The infield fly rule is NOT in effect in Minors BUT IS IN EFFECT IN THE MAJOR LEAGUE.

On a dropped 3rd strike in Minors that batter is out. IN THE MAJOR LEAGUE THE BATTER IS OUT ONLY IF 1ST BASE IS OCCUPIED WITH LESS THAN TWO OUTS, OTHER THAN THAT THE BALL IS LIVE AND THE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

Runners cannot lead off the base until the ball has passed home plate. After a first time team warning, the penalty for doing so is that the runner is out, the ball is dead, and no pitch will be called.

Minor League stealing is allowed from first to second and second to third. A runner on third base may advance ONLY when the ball is put into play by the defense, or on a hit, or forced home by a walk, or a hit batter. A runner on third **MAY NOT** advance on a passed ball, wild pitch, or the throw back to the pitcher, even if the pitcher fails to catch the ball. Once the player stops advancing from third to home the player can not advance to home again unless a play is made in the field. If the defense puts the ball into play when it throws to another player, all runners may advance at their own risk.

MAJOR LEAGUE STEALING IS PER REGULAR BASEBALL RULES.

PITCHING

The following rules apply to all players playing in the Rec. program as well as on a tournament and/or travel team. If the player plays on two teams this rule applies for the player for all games played - not by team games played.

Any player is limited to the following innings:

Minors 2 innings per game, 5 innings per week

MAJORS 3 innings per game, 9 innings per week

One pitch constitutes an inning pitched.

The pitching week is defined as Friday through Thursday to allow priority for Tournament play.

Innings pitched in a game which is not official still count as innings pitched for the week.

A pitcher removed from the mound can return to the mound in the same game, once, but not in the same inning.

There will be six (6) balls and three (3) strikes in the Minors. MAJORS FOLLOWS REGULAR BASEBALL RULES.

The balk rule will not be in effect.

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The 3rd time a pitcher hits a batter in the same game, or hits two batters in the same inning, he shall be removed from the pitcher position for the remainder of the game. The umpire has the right to determine that a batter did not make an attempt to avoid the pitch and, therefore, not count it against the pitcher for the purpose of enforcing this rule. However, regardless of circumstances, the batter will be awarded first base as a result of being hit by the pitch.

MINOR AND MAJOR managers are suggested to keep a *pitch count log* for each player that pitches per game and per week. This log will NOT be used by or shown to opposing team to determine pitching eligibility. All managers should learn to use a pitch count to develop pitchers.

LEAGUE CHAMPION

Winning percentage will determine the overall league champion.

In the event of an official non-playoff game that ends in a tie, each team will be credited with a ½ win and a ½ loss.

In the event of a tie in the standings, the tie-breaker system will be as follows:

- 1) Head-to-head record
- 2) Head-to-head runs allowed
- 3) Record versus common opponents
- 4) Runs allowed versus common opponents
- 5) Coin Toss