



Rules - AAA

<http://www.nashuacalripken.org/>

Nashua Cal Ripken Board of Directors
January 2021

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Article 1: League Rules

- The Board of Directors will govern all league rules. Rules not specified within this document are specified within the Cal Ripken Division Rules and Regulations. Rules not specified within the Cal Ripken Division Rules and Regulations are specified within the Official Baseball Rules.
- The rules contained herein are the official league rules. In addition to league rules, the Cal Ripken Division of Babe Ruth Baseball Rules and Regulations shall apply as well as the Official Baseball Rules. The order of precedence shall be League Rules, Cal Ripken Division of Babe Ruth Baseball Rules and Regulations, and Official Baseball Rules.

Article II: Tryouts/Registration

- Any player aged 8 through 12 years old who is selected for a Major League or a AAA roster must play for that team.
- Any player that attends tryouts and is not selected to a Major League team shall be drafted to a AAA team. Players 10 – 12 years old, provided they attended an initial tryout, may be brought up by any Major League Team to fill a roster vacancy.
- If any applicant (any individual who has completed and returned a valid application) is unable to tryout at the scheduled tryouts, he/she may tryout during a supplemental tryout scheduled by the president, provided he/she or their parents or legal guardians have contacted the league president and requested that the applicants name be added to the supplemental draft list.
- All registration fees must be paid prior to tryouts.
- All refunds of league fees to a player (or parent/guardian of the player) who has quit or been injured during the season is prohibited.

Article III: Draft Process

- Each year the league will conduct a draft for the Majors and AAA levels. Minors, Rookie & T-Ball players will be assigned by the registrar.
- Following tryouts, the team manager (or his assignee) will draft prospective players from the draft list.
- To be eligible for selection, a prospective player must have registered and performed during the tryout, or have been evaluated in advance of the tryout (if the player cannot attend the tryout). This includes children of managers, assistant coaches and brothers/sisters of players already on the team.
- Players already on a Major league or AAA roster do not have to try out again each year. Registrations after the draft will be placed on a team by the Board.
- Parents may petition the league for an exemption from any minimum/maximum age requirements before tryouts and the draft process. The minimum league age for Majors is 10 years old and 8 years old for AAA. The maximum league age for AAA is 11 years old.
- The AAA draft will utilize a draft selection method, defined by the Registrar and approved by the Executive Board, that focuses on league parity. The emphasis of this division is teaching via competition, so all teams should be competitively balanced.
- A new manager to the league should not automatically get an assistant coach, they would need to draft for one.
- Siblings* (who are trying out) and Managers' children are assigned to a team (in the Manager's case, the Manager's team) - they are then measured against the team's strength pre-draft.

* Natural, adopted, or documented legal guardianship

Article IV: Rosters

- A roster opening will be created when a player is unable or unwilling to complete the season including playoff tournament. Any injury, which will cause a player to miss a league week, must be reported to the League President. Any player who does not complete the season due to injury will remain on the team's roster for the following season subject to League age guidelines. Players who quit, may tryout and be drafted by any team subject to League age guidelines.
- The League President must approve any requests to move a player to different levels based on skill and level of play. All players moved to the Major league level must be assessed by the Board, or vetted by a Head Coach.
- A AAA team will draft any tryout applicant not selected to a Major League roster during the draft. If however, during the course of the season a Major League roster opening occurs, any tryout applicant is eligible to be drafted onto any Major League team's roster.
- No trades are permitted for either players or draft choices

Article IV: League Rules

Section 1: Local League Options

- The Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules" – Cal Ripken Division allows a number of local league options to be adopted by each league. The following are the options chosen by the League:
 - Dual participation by a player on a team or in a league of another baseball program is allowed.
 - The League will use Cal Ripken tournament pitching rules during all league play (regular season and playoffs).
 - If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he/she will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgment call.

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- A home run is defined as a ball being hit over the outfield fences in fair territory. A ball hitting the yellow line on the top of the fence must clear the fence to be ruled a home run.

Section 2: Nashua AAA Regular Season Rules

Substitution Rules

- Coaches need to play (good faith effort) each player at least 2 innings in the infield (P/C counts as infield) unless there is a risk of injury. No player shall sit a second inning until all players have sat one.
- All available offensive players will bat in concurrent order whether they played defense or not.
- 10 players must play defense. When used, the 10th player must play in the outfield.
- Free substitutions will be allowed.
- Teams can use a courtesy runner for the catcher and pitcher at any time.

Game Time Limit

No new inning shall begin after 2 hours of play

No 10-Run Rule

There is no 10-Run rule (aka, "Mercy rule").

5 Run Cap per Inning

There is a 5-run cap per half inning. This is done to increase pace of play. Unlimited runs are allowed in the top and bottom halves of the last inning. The last inning is either the sixth inning or the announced last inning by the umpire prior to the top half of inning due to the 2hr time limit referenced above.

Infield Fly Rule

The infield fly rule does not apply.

No Balks

No balks will be called against the pitcher.

Stealing Bases

Stealing bases is allowed (including home plate). The base runner may not leave their base until after the pitched ball crosses home plate.

Stealing Home

The intent of this rule is to encourage good baseball habits and sportsmanship and prepare players, catchers in particular for Majors level of play.

Home plate may only be stolen where there are two strikes on the batter.

Delayed steals

Delayed steals are illegal

A delayed steal is an attempt to advance after the pitch, for example on the throw back to the pitcher, versus on the pitch.

- The pitcher need not be on the rubber or mound when receiving the ball
- It is a delayed steal even if the runner maintains *slow* movement toward the next base

Pitch Counts

Monitoring pitch counts is important in developing players because growing bones and joints are more susceptible to injury than in adults. This is why Cal Ripken has established maximum pitch counts and how many days of rest pitchers need between the days that they pitch.

Pitch Counts/Rest Requirements by Age				
Age	Daily Max (pitches in a day)	Rest Period		
		0 days	1 day	2 days
All Ages	75	1-40	41-65	66+

In addition to the pitch count table above, No pitcher shall appear in a game as a pitcher for (3) consecutive days regardless of pitch count.

* Natural, adopted, or documented legal guardianship

Tracking the Pitch Count

Both Home and Away teams count pitches for *both* teams and reconcile each half inning. During the playoffs, the coaches tell the umpire if they close in on the pitch maximum.

Exceeding the Pitch Count

The only time a player is allowed to exceed the maximum pitch count is when finishing a batter. If the pitcher reaches 75 pitches in the middle of a batter, they may finish the at-bat. If you plan to pitch a player 2 days straight, to pitch the second day, the pitcher must stop at 40 pitches. If the player throws 41 pitches, they require 1 day of rest.

Pitch counts are per day - If a game is postponed and resumes on a later date rest periods apply to pitch totals of the partial game.

Section 2.1: Nashua AAA Playoff Rules

Seeding

Seeding will *not* be determined by regular season record. Prior to the AAA playoffs, team representatives (coaches) will gather to select their tournament seeding out of a hat.

No Game Time Limits

Games will continue until a winner is decided, there is no 2-hour limit. A regulation game will last 6 innings.

Mercy Rule

A game will be terminated immediately if one team is leading by 15 runs after 3 innings or leading by 10 runs after 4 innings. The home team will get their at bat if needed.

Minimum Play Rule

No player shall sit two innings in a row.

All Players Bat

As in the regular season, all players in the line-up will bat. For the playoffs, teams must set their line-up at the start of the game for all players that will play in the game. No

** Natural, adopted, or documented legal guardianship*

player that is not in the starting line-up may play. Any line-up spot where the player does not appear at the plate will be recorded as an out.

Forfeits

A game shall be forfeited to the opposing team when a team is unable or refuses to place eight players on the field.

Section 3: Other Miscellaneous League Rules

Slash Bunting

“Slash bunting” is prohibited. A slash bunt infraction will result in the batter being called out and the ball is dead.

Team Responsibilities

Both teams must drag the field before and after games.

Home team supplies 2 new game balls at the start of each game.

The home team’s score book is the official book.

Score and game recaps including pitch counts must be supplied by the winning team using the standard format provided by the Board. In the event of a tie the home team will submit the score, pitch counts, and game recap.

Batting Helmets

All batters, on deck hitters, and players in the batting cage must wear helmets.

Coaches

Each team is permitted one (1) Head Coach/Manager and up to three (3) assistant coaches during game play.

Only rostered coaches are allowed in the dugout or on the field during games.

Additionally, coaches are only allowed on the field during game play, when time is called for an injury or for official mound visits. Two visits to the mound for the same pitcher in the same inning will require you to remove the pitcher from the game.

Only the Head Coach/Manager is allowed to address the umpire regarding calls or any other issues during the game.