

# AAU GA Baseball

RULEBOOK 2020



'Sports for All, Forever'

\*Major League Rules, AAU GA Baseball Rules supersede MLB Rules and AAU National Rules.

## **FORMAT**

1, 2, and 3 Day Tournament Format will be subject to number of teams, field space and type of Tournament. The intent is to offer multiple types of Tournament experiences through the season/s.

## **Baseballs**

Each team must provide 2 new baseball at the start of every game.

## **COMPETITION RULES**

Unless otherwise stated in this handbook, the rules of competition shall be those of Major League Baseball.

## **BAT RESTRICTIONS**

- 14U through 18U divisions will follow NFHS bat requirements. BBCOR -3.
- 13U will follow USSSA 1.15 BPF or USA Stamp requirements -5 and BBCOR -3.
- 6U through 12U divisions will follow USSSA 1.15 BPF or USA Stamp requirements. No restrictions on weight differential. BBCOR is also allowed.
- Any Wood Bat is allowed in all age divisions of play.

## **Banned Bats**

- 2017 CF Zen Balanced (-8)
- 2017 CF Zen SL 2 3/4" (-10)
- 2017 CF Zen Zero Dark 2 3/4" (-10)
- Custom 2017 CF Zen 2 3/4" (-10)
- Custom 2017 CF Zen Balanced (-8)
- Dirty South Kamo BB KA 8 Only 30/22, 31/21, 32/22, 31/23, 32/24  
Easton Ghost X 30/20 only USA Baseball Stamped
- 2020 Louisville Slugger Blue Meta Composite 33/30
- If appealed by the opposing coach the consequence for using a banned bat is the batter will be called a dead ball out. 2<sup>nd</sup> offense the batter will be called a dead ball out and ejected.

## **BASE LENGTHS & PITCHING DISTANCES**

- 6U Coach Pitch: 55' base paths
- 7U – 8U Coach Pitch; 60' base paths
- 7U – 8U Player Pitch; 60' base paths; 40' pitching distance
- 9U – 10U: 65' base paths; 46' pitching distance
- 11U – 12U: 70' base paths; 50' pitching distance
- 13U: 80' base paths; 54' pitching distance (Unless marketed as 60/90)
- 14U – 19U: 90' base paths; 60'6" pitching distance

## **PLAYER'S UNIFORMS, CLEATS, AAU PATCHES**

Uniforms and equipment shall be pursuant to the rules published by the MLB with the following exceptions/additions:

- In the 12U and younger divisions, metal cleats may NOT be worn
- In the 13U and older divisions, metals cleats MAY be worn
- The official AAU patch IS optional

## **CATCHER'S HELMET**

### 13U & Younger

- Must meet the NOCSAE standard
- Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps)
- A throat protector, which is either part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multipiece design. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only)

### 14U & Older

- Shall abide by the Major League Baseball rules for catcher's helmets and masks.
- Failure by a player to wear proper equipment after being so ordered by the umpire, shall result in ejection

## **COACHES UNIFORM**

- Preferred attire for coaches is the full baseball uniform
- If coaches are not in full uniform, they must be in appropriate matching athletic attire consistent with the team uniform (i.e. collared shirts, team baseball jersey, dry-fit shirts in team colors or with team logo or name, coaches' or athletic shorts with team logo and similar, golf shorts khakis, chinos, etc.; baseball caps or visor and athletic shoes).
- Open-toed shoes are no acceptable
- PENALTY – if these requirements are not met, that particular coach(es) will not be eligible to participate until they are in compliance. Coach(es) not in compliance will not be allowed to take the field until they are properly attired. Whether a coaches' attire is appropriate is solely a judgement call by the tournament director and may not be appealed.

## **Innings, Game Times, Mercy Rules**

### Complete Game

- 6U – 12U: Six (6) innings (5 ½ innings if home team is ahead)
- 13U – 19U: Seven (7) innings (6 ½ innings if home team is ahead)
- The bottom half of the last inning will NOT be completed solely for tie-breaker purposes once the home team has more runs than the visiting team in that inning. Called Game
- In the event of Rain Delay in Pool Play if the game has passed the midway point (3 innings for ages 6U-12U and 4 innings for 13U-18U) and the game has not been restarted within 60 minutes it will be called and considered a ball game. The Tournament site director will make the official call and will not revert back to the previous inning.
- 6U -10U: No new inning shall begin after 1 hour and 30 minutes
- 1U – 12U: No new inning shall begin after 1 hour and 45 minutes
- 13U – 19U: No new inning shall begin after 1 hour and 55 minutes

- If the score is tied at the end of regulation in pool play and time has not expired one extra inning will be played using the international tiebreaker rule. Games may end in a tie in pool play. If the score is tied at the end of regulation in bracket play each inning that is played after regulation will be played with the international tiebreaker rule every inning until a winner is declared.
- Time limits will apply in all bracket play games.
- Mercy Rules for all age groups: 15 runs after 2 innings, 12 runs after 3 innings, and 8 runs after 4 innings. Mercy Rules apply the same in pool and bracket play.

## **COURTESY RUNNER**

- May be used in all AAU GA Baseball Tournaments
- At any time, the team at bat may use courtesy runners for the pitcher and/or catcher. The same individual runner may not be used for both positions (pitcher and catcher). Neither the pitcher nor the catcher will be considered to have left the game when a courtesy runner is used. A player may not run as a courtesy runner and then be used as a substitute for another player in the half inning, unless an injury, illness or ejection occurs and no other runners are available. A player who violates the courtesy runner rule is considered to be an illegal substitute. Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner may run.
- If a team has a substitute the courtesy runner must be a substitute. If the team only has 1 substitute then they may only courtesy run for either the pitcher or the catcher not both.
- If a team elects to bat everyone they must use the last batted out and subsequently move to the 2<sup>nd</sup> batted out if both pitcher and catcher bat in the same inning.

## **Batting Order**

Available, and optional, for all games in all age groups except specific rules for coach pitch.

- At the beginning of the game, a team may elect to bat 9, 10, 11 or entire line up. Using an EH, XH and a DH.
- The Designated Hitter (DH) provision as covered in Major League Baseball (American League) rules and may DH for himself.
- The Extra Hitter (EH or XH) is listed in the batting order and may assume any of the nine defensive positions (including pitcher) without being counted as a substitution.
- Under all of the following options, there are never more than the standard nine defensive positions.
  - Use neither DH nor EH: Nine (9) players in the batting order and the same nine (9) players on defense
  - Use only the DH, and not the EH: Nine (9) players in the batting order, one of which is replaced by another line up player on defense.
  - Use only the EH or EH and XH, not the DH: Ten (10) or Eleven (11) players in the batting order, of which nine (9) play defense.
  - Use both the DH and EH or EH and XH: Ten (10) or Eleven (11) players in the batting order. One of the ten (10) or eleven (11) players in the line-up is replaced by the DH in the batting order. The DH can be removed during the game. The EH or XH position may not be removed during the game

- The same number of players that are listed in the batting order to begin the game will continue throughout the game. If the game is started using an EH or both EH and XH, the game must be finished using what they started with, excluding DH.
- Players not listed in the starting lineup may serve as substitutes. However, they must be listed on the line up card. If they are not listed on the line-up card they will not be allowed to enter the game as a substitute or courtesy runner.
- In case of an injury, if an EH or XH is being used and injury prevents that slot in the batting order from being filled, an automatic “out” applies in that slot.

## RE-ENTRY RULES

- Any of the starting players may be withdrawn and re-entered once, including a player who is the Designated Hitter (DH) or Extra Player (EH or XH), provided such player occupies the same batting position whenever he is in the lineup.
- A substitute who is withdrawn may not re-enter.
- Once a pitcher is removed from the pitching position in a single game that pitcher may not return and pitch again in the same game.

## PITCHING

- 7U – 12U: Maximum of 6 innings per 4 games. At game 5 each pitcher will receive an additional inning for each additional game. For example, if the team is in game 6 the pitcher will be allowed 8 innings. **1 Pitch is considered 1 inning.** A pitcher may not throw more than 6 innings in any 1 game. If a pitcher pitches more than 3 innings on 1 day the pitcher is not allowed to pitch the next day.
- 13U – 18U: Maximum of 7 innings per 4 games. At game 5 each pitcher will receive an additional inning for each additional game. For example, if the team is in game 6 the pitcher will be allowed 9 innings. **1 Pitch is considered 1 inning.** A pitcher may not throw more than 7 innings in any 1 game. If a pitcher pitches more than 3 innings on 1 day the pitcher is not allowed to pitch the next day.
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## HEADFIRST SLIDE RULE

- Headfirst slides will be allowed in all age groups.

## TIEBREAKER RULES

Tiebreakers are applied after pool play round is completed for bracket play seeding purposes.

1. Head-to-Head – provided all teams in the tie have played each other
  2. Runs Allowed – least number of runs allowed in pool play (all games in that round are considered; not just games between tied teams)
  3. Run differential, Ten (10) run differential maximum
  4. Runs Scored
  5. Random Draw
- If 3 teams are breaking a tie and all 3 teams did not play each other, #1 Head-to-Head will be tossed out and move on to #2.

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## **INJURIES INVOLVING BLOOD**

- A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered.
- If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game.
- The length of time that is considered reasonable is according to the umpire's judgement.
- The re-entry rule would not apply to players in case of a bleeding injury.
- If there is an excessive amount of blood on the uniform, it must be changed before that individual re-enters the game.

## **TOBACCO POLICY**

- A coach, player, substitute, attendant or other bench personnel shall not use tobacco or tobacco-like products within the confines of the field.

## **PROTESTS**

- Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch.
- A fee of \$100 cash must accompany the protest and be remitted to the plate umpire.
- At that time, the official game clock will stop.
- All decisions of the protest committee shall be final. The site director, tournament director or Umpire-In-Chief shall comprise as the ruling member of the protest committee.
- The protest fee will be returned to the head coach of the protesting team if the protest is upheld.
- If the protesting team does not win the protest, the plate umpire will hand over the fee to the tournament director.
- Once the protest is decided, the official time clock and the game, will be resumed. Only decisions involving the misinterpretation or misapplication of a rule may be protested. No protest shall be allowed in matters involving solely the umpire's judgement. ELIGIBILITY CHALLENGES

- Any protest pertaining to the eligibility of a team or individual at a tournament shall be directed to the Tournament Director.
- Any protest must be lodged by the protesting team's head coach. The protest must be accompanied with a \$100 fee.
- The Tournament Director will determine whether the player or team is eligible. If the player or team is found to be ineligible, the \$100 protest shall be returned to the protesting team's head coach.
- If the player or team is found to be eligible, the protesting team shall lose the \$100 protest fee.
- If a player is found to be ineligible prior to the start of the tournament, the player will be expelled from the tournament.
- If a player is found to be ineligible after the tournament has begun, upon discover, that player and head coach will be expelled from the competition. All games in which the ineligible player

participated in the most current round will be forfeited. Teams will be seeded by record incorporating the forfeits. The team may be subject to future sanctions. Coaches are responsible to see that their team meets all eligibility requirements.

## **EJECTIONS**

1. The first occurrence results in suspension for the rest of the game (removal from game site) in which ejection occurs and for the next scheduled game.
2. The second occurrence results in suspension for the remainder of the tournament as well as possible further sanctions subject to the review of the National AAU Tournament Official.
3. If all coaches listed on the team's tournament roster are ejected during a game, then the team must forfeit upon the removal of the last coach.

## **FORFEITS**

1. Any team which causes a forfeit will not benefit from the forfeiture and may not advance to bracket play unless the tournament committee determines there were extenuating circumstances causing the forfeit. The offended team shall be credited with a win. 12U and under forfeits will be recorded as 6-0, 13U and above forfeits will be recorded as 7-0. However, runs scored and runs allowed during tiebreaker procedures will be based on forfeit being considered a game.
2. Teams or coaches who fail to compete in all scheduled games are subject to sanctions, which may include suspension from current and future tournament play.
3. Coaches may not mutually agree to end a contest without first receiving the approval of the respective AAU Baseball tournament director.

## **RAIN POLICY**

1. If rain occurs during a game, the game will be suspended and picked up from that point if the game has not reached official status.
2. If game has reached official status, see Official Status (Regulation Game) and Note below a.  
Official Status (Regulation Game)
  - a. For pool play 9U-12U, three full innings have been played or the home team has scored an equal or greater number of runs in three, or two and a fraction, turns at bat than the visiting team has scored in 3 turns at bat.
  - b. For 13U-19U, four full innings have been played or the home team has scored an equal or greater number of runs in four, or three and a fraction, turns at bat than the visiting team has scored in five turns at bat.
  - c. For all divisions, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with AAU tournament officials.
3. In the event of extended inclement weather, at its sole discretion the tournament officials may deem it necessary to alter the tournament format by shortening either the time limit for games and/or reducing the number of innings that will constitute an official game, or any means necessary to complete the tournament within the published dates.

4. Every attempt will be made to complete the scheduled minimum number of games per team. However, in the event of extended, extreme, weather (as determined solely by the tournament officials), 100% minus a \$50 administration fee will be refunded if the event is totally cancelled and no games are played. 66% refund will be given if one game is played. No refund will be given if two or more games are played.
5. In the event that bracket play cannot continue due to inclement weather (as determined solely by the tournament committee), final tournament standings will be determined by taking the remaining non-eliminated teams and choosing final standings based on the seeds prior to the beginning of bracket play.

### **Additional Rules**

- Rules may be amended or changed by the tournament officials prior to the start of a tournament with written notice. Rules will not be changed the day an event starts. It will be at least 24 hours prior to the start of an event.