

## AAA Middle School Rules

This document was written by our late dear Henry back in 2016. I have revised it with current updated changes:

01. Pitching distance will be at 40'; not 43'. No exceptions even if both coaches agree to a different distance.
02. It is an out on a dropped 3<sup>rd</sup> strike whether called or swinging. The batter and any runners may not advance. If there is a throw by the catcher, it is a dead ball.
03. There is no stealing of bases. Runners may lead off after the pitch but must return before the next pitch if the ball was not put into play the batter.
04. There are no pickoffs if thrown by the catcher. It is a dead ball and runners cannot advance.
05. Time limit is 2 hours or 7 innings, whichever occurs first. No new inning to begin thereafter. If tied however, play 1 additional inning only. If still tied, it remains as a tie game. No time limit in the playoffs; a winner is required.
06. No Mercy rule in effect. However, the coach who is behind may use the "White Flag" rule.
07. Game may begin with 10 fielders if they choose to but must do so at the beginning of the game. If 10 is chosen, they must bat all 10 persons also. If they begin the game with 9, they cannot later add the 10<sup>th</sup> player.
08. A game may not begin shorthanded, but the game can finish shorthanded. If a team is shorthanded during the game, an out will be recorded each time the vacancy of the shorthanded spot comes up.
09. If not enough players at game time, allow up to ½ hour of grace time. This grace period is part of their game time. Whenever a grace period is used, the time limit is now reverted to one hour and 30 minutes time limit; no longer two hours.
10. The DP/Flex rule whether using 9 or 10 players can be used if they choose. However, if the DP/Flex rule is used, they must do so at the beginning of the game and written on the lineup card.
11. Players may wear head coverings for religious reasons. The headwear must be of non-abrasive, soft materials and must fit securely so that it is unlikely to come off during play. Head coverings worn for medical reasons must still receive from the AAA office.
12. There must be at least one AAA certified adult coach to begin and continue the game. We as umpires do not ask if they are certified.
13. Coaches are not allowed on the field if wearing denim or cutoffs but may remain in the dugout. These coaches may come out to field only to tend to an injured/ill child.
14. Remember to ask both coaches prior to the end of the pre-game meeting, "Are your players legally and safely equipped?" They must verbally acknowledge with a yes. If by an off chance the reply is "no", DO NOT START THE GAME.
15. A team may use a courtesy runner for the pitcher and/or catcher at any time. Players who are currently in the game or have participated in the game in any other playing capacity are ineligible to serve as courtesy runners.
16. Line-up cards must have the head coach's first and last name, the player's jersey #, last name and at least the first initial of the first name and playing position. If using a DP/Flex, it also must be listed.
17. Adult coaches must wear a protective helmet when coaching on the field.