

Affton Athletic Association

2010

Prep & Gold Baseball Program

Administrative and Field Rule Book

&

Code of Conduct

Original Issue - November 1996
Revision A - November 1997
Amendment 1 - February 8, 2000
Revision B – November 9, 2006
Amendment 2 – November 9, 2006
Revision C – November 12, 2010

|

Table of Contents

<u>Section</u>	<u>Page</u>
TABLE OF CONTENTS	1
ADMINISTRATIVE RULES.....	
Introduction.....	3
Age Divisions.....	3
Registration	4
Prep Baseball Program Refund Policy.....	5
Team Selection Process.....	6
Rosters.....	6
Team Sponsorship and Player Compensation.....	8
Scheduling	9
Protest Committee.....	9
League Standings.....	10
CODE OF CONDUCT.....	12-16
FIELD RULES.....	18-36

Administrative Rules

INTRODUCTION

This Manual defines the operating procedures and administration of Prep & Gold Baseball Programs at Affton Athletic Association (AAA) that is run during the summer season.

AGE DIVISIONS

The AAA Prep & Gold Baseball Programs shall be composed of Leagues with a minimum of four (4) teams and not more than seven (7) teams classified as follows:

- A) Bantam I Division (10-U) to include players who have not attained the age of TEN (10) prior to May 1st of the preceding year.
- B) Bantam II Division (11-U) to include players who have not attained the age of ELEVEN (11) prior to May 1st of the preceding year.
- C) Midget I Division (12-U) to include players who have not attained the age of TWELVE (12) prior to May 1st of the preceding year.
- D) Midget II Division (13-U) to include players who have not attained the age of THIRTEEN (13) prior to May 1st of the preceding year.
- E) Juvenile I Division (14-U) to include players who have not attained the age of FOURTEEN (14) prior to May 1st of the preceding year.

A League may be expanded to more than 7 teams when approved by the Field Division Executive Board of Directors.

REGISTRATION

Current Year

Application forms may be obtained from the Affton Athletic Association Office beginning October 01 of each year. Returning teams from the previous summer will have until 2:00 PM October 15th to have completed application and all deposit money in to guarantee their spot. After 2:00 PM October 15th all applications will be taken on a first come first served basis until League is full.

Subsequent Years

The Prep & Gold League Selection Committee will meet at the end of each summer season to determine if any teams should not be invited to return for the following year. The AAA Field Division Executive Board shall annually set the deposit amount. The Concession Stand Work Duty Deposit must be in with application. Final payments are due by 2pm on January 15th. AAA Roster, Birth Certificates and Waiver & Release of Liability Form are due in mid February.

General Registration Information

The Registration Fee, Concession Stand Deposit Fee, the maximum number of teams in each age group and the number of league games will be determined annually by the Field Division Executive Board of Directors.

The Prep & Gold Baseball Program Fees are established on a TEAM basis and will not be broken into a per player fee by AAA for purposes of application or refund.

A second child discount does not apply for families that have multiple children participating in the Prep & Gold Baseball Programs or any combination of the Prep & Gold Baseball Program, Team Registration Program and the Draft League Program.

All applications will be reviewed by the Member at Large of Prep & Gold and the Treasurer to assure all forms are complete and correct fees were submitted. All teams shall receive written notification that their application was accepted.

PREP & GOLD BASEBALL PROGRAM REFUND POLICY

Written Notification requesting withdrawal from the league is required for any refund request. Only the Team Manager (listed on the Team's application form) will be acknowledged by AAA in a withdrawal / refund request.

League Fee deposits are NON-REFUNDABLE.

All request for refund after January 15th will go to the Member At Large of Prep & Gold to see if refund of league fees minus deposit will be granted.

All requests for withdrawal from the League after schedules are made will not receive any refund of League Fees.

The Concession Stand Work Duty Deposit will be returned with any request to withdrawal from the League.

Any refund requests that are denied by the Member @ Large of Prep & Gold may be appeal to the AAA Field Division Executive Board of Directors.

ROSTERS

Managers shall have complete control of their roster to add or release players. AAA is not responsible for any monetary settlements regarding such players that are released from the roster before completion of the season.

Rosters are limited to a maximum of Seventeen (17) players, four (4) non-playing coaches and one (1) non-playing manager.

Teams may play in only one age group in a season. Players may be on a Prep & Gold Baseball Program Roster and an AAA Team Registration or Draft League Roster simultaneously.

By a date set by the Member at Large of Prep & Gold each year, an initial roster shall be submitted along with each player's birth certificate, and the Waiver of Liability Form. All rosters shall be filled out in ink or typed and each signature must be in the handwriting of the individual player. Coaches and the managers are subject to the same roster rules as players. Each team roster shall be reviewed and approved by the Member @ Large of Prep & Gold.

Each manager must carry a copy of the approved roster to all AAA league games and make it available to the Umpire crew chief for comparison to lineup card at any point during an AAA league game.

For roster purposes, the summer season shall be defined as January 15 to August 15 of each year. (The season may be lengthened as necessitated when authorized by the AAA Field Executive Board of Directors). During the season, no player or his parent/guardian shall be approached by anyone for the purpose of recruiting the player to another team in the AAA Prep & Gold Baseball Program.

No player shall be eligible to play on another AAA Prep & Gold Baseball Program Team Roster unless properly released by the manager of the team with which he previously signed to play.

Players may be added or released from the roster prior to June 01 of each year. Roster releases/additions must be approved by the Member @ Large of Prep & Gold prior to any player participating in a AAA league game for the new team.

In the event the Member @ Large of Prep & Gold is unavailable for approval of a roster change, the AAA Field Division President may designate a member of the Executive Board or the AAA secretary to review the roster and verify there are no conflicts/dual roster listings with other teams in the Prep & Gold Baseball Program.

Any roster challenges made during a league game shall be resolved by both managers presenting their rosters to the Umpire Crew Chief for comparison to lineup cards. Any improprieties determined by the Umpire Crew Chief may result in the

player being barred from participation in the game. Any roster discrepancies must be resolved prior to the next game in which the player will participate.

Roster challenges made outside of league games shall be submitted in writing to the Member @ Large of Prep & Gold. Any allegations shall be investigated by the Member @ Large of Prep & Gold. Disciplinary action shall be determined by the AAA Field Division Executive Board.

A team may appeal any disapproval of a player by the Member @ Large of Prep & Gold (or, the President's designee) to the AAA Field Division Executive Board, however the player will be ineligible to participate in any games prior to the Executive Board's review and disposition of the appeal. If a disapproved player participates in a game prior to the AAA Executive Board review of an appeal, the game will be recorded as a forfeit, regardless of whether the opposing team has issued a protest. In addition, the offending player shall be suspended for one AAA league game and the offending manager shall be suspended for three AAA league games. All roster appeals to the AAA Field Division Executive Board shall be made in writing.

Any player seeking a release from his team, but is not granted a release by his manager, may appeal to the Field Division Executive Board of Directors in writing to gain an Executive Release.

TEAM SPONSORSHIP AND PLAYER COMPENSATION

Teams participating in the AAA league **may** solicit sponsorship (by individuals, businesses or organized concerns) to provide funds to cover the following team expenses:

- 1) League Fees.
- 2) Parent Work Duty Buy-out fees.
- 3) Players Uniforms, consisting of the following:
 - a) Caps
 - b) Uniform Shirts (including shirts worn under the top shirt,) Pants, Belts and Socks.
 - c) Shoes
 - d) Jackets
 - e) Bat bags
 - f) Batting Gloves
 - g) Batting Helmets
 - h) Bats
- 4) Tournament Fees and associated travel expenses to/from said tournaments.

Players participating in the AAA Prep & Gold Baseball Programs will be ineligible to play for any AAA team if the player or his family received any monetary or other valuable consideration for services rendered as a player on a baseball team. (This is not intended to exclude a player from receiving suitable prizes such as trophies, medallions, plaques, etc. for tournaments, leagues or team participation.)

SCHEDULING

The Member @ Large of Prep & Gold and the AAA Scheduler shall establish one or two specific nights of the week and one or two weekend dates for Prep & Gold Baseball Program League play at AAA. This information will be included in the application information provided to all inquiring teams. Any Weekend games that are designated to play are not subject to be rescheduled unless due to weather.

In the Prep Midget 1 & 2 and Prep Juvenile 1 Divisions there are no schedule request accepted. They will have a designated night to play on. In the Bantam Gold divisions each team will be allowed 3 scheduled request. They must be received in the Field division office on the Schedule Request sheet given to each team by the deadline on the application.

Schedules shall be distributed to all teams by the first week of March each year. Any reschedule requests for schedule games must go through the Member At Large of Prep & Gold.

Rainouts will be handled in accordance with the AAA Rainout Rescheduling Policy.

PROTEST COMMITTEE

The Prep & Gold Baseball Program Protest Committee shall have 5 members and 3 alternate members. The 5 members shall be:

One manager from each Prep & Gold League age group, the Chief Umpire and the Member @ Large of Prep & Gold.

One manager from each Prep & Gold League age group shall be elected as an alternate in the event the primary manager is unavailable for an expedient protest hearing.

Prior to the start of the AAA Prep & Gold League season, the Member @ Large of Prep & Gold shall organize and hold elections for the Prep & Gold Baseball Program Protest Committee.

The manager representing the age group which has requested the protest hearing is prohibited from participating in the hearing to avoid any conflict of interest. The Member @ Large of Prep & Gold is a non-voting member of the committee. The duties of the Member @ Large of Prep & Gold are:

- 1) schedule protest hearing date.
- 2) inform committee members of hearing date & time.
- 3) moderate the hearing.
- 4) submit all information and protest reports for committee review.

- 5) administer the ruling of the committee.

AAA Field Division Executive Board of Directors will annually set the fee for protests.

The Prep & Gold League Protest Committee, receiving the protest and written reports shall hold a hearing and render a decision within five (5) days following the date in which the protest report and protest fee are received by the AAA Field Division Office.

The ruling of the Protest Committee will be final.

If the protest is disallowed the fee will not be refunded. If the protest is allowed, the fee will be refunded. ALL PROTESTS MUST BE SUBMITTED ON THE OFFICIAL PROTEST FORM WITHIN 48 HOURS OF THE PROTEST.

LEAGUE STANDINGS

At conclusion of the regular season, the team with the most points will be awarded a team trophy and individual trophies for each player (a maximum of 17 players.)

- A) Standings are based on the Cumulative Point Total earned by the individual teams. The higher point total, the higher the ranking. The following point system will be used:
 - a. The winner of a game will receive 3 points
 - b. If a game ends in a tie, each team participating in that game will receive 1 point.
 - c. No points will awarded to the losing team
- B) To determine first place of a Division within the League when teams are tied in the standings, the following tiebreaker's will be used, in the order they appear here:
 - a. Games cards will be pulled for the games the teams played each other during the regular season. The best head to head record will determine first place. If the two teams head to head record is even, then go to the next tiebreaker.
 - b. The second tiebreaker will be the total runs scored in the games in which these teams have played each other. The team with the most runs scored in these games will determine the winner.
 - c. If still tied at this point, a single elimination playoff game will played between these teams at a date time and determined by AAA.

Ties in the standings for other than first place will not be resolved

- C) An official tie game shall be recorded in the standings as a tie, with each team receiving 1 point towards the standings

Ties in the standings for positions other than first place will not be resolved.

Code of Conduct

CODE OF CONDUCT

All that is dishonorable, unsportsmanlike and unbecoming a gentleman is condemned.

Profane Language, Harassment

Profane language, harassment and “ribbing” by any manager, coach, player or spectator is strictly prohibited and will not be tolerated.

The umpire will warn the manager of the offending team (be it player, coach or spectator) at the time of the infraction. If the infraction is deemed intolerable by the umpire, the guilty party may be ejected immediately.

If profane language, harassment or ribbing continues after the warning, play will be suspended temporarily while the situation is corrected, and the umpire may eject the guilty parties from the game, bench or complex.

If the infraction for profane language or verbal harassment forces suspension of the game for longer than three minutes, the game may be forfeited in favor of the opposing team.

Discussions / Physical Contact

All disputed plays must be discussed in a calm and sportsmanlike manner.

During a game it is prohibited for any person to make verbal threats or deliberate physical contact with an umpire, an opposing player, a manager, a coach. The umpire shall judge whether verbal statements or contact is deliberate or threatening.

If the offender is a player he may be immediately ejected.

If the offender is a coach or manager, it may result in immediate ejection and forfeiture of the game to the opposing team.

If a spectator is the offender, the umpire shall request the manager of that spectator’s team to get the person under control. Should the problem persist, the offender may be ejected from the complex.

The field umpires shall report all ejections/forfeitures on the lineup cards at conclusion of the game. The lineup cards must be turned in to the Chief Umpire On Duty immediately after the game. The umpire shall submit a detailed written report of the incident and the surrounding circumstances to the AAA Field Division Office within 72 hours of the incident. (The lineup card does not suffice as a detailed written report.)

At conclusion of a game whether by inning limit, time limit or forfeiture, the manager, coaches, players, and spectators are prohibited from confronting the umpire or

verbally or physically harassing the umpire. Any such incident may result in immediate ejection from the AAA complex at the direction of the Board Member on Duty or the Chief Umpire on duty. The umpire shall submit a written report of the incident and the surrounding circumstances to the AAA Field Division Office within 72 hours of the incident. The AAA Executive Board of Directors shall review and evaluate all reported incidents to determine if additional disciplinary action is required.

Any manager, coach or player that is ejected from a game for striking or pushing an umpire, member of the opposing team, or any person in attendance at the AAA complex shall be suspended from participation from all Prep & Gold League Games until reviewed by the AAA Field Division Executive Board of Directors.

Any spectator that strikes or pushes an umpire, member of the opposing team, or any person in attendance at the AAA complex may be banned from the complex until reviewed by the AAA Field Division Executive Board of Directors.

Alcohol / Tobacco Products / Illegal Drugs

The consumption of alcohol, or use of any tobacco products or illegal drugs by any manager, coach or player during a game or during pregame activity, is strictly prohibited and will not be tolerated.

This restriction applies to the field of play, the player's bench, or anywhere in close proximity to the field of play.

Chief of Umpires or an Officer of the Association who observes the infraction will notify the umpire crew chief for that game. If the offense is judged by the Umpire Crew Chief to be minor, the offender may be asked to cease participation in the game and become a spectator for the balance of the game. If the Umpire Crew Chief judges the offense to be a major or repetitive problem in that game, the offender may be ejected.

If the offender will not comply, he shall be ejected from the AAA facility by the umpire crew chief, the Umpire-in-Chief or the AAA Board Member on Duty.

Manager responsible for his team, coaches, players

The manager of a team is responsible for the conduct of his players, coaches and followers of his team. Failure of the manager to control or maintain proper conduct of his players, coaches or followers may result in ejection of the manager from the game.

If the manager feels he cannot control his spectators, the manager shall report the problem to the umpire crew chief who will seek assistance from the AAA Board Member On Duty or the Chief Umpire.

Should additional ejections of any player or coach occur, the umpire crew chief may declare a forfeit. The umpire shall submit a written report of the incident and the surrounding circumstances to the AAA Field Division Office within 72 hours of the incident.

General Behavior

A manager, coach, player, substitute or team spectator shall not:

- a) deliberately throw equipment (on the field or in the dugout). Penalty for such an offense may be immediate ejection. Failure to comply with the ejection may result in forfeiture.
- b) purposely disrupt the opposing pitcher during his pitching motion for the purposes of trying to cause a balk. Penalty for such an offense may be immediate ejection. Failure to comply with the ejection may result in forfeiture.
- c) use word or act to incite or try to incite spectators to demonstrations or the use of profanity or remarks which reflect on opposing players, coaches, manager, spectators or umpires. Penalty for such an offense may be immediate ejection. Failure to comply with the ejection may result in forfeiture.
- d) act in a distracting manner in the area behind the catcher while the opposing pitcher and catcher are in position. First offense will result in a warning and subsequent infraction may result in ejection.
- e) be in the field of play outside the vicinity of the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the players on defense. The penalty if the offense is judged to be of a minor nature, shall be a warning from the umpire. Repeated offense or a deliberate violation in effort to display protest or delay of the game may result in ejection. Failure to comply may result in forfeiture.

A pitcher judged by an umpire to be deliberately throwing at a batter may be ejected. The umpire shall use his discretion to determine whether a repeated hit batsman merits a warning or ejection.

Collision Rule

Player shall not maliciously run into a fielder who has possession of the ball. If the runner is attempting to slide or slides into any base and a collision occurs the umpire shall thoroughly consider the situation to determine if the runner collided with intent to dislodge the ball or hurt the opposing player.

Umpires shall take into consideration the following scenarios:

- a) the runner may have stumbled on a bat or other equipment.
- b) a runner's cleats may have gotten caught in the turf or mud.
- c) fielder was blocking the base without the ball and interfering the runners right to the base.
- d) on a passed ball, the runner and the pitcher may arrive at the plate simultaneously.
- e) on a passed ball, the pitcher interferes with the runners right to the base without possession of the ball.
- f) hurdling a defensive player may be judged to be malicious if a collision occurs.

If there is any question as to malicious intent, the prudent course is to warn the players involved and make the call (safe/out) based on the play, and any possible interference.

Any collision that is adjudged to have malicious intent may result in ejection. Failure to comply with the ejection may result in forfeiture.

Effect of Player Ejections on Batting Order

Any player ejected from a game shall be recorded as an automatic out every subsequent time his turn comes up in the batting order.

AAA Executive Board Review of all ejections

The AAA Field Division Executive Board of Directors shall review and evaluate all reported ejections and forfeitures to determine if additional disciplinary action is required.

Player Tampering Rules

Any person affiliated with the AAA who is found to have directly or indirectly approached a player on another Prep & Gold League Team for the purpose of inducing him to leave his team during the current season may be suspended from participation in the AAA Prep & Gold Baseball Program for a period of one year. Any player so found to be improperly induced shall not be allowed to transfer to the offending team during that season. All alleged incidents shall be reported to the AAA Field Executive Board of Directors for investigation and discipline.

Knowledge of AAA Rules

A team manager shall be obligated to secure a current copy of the official baseball rulebook designated for AAA Prep & Gold Baseball Program League play and a copy of the AAA Prep & Gold Baseball Program Administrative Rule and Field Rule Book. He shall acquaint his team, coaches & parents with the contents of both rulebooks.

Field Rules

INTRODUCTION

The Official Rules of National League Baseball as defined in this section shall apply to the Affton Athletic Association (AAA) Prep & Gold Baseball Program.

AAA has noted the applicable rules and made modifications to the rules from the National League Rule Book as detailed below.

The rules below apply to all participants in the AAA Prep & Gold Baseball Program.

Ignorance of the rules cannot be an excuse for violation of any rule.

Rules that are obviously meant for Professional Baseball Players have been noted as "Not Applicable", however, it is possible a rule may have been overlooked.

In the event that a rule meant for Professional Baseball Players was inadvertently included, it will not apply. Any questions shall be submitted to the AAA Prep & Gold Baseball Protest Committee.

Copies of this rulebook are available from the AAA Field Division Office.

1.00

OBJECTIVES OF THE GAME

- 1.01 Applicable.
- 1.02 Applicable.
- 1.03 Applicable.
- 1.04 Not Applicable. AAA Rule. The general layout of the field shall be the same as the professional field except the dimensions for bases and pitcher's plate shall be as follows:
- Pitching Distances:**
- | | |
|----------------|--------|
| 10U Bantam I | 46' |
| 11U Bantam II | 50'.6" |
| 12U Midget I | 50'.6" |
| 13U Midget II | 54' |
| 14U Juvenile I | 55'.6" |
- Base Distances:**
- | | |
|----------------|-----|
| 10U Bantam I | 65' |
| 11U Bantam II | 70' |
| 12U Midget I | 75' |
| 13U Midget II | 80' |
| 14U Juvenile I | 85' |
- Outfield Distances:**
- AAA has not defined minimum outfield distances or fence heights, however, AAA has designated the following fields as acceptable for each Age Division:
- Bantam I = Fields 2,5,7,9, 10,11
Bantam II = Fields 2,5,7,9,10,11
Midget I = Fields 2, 4, 6, 8, 10, 11
Midget II = Fields 2, 4, 6, 8, 10
Juvenile I = Fields 4, 6, 8
- 1.05 Applicable.
- 1.06 Applicable. Except base distances shall be as defined in Rule 1.04.
- 1.07 Not Applicable. AAA Rule - Pitcher's plate dimensions shall be a rectangular slab of whitened rubber, with minimum dimensions of 18 inches by 4 inches and maximum of 24 inches by 6 inches. It shall be set in the ground so that the distance between the front of the pitcher's plate and the back corner of home plate shall be as defined in Rule 1.04.
- 1.08 Not Applicable.
- 1.09 Applicable.
- 1.10 (a) Applicable, except that bats may also be made of the following material: aluminum, graphite or ceramic.
- (b) Applicable.
- (c) Applicable.
- (d) Not Applicable.
- 1.11 (a) Applicable with the AAA exception. The uniform is considered the same if the shirts are identical in style and color. Uniform pants & hat may be similar in color and style (button pants vs. elastic pants & white vs. gray are OK.)
- (b) Applicable.
- (c) Not Applicable.
- (d) Applicable.
- (e) Applicable.
- (f) Applicable.

- (g) Applicable and AAA Supplemental Rule. Shoes with metal spikes or cleats are prohibited in Midget I & Midget II age divisions.
- (h) Not Applicable.
- (i) Not Applicable.
- 1.12 Applicable.
- 1.13 Applicable.
- 1.14 Applicable.
- 1.15 (a) Applicable.
- (b) Applicable.
- 1.16 Not Applicable. AAA Supplemental Rule - Helmet rules are as follows:
 - (a) All players shall wear protective helmets while at bat or while in the playing field as a runner when play is in and the ball is live.
 - (b) The umpire shall issue only one (1) warning per game, per team regarding helmets for batters and baserunners.
 - (c) After the first warning, in either instance batter or baserunner (not necessarily the same batter or baserunner) who assumes his position at the plate or on the bases without a helmet may be declared out by the umpire.
 - (d) All catchers shall wear a protective helmet, mask, chest protector, shin guards and cup/supporter while fielding their position. (Half shell or full helmets are acceptable.)
 - (e) All bat/ball boys or girls shall wear a protective helmet while performing their duties.
- 1.17 Applicable.

2.00 DEFINITION OF TERMS

All definitions are Applicable except Official Scorer.

AAA Supplemental Rule.

Official Scorer - Is a representative of the Home Team and shall keep a record of each batter's plate appearance during a game and shall keep the official score of each game.

In the event the Home Team cannot supply an Official Scorer, the Visiting Team will provide an Official Scorer.

3.00

GAME PRELIMINARIES

- 3.01 (a) Applicable.
- (b) Not Applicable. AAA Rule - Before ground rules the Umpire Crew Chief shall assure the foul lines are marked with chalk or lime or another substance to distinguish the boundary.
- (c) Not Applicable. AAA Rule - At ground rules, each team shall provide one new baseball and one used baseball that is white and in good condition to the umpire. The official game ball for the AAA Prep & Gold League is the Rawlings R-200
- (d) Not Applicable.
- (e) Applicable.
- 3.02 Applicable. AAA Supplemental Rule - Balls unintentionally damaged may be used due to financial constraints.
- 3.03 Not Applicable. AAA Rule - Player substitutions shall be made in accordance with the following:
- a) In all age divisions there will be free substitution of defensive players. Players may be inserted defensively during the game at any the time the ball is dead and time is called.
- b) All lineup changes/additions become official when reported to the home plate umpire.
- c) In all age divisions, all players that show up for the game and are willing and able shall be placed in the batting order. Players arriving late shall be added to the bottom of the batting order.
- Players that are sick, injured or leave the game prior to conclusion of the game may be removed from the batting order without penalty. Once removed from the batting order, the player may not return to the batting order.
- Any player ejected from a game shall be recorded as an automatic out every subsequent time his turn comes up in the batting order.
- d) In all age divisions, a courtesy runner will be allowed for the catcher and or pitcher with one or two outs. The last player making an out will be the courtesy runner. This is not a mandatory substitution.
- Exceptions to a), b), c), & d):**
- 1) Player has continually missed practice or previously scheduled games without a reasonable excuse.
 - 2) Sickness or injury.
 - 3) Player being disciplined.
- e) In all cases of exceptions 1), 2) & 3) above, the umpire and opposing manager must be notified prior to the start of the game.
(If a player is sick, injured or disciplined during the game, the manager shall notify the umpire & opposing manager immediately.)
- f) In all divisions if a pinch runner is needed for an injury, the player making the last out will be the pinch runner. If an injured player is removed for a pinch runner, the player may remain in the game defensively and retain his position in the batting order.
- 3.04 Not Applicable.

- 3.05 (a) Applicable.
- (b) Applicable.
- (c) Applicable.
- 3.06 Not Applicable.
- 3.07 Not Applicable. AAA Rule - A manager shall notify the umpire & opposing manager of any late arriving players and shall add the player to the bottom of the batting order and the bottom of the lineup card.
- 3.08 (a) Applicable.
- (b) Applicable.
- 3.09 Not Applicable. AAA Rule - Fraternization with the opposing team and spectators is legal while in uniform before and after the game.
- 3.10 (a) Not Applicable. AAA Rule - The Field Crew Supervisor shall determine if the fields are suitable to start games. Any games scheduled to be played on fields deemed unfit for play shall be rescheduled.
- (b) Not Applicable. AAA Rule - During a game that is interrupted for inclement weather, the AAA Chief Umpire On Duty shall make the determination whether a game shall be temporarily suspended, postponed or called a complete game based on weather or unsuitable field conditions.
- (c) Applicable.
- 3.11 Not Applicable.
- 3.12 Applicable.
- 3.13 Not Applicable. AAA Rule - Umpire Crew Chief will inform both managers of the ground rules for each field prior to the start of the game.
- 3.14 Applicable.
- 3.15 Applicable.
- 3.16 Applicable.
- 3.17 Applicable.
- 3.18 Not Applicable.

4.00

STARTING AND ENDING A GAME

Not Applicable.

AAA Rule - 15 Minutes prior to the scheduled start of the game, the Visiting team shall be allowed to take a 5-minute infield practice. 10 Minutes prior to the start of the game, the home team shall take a 5-minute infield practice. At 5 minutes prior to the scheduled game time, the Home team shall vacate the field and return to their bench.

Pregame infield practice may be cancelled by AAA due to schedule, field preparation, weather or other circumstances. The decision to cancel pregame infield may be made by the Chief Umpire or the Board Member on Duty.

Unless AAA has given previous notice that the game has been postponed or delayed in starting, the umpires shall enter the playing field 5 minutes prior to the scheduled game time.

- (a) The umpires shall proceed directly to homeplate where they shall be met by the managers of the opposing teams. In sequence the following shall occur:
- (1) Exchange of lineup cards. A batting order shall list each player's full last name and first initial and the player's uniform number. AAA shall provide all teams with a supply of batting order lineup cards which shall be used for each league game.
 - (a) First, the home team manager shall give his batting order to the umpire crew chief. The visiting manager or representative has no right to examine the home team's batting order until he has given the crew chief his batting order.
 - (b) Next, the visiting manager shall give his batting order to the umpire crew chief.
 - (c) The copy retained by the umpire shall be the official batting order. No changes may be made after this point with the exception of late arriving players as defined in Rules 3.07 & 3.08.
 - (2) Explanation of ground rules. The umpire crew chief shall inform both managers of the specific ground rules on each field. He shall also designate the acceptable on-deck circle, the acceptable bullpen location and the coach's box at 1st & 3rd base.
- (b) All games shall start promptly as scheduled.
- (1) The umpire shall announce the official starting time at the end of Ground Rules. Furthermore, an umpire will bring a time clock with an alarm to each field that will attach to the fence. Immediately after Ground Rules the home plate umpire will start the clock and no new inning may start after the alarm goes off".
 - (2) All teams must start the game with at least eight players and must maintain a minimum of 8 players for the entire game. Teams capable of fielding 8 rostered players must start the game at the scheduled starting time.
 - (3) Should either team not be ready to start the game within 15 minutes of the scheduled starting time, the umpires must forfeit the game to the opposing team. Should both teams not be able to start the game within the prescribed time limit, the game shall be ruled a double forfeit and each team charged with a loss. For the purpose of establishing the time limits for a regulation game, the umpire shall subtract the amount of time delayed from the length of time defined as an official game as defined in Rule 4.10.

4.02

Applicable.

- 4.03 Applicable.
- (a) Applicable.
- (b) Applicable.
- (c) Applicable.
- (d) Applicable.
- 4.04 Not Applicable. AAA Rule - The batting order shall be followed throughout the game unless a player arrives late. Late arriving players shall be added to the bottom of the batting order. In the event a team has batted through the entire order, the late arriving player is still added to the bottom of the order.
- In the event a player is sick, injured or has to leave the game early, the manager shall notify the umpire and the opposing manager and that player shall then be removed from the batting order for the remainder of the game.
- Any player ejected from a game shall be recorded as an automatic out every subsequent time his turn comes up in the batting order.
- 4.05 (a) Applicable.
- (b) Applicable.
- AAA Interpretation of rule 4.05.
- Coaches do not have to wear uniforms.
- AAA does not mark the coach's boxes, therefore it is the umpire's judgment as to whether the coach is leaving the box in a manner to interfere with play or distract the pitcher or fielders.
- It is common practice for a coach who has a play at a base to leave the coach's box to signal the player to slide advance or return to the base. This may be permitted if the coach does not interfere with the play in any manner.
- 4.06 Applicable. AAA Supplemental Rule - The AAA Prep & Gold League Code of Conduct applies to all participants and spectators at all times.
- (a) Applicable.
- (b) Applicable.
- 4.07 Applicable.
- 4.08 Applicable.
- 4.09 (a) Applicable.
- (b) Applicable.
- 4.10 (a) Not Applicable. AAA Rule -
- Regulation Game.** A regulation game shall consist of 7 innings unless extended because the score is tied or shortened because of any of the following:
- (1) the home team needs none of its half of the seventh inning or only a fraction of it.
 - (2) the time limit has been reached.
 - (3) one of the teams is winning by ten (10) or more runs after 4-1/2 innings if the home team is leading or 5 innings if the visiting team is leading.
 - (4) the umpire calls the game due to forfeit or inclement weather.
- Time Limits.** No inning can start after two (2) hours of continual playing time. Adjustments shall be made to the playing time when starting time has been delayed due to late arriving players or late arriving umpires or prior game running late.

In any event the umpire shall keep the official time for each game as defined in Rule 4.01(b). A new inning begins immediately after the final out of the previous inning.

- (b) Not Applicable.
- (c) Applicable.
- (d) Applicable.
- (e) Applicable.
- (f) Not Applicable.

4.11 (a) Not Applicable. AAA Rule - **Score of a Regulation Game.** The score of a regulation game is the total number of runs scored by each team at the moment a game ends.

(a) The game ends when the visiting team completes its half of the 7th inning if the home team is ahead.

(b) The game ends when the 7th inning is completed if the visiting team is ahead.

(c) If the home team scores the winning run in its half of the 7th inning (or its half of an extra inning after a tie) the game ends immediately when the winning run scores. Exception: If the last batter in a game hits a home run out of the playing field, the batter and all runners on base are permitted to score, in accordance with the base running rules of Section 7.0 and the game ends when the batter touches home plate.

Approved Ruling: The batter hits a home run out of the playing field to win the game in the last half of the inning, but is called out for passing the preceding runner. The game ends when the winning run is scored. With two outs, if the preceding runner is the winning run and the batter is called out for passing the runner, then the game will be tied and the game shall continue unless time limit has been reached.

- (b) Not Applicable.
- (c) Not Applicable.
- (d) Not Applicable. AAA Rule - **Called Games.**

A game called by the umpire due to inclement weather or curfew that has not completed:

a) four and one-half innings with the home team ahead, or, b) or five innings with the visiting team ahead, shall be declared NO GAME and will be replayed in its entirety.

In the event a game has completed at least five full innings, and the score is tied at the moment the umpire calls the game due to inclement weather or curfew:

a) if the visiting team ties the score in their half of the inning and the home team has not completed its turn at-bat in the bottom half of the inning, the score reverts to the last complete inning.

b) if the home team ties the score in its turn at-bat in the bottom half of the inning, the game shall result in a tie.

- (1) Not Applicable.
- (2) Not Applicable.
- (3) Not Applicable.
- (4) Not Applicable.
- (5) Not Applicable.
- (6) Not Applicable.

- 4.12 (a) (1) Not Applicable.
- (2) Not Applicable.
- (3) Not Applicable.
- (4) Not Applicable.
- (5) Not Applicable.
- (b) Not Applicable.

- (c) (1) Not Applicable.
 - (2) Not Applicable.
 - (3) Not Applicable.
 - (4) Not Applicable.
 - (d) Applicable.
 - (e) Not Applicable.
- 4.13 (a) Applicable.
- (1) Applicable.
 - (2) Applicable.
- (b) Applicable.
- (c) Not applicable. AAA Rule - A scheduled double header or a team playing back-to-back games against different teams, shall start fifteen minutes after completion of the previous game.
In the event a team must change fields, the second game shall start within fifteen minutes after eight members of the team have arrived at the field of the second game.
- (d) Applicable.
 - (e) Applicable.
 - (f) Applicable.
- 4.14 Applicable.
- 4.15 (a) Applicable.
- (b) Applicable.
 - (c) Applicable.
 - (d) Applicable.
 - (e) Applicable.
 - (f) Applicable.
 - (g) Applicable.
- 4.16 Not Applicable.
- 4.17 Not Applicable. AAA Rule - A game shall be forfeited when a team is unable or refuses to place eight players on the field or does not have eight players present to bat.
- 4.18 Applicable.
- 4.19 Not Applicable. AAA Rule - **Protests.**
- (1) Protests may be lodged when a manager alleges a violation of a playing rule has occurred during the progress of a game.
 - (2) No protest shall be permitted on judgment decisions by the umpire.
 - (3) In all protested games the decision of the Prep & Gold League Protest Committee is final.
 - (4) Protest procedure.
 - (a) At conclusion of the play in which the alleged rule violation occurred, the manager of the protesting team must call time out and immediately notify the umpire crew chief and the opposing manager that the game is being continued under protest.
 - (b) At the time the game is protested, the back side of the lineup card shall be completed by the umpire. The following information shall be provided:
 - (1) Amount of game time elapsed at point of protest.
 - (2) Inning at protest, number of outs & score.
 - (3) Pitcher & number of visits previously made to mound for that pitcher (both teams).
 - (4) Any pitchers removed due to the maximum number of visits by the manager (both teams).

- (5) Baserunners.
- (6) Batter.
- (7) Any player, coaches or manager ejections up to that point of the game.
- (8) Signature of the protesting manager.

(c) At the conclusion of the game, if the protesting manager wishes to withdraw the protest, he shall notify the umpire & opposing manager and note the withdrawal on the back of the lineup card. This action nullifies any attempt to reinstate the protest.

(d) If a manager wishes to file the formal protest with the League, he must submit a written account of the rules violation within forty-eight (48) hours following the game in which the protest occurred. A protest fee (determined annually by the AAA Field Division Executive Board of Directors) must accompany the written protest. If the written account of the protest and the fee are not submitted to the AAA Field Division Office within 48 hours following the protested game, then the Prep & Gold League Protest Committee shall not accept the protest and the game stands as ruled by the field umpires.

(e) All protests submitted within 48 hours of the conclusion of the game shall be reviewed by the AAA Prep & Gold League Protest Committee in accordance with the AAA Prep & Gold League Administrative Rules.

5.00 PUTTING THE BALL IN PLAY - LIVE BALL

5.01 Applicable.

5.02 Applicable.

5.03 Applicable.

5.04 Applicable.

5.05 Applicable.

5.06 Applicable.

5.07 Applicable.

5.08 Applicable.

5.09 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

(e) Applicable.

(f) Applicable.

(g) Applicable.

(h) Applicable.

5.10 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

- (e) Applicable.
- (f) Applicable.
- (g) Applicable.
- (h) Applicable.

5.11 Applicable.

6.00 BATTER

6.01 (a) Applicable.

(b) Applicable.

6.02 (a) Applicable. AAA Supplemental Rule - AAA does not mark the batter's box, therefore the umpire shall judge the batter's box to be approximately one length of the bat toward the pitcher and one length toward the catcher from the middle of the plate. The width of the batter's box shall be the length of the bat toward the batter from the appropriate edge of home plate on the 1st or 3rd base side of home plate.

(b) Applicable.

(c) Applicable.

6.03 Applicable.

6.04 Applicable.

6.05 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

(e) Applicable.

(f) Applicable.

(g) Applicable.

(h) Applicable.

(i) Applicable.

(j) Applicable.

(k) Applicable.

(l) Applicable.

(m) Applicable.

(n) Applicable.

6.06 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

6.07 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

6.08 (a) Applicable.

(b) Applicable.

(c) Applicable.

(d) Applicable.

- 6.09 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Not Applicable. AAA Rule - A fair ball passes over an outfield fence or hits above the yellow lines on a fence or a light post.
(e) Applicable.
(f) Applicable.
(g) Applicable.
(h) Applicable.
- 6.10 (a) Not Applicable.
(b) Not Applicable.

7.00 RUNNER

7.01 Applicable.

7.02 Applicable.

7.03 Applicable.

7.04

- (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.

7.05

- (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
(e) Applicable.
(f) Applicable.
(g) Applicable.
(h) Applicable.
(i) Applicable.

7.06 (a) Applicable.

- (b) Applicable. AAA Supplemental Rule - **Collision Rule.**
Player shall not maliciously run into a fielder who has possession of the ball. If the runner is attempting to slide or slides into any base and a collision occurs the umpire shall thoroughly consider the situation to determine if the runner collided with intent to dislodge the ball or hurt The opposing player.

Umpires shall take into consideration the following scenarios:

- a) the runner may have stumbled on a bat or other equipment.

- b) a runner's cleats may have gotten caught in the turf or mud.
- c) fielder was blocking the base without the ball and interfering the runner's right to the base.
- d) on a passed ball, the runner and the pitcher may arrive at the plate simultaneously.
- e) on a passed ball, the pitcher interferes with the runner's right to the base without possession of the ball.
- f) hurdling a defensive player may be judged to be malicious if a collision occurs.

If there is any question as to malicious intent, the prudent course is to warn the players involved and make the call (safe/out) based on the play, and any possible interference.

Any collision that is judged to have malicious intent may result in ejection. Failure to comply with the ejection may result in forfeiture.

7.07 Applicable.

- 7.08 (a) Applicable.
- (b) Applicable.
- (c) Applicable.
- (d) Applicable.
- (e) Applicable.
- (f) Applicable.
- (g) Applicable.
- (h) Applicable.
- (i) Applicable.
- (j) Applicable.
- (k) Applicable.

- 7.09 (a) Applicable.
- (b) Applicable.
- (c) Applicable.
- (d) Applicable.
- (e) Applicable.
- (f) Applicable.
- (g) Applicable.
- (h) Applicable.
- (i) Applicable.
- (j) Applicable.
- (k) Applicable.
- (l) Applicable.
- (m) Applicable.

- 7.10 (a) Applicable.
- (b) Applicable.
- (c) Applicable.
- (d) Applicable.

7.11 Applicable.

7.12 Applicable.

8.00 PITCHER

- 8.01 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
(e) Applicable.
- 8.02 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
- 8.03 Applicable. AAA Supplemental Rule - The umpire may limit a pitcher to a maximum of five preparatory pitches between innings in an effort to speed up the game.
- 8.04 Applicable.
- 8.05 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
(e) Applicable.
(f) Applicable.
(g) Applicable.
(h) Applicable.
(i) Applicable.
(j) Applicable.
(k) Applicable.
(l) Applicable.
(m) Applicable.
- 8.06 (a) Not Applicable.
(b) Not Applicable.
(c) Not Applicable.
(d) Not Applicable. AAA Rule - Visits to Pitcher.
A manager or coach will be allowed to confer with any of his players on the field (not necessarily the same player,) once in an inning or a total of two times in one game, whichever occurs first.
At the time of the 2nd conference in an inning or the 3rd conference in a game, the pitcher must be removed from his position and may return to the game at any defensive position except pitcher.
A team is allowed the aforementioned number of visits for each pitcher used in a game.
Exceptions: (1) If a manager or coach must visit an injured player other than the pitcher, it will not be charged as a visit to the mound. However, if the manager stops to talk to the pitcher during the injury time out it will be considered a visit.
(2) If the pitcher is injured, the coach may visit the pitcher and observe him throw several pitches to determine if the player will remain in the game. This will not be charged as an official visit.

9.00 UMPIRE

- 9.01 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
(e) Applicable.
- 9.02 (a) Applicable.
(b) Applicable.
(c) Applicable.
(d) Applicable.
- 9.03 (a) Applicable.
(b) Not Applicable. AAA Rule - If there are two or more umpires, one shall be designated "Crew Chief" and the others as "Field Umpires".
- 9.04 (a) Applicable. AAA Exception - AAA shall substitute the term "Crew Chief" for "Umpire-in Chief".
(b) Applicable.
(c) Applicable.
- 9.05 (a) Not Applicable. AAA Rule - The game umpires shall verbally report to the Chief Umpire within 24 hours after the end of the game all violations of rules or other incidents worthy of comment including ejections. The Chief Umpire shall verbally report to the Member @ Large of Prep & Gold within 24 hours after the end of the game all violations of rules or other incidents worthy of comment including ejections.

(b) Not Applicable. AAA Rule - The umpire shall file a written report to the Member @ Large of Prep & Gold within 72 hours after the end of the game for all ejections or if a forfeit occurred.

(c) Not Applicable. AAA Rule - The AAA Field Division Executive Board of Directors shall review all ejections and forfeitures to determine if any additional disciplinary action is necessary.

10.00 THE OFFICIAL SCORER

- 10.01 (a) Not Applicable. AAA Rule - Official Scorer.
Official Scorer - Is a representative of the Home Team and shall keep a record of each batter's plate appearance during a game and shall keep the official score of each game.
In the event the Home Team cannot supply an Official Scorer, the Visiting Team will provide an Official Scorer.
- (b) Applicable.
- (c) Applicable.
- 10.02 Not Applicable.
- 10.03 Not Applicable.
- 10.04 Not Applicable.
- 10.05 Not Applicable.
- 10.06 Not Applicable.
- 10.07 Not Applicable.
- 10.08 Not Applicable.
- 10.09 Not Applicable.
- 10.10 Not Applicable.
- 10.11 Not Applicable.
- 10.12 Not Applicable.
- 10.13 Not Applicable.
- 10.14 Not Applicable.
- 10.15 Not Applicable.
- 10.16 Not Applicable.
- 10.17 Not Applicable.
- 10.18 Not Applicable.
- 10.19 Not Applicable.
- 10.20 Not Applicable.
- 10.21 Not Applicable.
- 10.22 Not Applicable.
- 10.23 Not Applicable.
- 10.24 Not Applicable.

11.00 AFFTON ATHLETIC ASSOCIATION SUPPLEMENTAL RULES

- 11.01 Any matter not expressly covered by these rules shall be left to the discretion of the Prep & Gold League Protest Committee.
- 11.02 Any manager, coach, player or league official has the right to recommend changes in the rules. Such suggestions must be made in writing and directed to the Member @ Large of Prep & Gold prior to September 1st of the following season.

(Generally rules changes must be submitted at the September Parents Meeting of the AAA, however any rule may be brought into consideration for revision provided the season has not begun.)

Any rule that requires clarification or interpretation shall be the responsibility of the Prep & Gold Baseball Program Protest Committee.
- 11.03 Any section of these rules may be amended, altered or repealed by action of the AAA Field Division Executive Board of Directors.
- 11.04 The AAA Field Division Executive Board of Directors will be the final authority on the official rules of the Prep & Gold Baseball Programs.
- 11.05 Roster checks performed during a game shall be performed by one of the following (in order of preference):
a) Member @ Large of Prep & Gold
b) Board Member on Duty
c) Chief Umpire on Duty
Should any of the following be unavailable at the start of the game, the team requesting the roster check may file a protest. The Umpire Crew chief shall identify all the players on each bench and verify they are on the lineup card. The game shall begin and the protest shall be resolved at conclusion of the game. If any of the persons identified above are available to perform a Roster check immediately at the conclusion of the game, the protest may be resolved without submitting the necessary protest fee. In the event none of the above persons are available to perform a roster check at the immediate conclusion of the game, then the protest shall be filed and the fee is required just the same as any other protest.

Recommendations Regarding AAA Prep & Gold Baseball Program Umpires

The fee structure for AAA Prep & Gold Baseball Program allows umpires to be paid a higher amount than those umpiring an AAA House game. It is believed this will attract a higher quality and more experienced level of umpires.

It is suggested that an umpire shall be 2 years older than the players participating in the games and umpires shall notify the chief umpire of any immediate family members that are participating in an age group or a game in which he is scheduled to work.

It is suggested that umpires shall be prohibited from participating in AAA League games in which they have immediate family members playing, managing or coaching.

It is suggested that the Chief Umpire will make every attempt to schedule umpires for two games in one night.

It is suggested that if an umpire crew is working a field with no lights or there is only one Prep & Gold League game scheduled on the field, both will be assigned as a third umpire to one of the late games (unless the umpire would prefer to only work one game.) The game to which the third umpire is assigned shall be at the discretion of the Chief Umpire On Duty.

PARENTS MEETING

Second Thursday of each month, 7:00 p.m.
in the board room above the
Ice Rink

AFFTON ATHLETIC ASSOCIATION

PO Box 230127

St. Louis, MO 63123

Field Office: 314-843-4207

Fax: 314-843-2477

Concession Stand: 314-843-7304

RAIN OUT: 314-994-1255

Web Page: www.afftonaa.com

E-Mail: afftonaa@sbcglobal.net