

Regular Season AAA/Majors Baseball Rules

Spring 2011

- All teams will use a continuous batting order during the regular season. All players present for a game must appear in their team's batting order.
- A team may start a game with as few as seven players.
- Any player who arrives after the batting orders have been presented to the home plate umpire must be added at the end of his team's batting order. (Example: Team A starts the game with only seven players. Johnny Smith, a member of Team A, arrives in the top of the second inning. Johnny Smith must be added as the eighth batter in Team A's batting order.)
- On offense, teams will not be penalized with "automatic" outs for starting a game with fewer than nine players.
- No player may sit out of the game for more than three consecutive defensive outs. Coaches will be allowed free defensive substitution in order to facilitate meeting this requirement.
- Any time a pitch is thrown, including a warm-up pitch at the start of an inning, it will constitute an inning pitched for the player delivering the pitch.
- No player will be allowed to throw a pitch in more than six innings per week.
- If a player throws a pitch in more than three innings of any one game, he may not pitch in another game until a minimum of 36 hours have passed.

- Innings pitched totals will reset to zero each Saturday night at 11:59 p.m.
- **Mercy Rule:** A game will end and be considered official if any team leads their opponent by 15 or more runs after completing three innings, or if any team leads their opponent by 10 or more runs after completing at least four innings.
- **AAA Only:** Each team will be limited to scoring no more than seven runs in any one inning that could be the final inning. (Note: An inning that would end with the Mercy Rule in effect is considered a possible final inning. As a result, teams will not be limited to seven runs if it prevents them from being able to prolong the game, even if it is not the final scheduled inning of the game.)

Safety Notes

- Throat protectors are required on ALL catchers' masks.
- Chin straps are required on ALL batting helmets that have snaps for a chin strap.
- Head-first sliding is allowed ONLY when returning to a base the runner previously occupied; otherwise, all slides must be feet-first.
- Runners must make an attempt to slide when a defensive play is being made on them at a base to which they are trying to advance.
- Under NO circumstances will a runner be permitted to run into or "take out" a defender. The penalty for purposely "taking out" a defender without an attempt to slide is ejection from the game. See **Section 7.00 - The Runner** in the *Dixie Youth Baseball Official Rules & Regulations* for more information.
- **Rule 3.01 (b):** "No personal cell phones or other personal electronic communication equipment, excluding those carried by on-duty medical or security personnel or required to be 'on call' by their profession, are allowed on the playing field or in the dugouts during all local league and tournament games."
- **Regulation XII (E):** "The use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout."