

2016 AAU RULES OF COMPETITION

The official rules of the AAU Baseball Program are the “2016 High School Baseball Rules” as published by the National Federation of State High School Associations except where modified. To order rule books visit www.nfhs.com.

GENERAL PROVISIONS

1. PITCHING

In the 9:U, 10:U, 11:U and 12:U age groups, a player may pitch in a cumulative maximum of six (6) innings in consecutive calendar days after which that player may not pitch the next calendar day. **Example:** Day 1 (2 innings), Day 2 (2 innings), Day 3 (1 inning), Day 4 (1 inning), Day 5 (must not pitch). **Example:** Day 1 (3 innings), Day 2 (does not pitch), Day 3 (3 innings), Day 4 (3 innings), Day 5 (must not pitch).

In the 13:U, 14:U, 15:U and 16:U age groups, a player may pitch in a cumulative maximum of ten (10) innings in consecutive calendar days after which that player may not pitch the next calendar day.

Example: Day 1 (4 innings), Day 2 (4 innings), Day 3 (does not pitch), Day 4 (eligible to pitch)

An “inning pitched” constitutes a pitcher being officially entered into the pitching position. The pitcher will then be charged with pitching that inning even if that pitcher does not throw a pitch.

When a game is suspended in mid-inning and continued on a future day, the pitcher of record is charged with an inning pitched just prior to suspension and also charged with an inning pitched immediately upon resumption of the game.

Upon reaching the applicable individual pitching limit, the pitcher is immediately removed as pitcher.

PENALTY: Upon discovery that the individual pitching limit has been exceeded, the pitcher is immediately removed and both the pitcher and head coach are ejected.

2. BALKS

In the 8:U, 9:U (60) CLOSED BASES, 10:U (60') CLOSED BASES age groups, balks WILL NOT be called.

3. HEAD FIRST SLIDE

Headfirst slide will be allowed in ALL age groups.

4. BAT SIZE

The 8:U, 9:U, 10:U, 11:U, 12:U, 13:U and 14:U age groups shall not be limited by the 2009 High School Baseball Rules published by the National Federation of State High School Associations regarding bat specifications.

EXCEPTION: In the 11:U (60') and the 12:U (60') age groups, the bat barrel may not exceed 2 3/4” in diameter (*no limit in Iowa State Championships*)

5. 10-RUN RULE 15-RUN RULE (MANDATORY)

In the 9:U, 10:U, 11:U and 12:U age groups, the 10-run rule shall apply after four (4) innings (3 1/2 innings if the home team is ahead).

In all age groups 13 and older, the 10-run rule shall apply after five (5) innings (4 1/2 innings if the home team is ahead). In all age groups, the 15-run rule shall apply after three (3) innings (2 1/2 innings if the home team is ahead). The 10 run rule and the 15 run rule shall apply in ALL National Championship games in ALL rounds of play.

6. 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 umpire judgement. The reentry 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 may participate.

7. EJECTION (manager, coach or players)

In all age groups, the first occurrence results in suspension for the rest of the game (removal from game site) in which ejection occurs and the next scheduled game.

The second occurrence during the same tournament results in suspension for the remainder of the tournament as well as possible further sanctions subject to the review of the District AAU tournament official for District and Regional competitions or the National AAU tournament official for National Championships. If all coaches listed on the team’s tournament roster are ejected during a game, then the team must forfeit the game upon the removal of the last coach.

8. COACHES ATTIRE

Coaches do not need to be in full uniform, but should be in **appropriate matching athletic attire, consistent with the team uniform** (such as collared shirts and coaches shorts, with athletic shoes).

9. WITHDRAWAL OF TOURNAMENT ENTRY

Deadline for withdrawal of a tournament entry will be the tournament entry deadline. If a team does not give notification of withdrawal prior to the deadline date, but the team does withdraw from the tournament, the head coach and/or entire team may be subject to sanctions, with due process.

10. FORFEIT

The National High School Federation rule shall apply and AAU tournament officials shall administer the rule so that any team which causes a forfeit will **NOT** benefit and may **NOT** advance to Championship pool or bracket play unless the tournament committee determines there were extenuating circumstances causing the forfeit. Teams that receive a forfeit shall be credited with a win, but runs allowed and runs scored will be based only on actual games played.

Teams or coaches who fail to compete in ALL scheduled games are subject to sanctions, which may include suspension from current and future national championship play. Coaches may NOT mutually agree to end a contest without first receiving the approval of the respective AAU Baseball tournament committee. If all coaches listed on the tournament roster are ejected during a game, then the team must forfeit the game upon the removal of the last coach.

11. COMPLETE GAME

The 9:U, 10:U, 11:U and 12:U age groups shall consider a game complete after four (4) innings (3 1/2 innings if home team is ahead). The 13:U, 14:U, 15:U, 16:U, 17:U, 18/19:U, L1 and L2 age groups shall consider a game complete after five (5) innings (4 1/2 innings if home team is ahead,) which is current with NFHS rules.

12. CALLED GAME

For all age groups, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with AAU tournament officials. AAU tournament officials will attempt to play all games to completion unless it becomes imperative to change the tournament format.

13. LAST HALF INNING

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.

14. 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 \$100.00 cash (refunded if upheld) must accompany the protest. All decisions of the protest committee shall be final.

Only decisions involving the misinterpretation or misapplication of a rule may be protested. No protest shall be allowed in matters involving solely the officials' judgement.

15. BAT PERSONS

Bat persons must be between the ages of 8 - 19 years and be registered as AAU non-athletes.

16. EXTRA PLAYER (EP) AND/OR DESIGNATED HITTER (DH) - available at all ages and optional for all games

At the beginning of a game, either the EP and/or the DH may be elected.

The Designated Hitter (DH) provision as covered in the rule book published by the National Federation of State High School Associations(NFHS) applies. The Extra Player (EP) is listed in the batting order and may assume any of the nine defensive positions without being counted as a substitution.

Under all of the following options, there are never more than the standard nine defensive positions. Options are:

1. Use neither the DH or EP, giving nine players in the batting order and the same nine players on defense.
2. Use only the DH, not the EP, giving nine players in the batting order, one of which is replaced by another line up player on defense.
3. Use only the EP, not the DH, giving ten players in the batting order of which nine play on defense.
4. Use both the DH and EP, giving ten players in the batting order, but one of the nine defensive players is

replaced by the DH in that batting order. However, the DH can be removed during the game according to NFHS rules.

The same number of players listed in the batting order to begin the game continues throughout the game. If the game is started using an EP, the game must be finished using an EP.

Players not listed in the starting line-up may serve as substitutes in the normal manner as covered in the rule book published by the National Federation of State High School Associations (NFHS).

In case of injury, the NFHS rule book applies except that if an EP is being used and injury prevents that slot in the batting order from being filled, an automatic "out" applies in that slot.

AGE SPECIFIC PROVISIONS

1. 9:U GROUP, 10:U GROUP (60') (Closed Base)

Base length will be 60 feet

Pitching distance will be 46 feet.

Lead offs will NOT be allowed

Games will be six (6) innings in length.

NO metal cleats are allowed.

A runner may leave the base after the ball crosses the plate. Upon leaving the base early an immediate dead ball will be called and the runner is out.

On a dropped 3rd strike, the batter is out and base runners advance at their own risk.

2. 10:U GROUP (65') (Open Base)

Base length will be 65 feet.

Pitching distance will be 46 feet.

Lead offs will be allowed

Games will be six (6) innings in length.

NO metal cleats are allowed.

3. 11:U GROUP (60'), 12:U GROUP (60') (Closed Base)

Base length will be 60 feet.

Pitching distance will be 46 feet.

Games will be six (6) innings in length.

NO metal cleats are allowed.

A runner may leave the base after the ball crosses the plate. Upon leaving the base early, an immediate dead ball will be called and the runner is out..

On a dropped 3rd strike, the batter is out and base runners advance at their own risk.

Bat may not exceed 2 3/4" diameter - *Exception: No limit in Iowa State Championships*

4. 11:U GROUP (70'), 12:U (70') (Open Base) GROUP

Base length will be 70 feet.

Pitching distance shall be 50 feet.

Games will be six (6) innings in length.

NO metal cleats are allowed.

13:U GROUP (80')

Base length will be 80 feet.

Pitching distance shall be 54 feet.

Games will be seven (7) innings in length.

6. 13:U GROUP (90'), 14:U GROUP (90')

Base length will be 90 feet.

Pitching distance will be 60 feet 6 inches.

Games will be seven (7) in length.

**15:U GROUP, 16:U GROUP, 17:U GROUP,
18:U/19:U GROUP**

Games will be seven (7) innings in length.