

*Wolverine Ball*.com

**14-16 BBB “AAA”  
RULES**

**All of the leagues follow the same rules to keep consistent**

Wolverine Ball

Pioneer Junior Baseball

Conklin

Marne

Coopersville

*Have Fun*

# Pioneer Junior Baseball Rules

## AAA Division

The National Federation of State High School Associations (NFHS) baseball rules will apply for play in this Division unless otherwise provided in the following rules.

### GENERAL RULES:

- Games will consist of seven (7) innings. In case of inclement weather or impending darkness the game will be considered complete at the conclusion of four (4) innings.
- If there is a **TORNADO WATCH** or **WARNING** at 5:00 p.m. on game day, **ALL GAMES ARE CANCELED**. In the case of other inclement weather, the age group rep will make the decision to call the game prior to game time. If the field is unplayable the coach's and the umpire can cancel the game at the field. If the game is canceled the coaches shall contact the AAA Representative for a reschedule of the game.
- **COACHES DISCRETION:** In the case of impending inclement weather, or approaching darkness, both coaches may mutually agree, with approval of the Umpire, on a three (3) run rule from the beginning of the game.
- Distances: Bases - 80 feet ..... Pitchers mound – 56 feet. (Pioneer Field)
- Scorekeepers, managers, coaches and players are not permitted behind the backstop while the game is in progress.
- In case of a tie after regulation play, and time permits, the game shall continue to determine a winner. If not then a tie will awarded to both teams.
- The Umpire has the discretionary right to eject any player, coach, or spectator/parent from any game, or cause a team to forfeit a game.

### OFFENSE RULES:

- All team players present must bat in rotation, according to a lineup provided between coaches prior to the start of the game, without change, except for the late arrival players who will be added to the end of the batting lineup.
- Maximum bat barrel diameter is 2 5/8 inches. No BESR bats allowed or any bats that altered in a way that hides the BESR mark.
- A runner must slide into base on close plays (except 1<sup>st</sup> base). If the runner makes contact with the defensive player (coming into base) above the waist, he/she will be automatically out!!
- All batters, when in the batters box, and all runners when on base, must wear protective helmets. This will include players that are coaching 1<sup>st</sup> or 3<sup>rd</sup> base. Players or base runners will be called out if found to be without a helmet.
- A batter or base runner may only advance one (1) base if the ball is over-thrown out of the field of play. If the ball is still in play, batters and base runners may advance as far as possible. One base shall be defined as the base the runner is running to plus one. (Umpires discretion)
- A team may only score (5) runs per inning. Unlimited runs are allowed in the final inning.
- **MERCY RULE:** If a team is ahead by 10 or more runs at the conclusion of five innings, the Mercy Rule shall be observed and the team ahead is declared the winner.

### DEFENSE RULES:

- Every player will participate in defense for a minimum of (3) full innings. Free substitution is permitted. Equal playing time is encouraged.
- Batter may try and advance to first base on a drop 3<sup>rd</sup> strike if first base is unoccupied. If the runner makes it to first base with out being tagged out or thrown out then the strike out doesn't count as an out.

- When a pitcher is removed from the pitching position, that pitcher may not return to the pitching position during the same game. A pitcher may not pitch form anymore than four (4) innings, or twelve (12) consecutive outs per ball game.
- **INFIELD FLY RULE:** Infield fly is a fair fly (not a line drive nor attempted bunt) which can be caught by an infielder and provided the hit is made before two outs, and at a time when first and second bases, or all bases are occupied. When determined the Infield Fly Rule applies; the umpire shall declare "Infield Fly Rule" for the batter being out and for the benefit of the base runners to advance after retouching their base.
- **BLOOD RULE:** Applies to any player, coach, umpire, or official who is bleeding, or found to have fresh blood visible on his/her uniform or person. If at any time an umpire, coach, or official sees blood on the uniform or body of a player, coach, umpire, or official, the game shall be stopped and an adult shall treat the wound by cleaning and covering the area. If a uniform has fresh blood visible, that uniform part shall be exchanged for a non-contaminated clothing article part. If no uniform replacement is available, any clothing article may be substituted. There shall be no violation for wrong color.
- An injured player will be given ample time for treatment and clothing exchange. If the umpire decides the delay is too long, the game will resume with a substitute player. Once the injured player has finished receiving treatment and/or uniform exchange that player will be allowed to immediately re-enter the game.
- If a player is injured while on base he/she can have a pinch runner (last batted out) but must be removed from the game. Next time up the team skips the batting slot without being charged with an out.
- The bleeding must be stopped completely, and covered, before the player can re-enter the game.
- In case of serious injury involving unconsciousness or suspected fracture, comfort the injured person, maintain the integrity of the injury, and summon the Walker Police Department for trained assistance. Do not move the injured person and do not allow the injured person to re-enter the game.
- In the case of injury a Pioneer Junior Baseball League Executive Board member shall be notified within 24 hours of the injury and the Accident/Injury report shall be submitted to the league promptly.
- **UNSPORTSMAN LIKE CONDUCT**, shall be defined as follows; Any conduct, physical or verbal, displayed by any player or coach, and directed at any other player, coach, umpire, or spectator, which is unbecoming to the integrity of good sportsmanship and the spirit of fair play as has become the practice of the Pioneer Junior Baseball League, shall be considered Unsportsman Like Conduct.
- Any player or coach displaying unsportsman like conduct during the course of a game, or while representing the Pioneer Junior Baseball League, shall be immediately dismissed from the game in progress. This rule will be enforced by the umpire. The incident of unsportsman like conduct will be reported to a league official promptly for review for any further follow-up actions.
- Any player or coach, having exhibited unsportsman like conduct shall not be allowed to participate in any further games or practices until approved by the Pioneer Junior Baseball League Executive Board. The Executive Board will convene promptly to review the matter. After a decision has been reached by the Executive Board, and that decision results in additional actions of discipline, the affected person, or a parent of the affected person, may protest the decision with a verbal appeal to the President of the League. This verbal appeal must be transmitted within 48 hours of the League decision. If the Executive Board decision is of no additional discipline the affected player may participate in his/her teams next regularly scheduled game.