



# Andover/ ARAA Interleague Baseball Rules 3<sup>rd</sup> & 4<sup>th</sup> Grade 9U and 10U

## Conduct Policy

- Unsportsmanlike conduct will not be tolerated on any level in ABA or ARAA Sports. Any player, coach, manager, or spectator can be ejected from a contest for flagrant unsportsmanlike conduct. After ejection, the person/people will not be permitted to return to a game prior to meeting with their respective league Director or Commissioner.
- Some examples of “Flagrant unsportsmanlike conduct” include but are not limited to: abuse of the game and/or officials, use of a declared ineligible player, fighting, repeated use of profane language, etc.

## Rules

- All games will start as stated on schedule. Game time is forfeit time. A team must have 8 uniformed players to start.
- Games will consist of 6 innings. If extra innings are required, play will continue. **Due to safety issues, no inning shall start after 8:15 p.m.** Ties will stand in games called because of darkness.
- The team listed second on the schedule is the home team. The home team will sit on the first base bench. The visiting team will sit on the third base bench. The visiting team will take the infield 30 mins. Prior to the game time and the home team will take the infield 15 mins. Prior to game time. The home team will provide the game balls and keep the official score book.
- Each team will play 10 players in the field at a time. Consisting of 4 outfielders, 4 infielders, 1 catcher and a pitcher. **In the even that an opposing team cannot field 10, each team will field 9 players (3 outfielders).**
- Innings 1-5 will consist of 3 outs or 5 runs scored. The 6<sup>th</sup> inning and all extra innings will consist of 3 outs regardless of the number of runs scored.

- **10 Run Rule:** If any team is ahead after 4 full innings, the game will be considered complete, and the final score is recorded. If a 10-run rule is called after 4 innings, all coached can make the decision if they would like to continue play thought a complete game by league definition without keeping score.
- **Rain Outs:** If a game has completed 4 innings, it is not considered a rain out but will be an official game. The score reverts to the last completed inning if the game is called. If called with the home team batting and in the lead, it will be considered a completed inning. If there is any doubt about playing, go to the field. The coaches will reschedule the game based on the field availability. Coaches may not reschedule games unless due to bad weather. Penalty is a forfeit. **Rescheduled games are considered “Suspended” and shall resume exactly where they left off. If the coaches disagree on weather or not to postpone due to weather, the umpire shall have the final say. If an official umpire is not present, it shall be the decision on the home team coach. If lightning appears anywhere I the sky, the players must leave the field.** A 20 min. wait is allowed to see if the game can be resumed. If severe weather sirens are activated, the game is cancelled, and everyone must leave the field immediately.
- The winning coach is required to report the score of the game to their League Commissioner. League standings will be posted on the respective league websites. If there is an interleague game, report your score to your commissioner, win or loss.
- **Umpire:** An umpire is provided by the league. If an umpire does not show up, please call Bob Dreyer @ 763-218-5244 to report it. Make sure to leave information about the game time and location. There will be “on call” umpires that will make an attempt to get to the field as soon as possible. If a volunteer is used, they must stand behind the pitcher unless they have full gear.
- **Helpful Hints:** To speed up the game, coached should inform the player who is scheduled to catch the next inning so that player can get a head start on getting the gear on. Coaches are strongly encouraged to conduct parent meetings prior to the first game. Explain the rules, solicit help, distribute uniforms, outline expectations, and answer any questions.
- No tobacco, alcohol or profanity is allowed on or near the filed of play. Its all about the kids!

## **Hitting**

- Continuous batting is mandatory for all age groups. Everyone Bats
  - An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured players participation for the remainder of that game. It will not be recorded as an out unless it drops the batting lineup below the designated number of players.
- Each team’s batting order will include all team members. Each player will bat in order even if they are not playing the field. Batting out of order will constitute an out and the base runners (If any) return to their original base.
- 3<sup>rd</sup> Grade (No bunting allowed)
- 4<sup>th</sup> Grade (Bunting **IS** allowed)

## **Pitching**

- A player may pitch a maximum of 2 innings per game and no more than 6 innings per week. One pitch in an inning constitutes one inning pitched. A week is considered Monday- Friday.
- All tournaments are treated as a new week and inning counts are covered un the tournament rules.
- If a pitcher hits two batters in an inning, the pitcher must be removed from the position for the rest of the inning. Batters hit by a pitch will be awarded first base. Batters must make an effort to avoid getting hit.
- Curve balls are NOT allowed. The first offense will result in a warning to the pitcher. The second offense will result in an ejection from the pitcher's position.
- No balks can be called, but a fake pitch will be considered a balk, resulting in a dead ball and all runners advancing a base.
- 3<sup>rd</sup> grade pitching distance is 41 feet from the point of home plate to the front of the rubber. Bases are 60 feet.
- 4<sup>th</sup> grade pitching distance is 46 feet from the point of home plate to the front of the rubber. Bases are 65 feet.

## **Fielding**

- Play is frozen when any player holds/controls the ball on the infield. The infield is anywhere on the dirt up to 15 feet beyond the baseline to be consistent due to some fields having deep infields. All fields have a variance on the depth of dirt. To be consistent at all fields we will apply the definition of outfield as 15 feet beyond the base path. No chalk will be provided to mark this line and therefore be sure to coach players that are in the outfield to field beyond this distance and get the ball back to an infielder to ensure that an opportunity exists for the play to be frozen.
- Players rounding any base before the ball is in the infield may advance to the next base at their own risk. The defensive team has the option of holding the ball and forfeiting the base or making a play on the runner. **If a play is made, the ball remains alive.**
- Infield fly rule is in effect.
- All outfielders need to be at least 15 feet from the base-paths.

## **Base Running**

- 3rd Grade- There will be no leading off or stealing. The runners may not leave the base until the ball has been hit. No runner can advance on a pitched ball that has been passed the catcher. Batters **may not** attempt to advance to first base on a dropped 3<sup>rd</sup> strike.
- 4<sup>th</sup> Grade- The runner may lead off and or steal after the ball crosses the plate. Runners may not steal home under any circumstances **until after June 1<sup>st</sup>.**
- Overthrows that go out of play will advance the runners to the base to which they were running plus one base.
- A player running on a batted ball to 2<sup>nd</sup> or 3<sup>rd</sup>, or home should slide to avoid contact if there is a play at the base/plate. If the runner fails to slide and makes contact, the runner will be called out.

- A clear attempt of a player sliding headfirst into home plate will be called out. (This is at the discretion of the umpire)

## **Miscellaneous**

- Each player is required to play at least 12 defensive outs. (Exception being a game called early)
- No player can play more than two innings at one position. At least two innings must be an outfield position and two innings in an infield position. Pitchers and catchers **are not considered** “infield” positions.
- Coaches may call one time out per inning during any dead ball.
- Standard baseballs are to be used at this age.
- Players are required to wear batting helmets while hitting and running the bases. ARAA does not require the use of a helmet facemask. ABA does require the use of a helmet facemask.

The Andover Baseball Association and Anoka Ramsey Baseball Association’s mission is to provide an educational, safe, and fun environment. This will be achieved for the children through playing our national game of baseball.

Any questions or concerns should be directed towards your age specific directors.

ABA 9-12 Year House Director: Ray Koppes – 763-639-8667

ARAA House Directors: TJ Lyon – 763-248-2208

Joe Super – 612-558-0125

ARAA Commissioner: Erik Entinger - 612-363-5924

Umpires:

Rum River Umpires Contact: Bob Dreyer – 763-218-5244