

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 1: GENERAL RULES & REGULATIONS**

### **A. CODE OF CONDUCT**

1. All parents MUST sign the "Code of Ethics" pledge to RHAA and adhere to "A Bill of Rights for Young Athletes".
2. All coaches will be certified, and MUST sign and adhere to the "Code of Ethics" pledge to RHAA. Coaches are required to have their certification ID card at all times during games. In addition, all coaches will be required to have a background check performed.
3. **GOOD SPORTSMANSHIP IS OUR #1 PRIORITY.** Unsportsmanlike conduct will not be tolerated, and will result in a player and/or coach being ejected from the game.
4. The Home Plate Umpire has complete control of the game. Judgment calls by the Umpire may not be questioned. Rule interpretation only, will be handled once a time-out is granted.
5. There will be absolutely no heckling of players, umpires, or anyone else associated with the game by players, opposing coaches or spectators. If heckling occurs, the umpire will give one team warning. If heckling continues, the game will be forfeited. (Report to be made to the League President and Baseball/Softball Committee).
6. **NO SMOKING OR CONSUMPTION OF ALCOHOL BY PLAYERS, COACHES OR SPECTATORS WILL BE ALLOWED ANYWHERE ON THE RHAA COMPLEX.**
7. Anyone maliciously damaging equipment and/or property (including fences) will pay for any damage, and will be ejected from the game along with an additional one (1) game suspension.
8. Throwing a bat constitutes a team warning. The next team that throws a bat will receive an automatic out at the umpire's discretion.
9. **"KEEP THE ATHLETES FIRST, WINNING SECOND"** The purpose of our program is to offer recreational baseball and softball leagues that continue to be a healthy, safe and fun environment for everyone involved, whether you win or lose.

### **B. RHAA COMPLEX RULES**

1. Both teams get to take infield, check on field safety, clean field area before and after the game with each team being responsible for their dugout area.
2. Home team warms up on field ½ hour before game time, and visitors warm up 15 minutes before game time. Before those times, the field is available first come – first serve.
3. The on-deck circle will be outside the fence nearest to the dugout. No players will be allowed to warm up inside the fence.
4. Coaches need to be entirely behind the fence during the game. They are not allowed to coach from the field where the ball can be considered live. EXCEPTION: FIRST AND THIRD BASE COACHES, LEARN TO PLAY, T-BALL AND ROOKIE LEAGUES.

### **C. RULES OF PLAY**

1. Complete team uniforms (as issued by RHAA) MUST be worn at all times including hats. Jerseys and/or T-shirts should be tucked in.
2. All leagues use a continuous batting order (all players present in the batting order).
3. All players MUST play at least (4) full innings of defense.
4. All players must wear a helmet at bat and on the base-paths. Any player(s) "coaching" from the field must wear helmets.

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5. Game start time is indicated on schedules: forfeit occurs ten (10) minutes after scheduled start of game if minimum number of players rule is not met.
6. Games may start with 8 players, but cannot continue with less. Less than 8 players is a forfeit, and a practice game may be played. Any player arriving late may be placed in an open defensive position immediately, and must be added to the end of the batting order.
7. Players may be called up from the next lower league to fill a game roster, only if needed to field a complete team. Please refer to the call up policy and procedures.
8. Only players and certified coaches can be on the bench. No spectators are allowed in the bench area, batting-on-deck, or playing field from dugout to dugout at any time during a game or practice. When needed, the coaches may allow for a team score keeper and/or parent helper in the dugout.
9. Make-up games will be played, if possible, the same week on Fridays. Some make-up games may be played on Sundays if necessary. Only the RHAA Commissioner may schedule make-up games.
10. An official game is four (4) full innings (or 3½ innings if the home team is winning). If a game is stopped due to weather before completing an official game, the game will be suspended and resumed where it was stopped at a later date. If the game is called after four innings, whatever the score was at the completion of the last full inning will be the final score (Example: If the game is called in the bottom of the 5th inning, the team that was winning after the conclusion of the 4th inning will be declared the winner).
11. The Home team score book is official score. Coaches at the Minors and Major league level must count pitches each inning and check pitch counts with the other coaches at the completion of each half inning. If there is any question as to the number of pitches that a player has thrown, the Home team score book will be used to determine that official number.
12. All Playoff and Championship Games must be complete games (Mercy rule will remain in effect for these games).

## **D. VIOLATIONS & DISCIPLINARY ACTIONS**

1. A coach may bench a player for disciplinary reasons provided there is a report made to the League President immediately following the situation.
2. The President, Baseball/Softball Player Agent and RHAA Commissioner will review any violation of rules. Disciplinary action will be determined, which may include a forfeit of the game in which the infraction occurred.
3. Any player or coach ejected from a game will be subject to an additional one game suspension as directed by the RHAA Commissioner.
4. Multiple violations by the same player or coach will result in a review by the RHAA Board of Directors, which may lead to further disciplinary actions.
5. The RHAA Board of Directors reserves the right to remove any coach (pending review by the Executive Committee) based on teaching skills, knowledge of the game, conduct toward players, coaches, parents, umpires, or RHAA officials.

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 2: LEAGUE RULES FOR T-BALL**

### **A. PLAYER REQUIREMENTS**

1. All players must be 5 years old on or before August 31, 2023. Exceptions may be made at the discretion of the RHAA Board of Directors.
2. All players present for a game will play in the field. Normal infield positions will be played, with all extra players on the outfield grass. The player in the pitcher's position must stand even with the pitching plate with one foot on the dirt. The player in the position of pitcher is REQUIRED to wear a helmet.
3. All players must rotate positions. No child can play any one position for more than two full innings in any game.

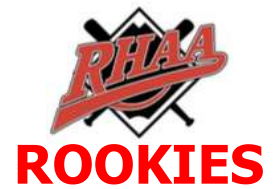
### **B. GAME RULES**

1. All games will be played for a minimum 1 hour and 15 minutes, regardless of how many innings are played. This time does not include extra activities such as, base race and/or snack time, but it does include the skills and drills. In addition, both teams must have the same number of at-bats before the game is concluded.
2. The first fifteen (15) minutes of each game will be used for instruction for both teams. The coaches and assistants will use this time to work on a variety of skills and drills.
3. All players will bat before teams switch sides (i.e., offensive to defensive and defensive to offensive). No outs will be recorded. All players will run the bases with the last batter of each half inning running all the way around the bases to home on his/her hit.
4. All players must hit off of the tee for the first two (2) full innings of each game. In the third (3rd) inning and beyond, coaches may pitch to those players they feel are ready for coach pitch. Coaches may throw only FIVE (5) good pitches (strikes) to the batter. If the player does not hit any of these 5 pitches into fair territory, the tee should then be used to complete the at-bat.
5. There is no bunting. If a coach determines that a full swing was not taken, or the ball was not struck cleanly, the batter will be called back to bat again.
6. All infield hits are limited to singles.
7. If the batter hits the ball into the outfield, the batter (and any runners on base) will be allowed to run for additional bases.
8. No advancement on overthrows.
9. There is no stealing. Base runners may not leave base until the ball is batted. No advancement on passed balls.
10. No infield fly rule is in effect.
11. All games will be played using the standard base paths of 60 feet.

### **C. MISC. RULES**

1. No official scores or league standings will be kept. Participation awards will be presented to all players.
2. Practices may not be longer than 1½ hours per day. Once the season begins, no more than two (2) practices may be held each week.

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 3: LEAGUE RULES FOR ROOKIES**

### **A. PLAYER REQUIREMENTS**

1. All players must be 7 or 8 years old on or before August 31, 2023. Exceptions may be made as a result of evaluation or RHAA Board of Directors discretion.
2. Ten (10) players are to be fielded - six (6) infielders and four (4) outfielders. Pitchers must be on either side of the mound, even with pitching plate and one foot on the dirt. The player in the position of pitcher is REQUIRED to wear a helmet. Outfielders must be positioned at least 20 feet behind the infield baselines.
3. All players must rotate positions. All players must play the infield and outfield positions, a minimum of two (2) full innings in outfield and a minimum of two (2) full innings in the infield.
4. All players must sit out at least one (1) full inning before any other player sits out two (2) full innings. This is carried over to the next game and so on. Therefore, all players would have sat the same number of times at the end of the season.

### **B. GAME RULES**

1. A complete game is six (6) full innings. No new inning can begin after 8:00 PM or 2 hours after the game start time on Saturdays.
2. All games will be played for a minimum 1 hour and 30 minutes, regardless of how many innings are played. This time does not include extra activities such as, base race and/or snack time. In addition, both teams must have the same number of at-bats before the game is concluded.
3. Each half inning shall consist of either three (3) outs, or a team batting through all of the players in the batting lineup, whichever occurs first. Coaches will serve as umpires and determine outs.
4. ALL COACHES WILL USE AN RHAA ISSUED PITCHING MACHINE. There will be no walks or hit by pitch. The number of pitches is limited to five (5) good pitches (strikes) from the pitching machine. After these 5 good pitches (strikes), the Coach MUST use a batting tee to complete the at bat.
5. The home team is responsible for bringing and setting up the pitching machine for each game.
6. All pitching machine settings will be determined by RHAA prior to the season. Coaches are not allowed to make any adjustments to this setting without the prior approval of RHAA Baseball Player Agent or RHAA Commissioner.
7. All infield hits are limited to singles.
8. If the batter hits the ball into the outfield, regardless of if it is hit off the pitching machine or off the tee, the batter (and any base runners) will be allowed to run for additional bases.
9. Runners may advance only one (1) base on an overthrow.
10. There is no stealing. Base runners may not leave base until the ball is batted. No advancement on passed balls.
11. No infield fly rule is in effect.
12. All games will be played using the standard base paths of 60 feet.
13. If there is a play at Home Plate, runner MUST slide. The first violation of this rule a team warning will be issued. The second offense by the same team and the player will be called out.

### **C. MISC. RULES**

1. No official scores or league standings will be kept.
2. Participation awards will be presented to all players.

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 4: LEAGUE RULES FOR MINORS**

### **A. PLAYER REQUIREMENTS**

1. All players must be 9 or 10 years old on or before August 31, 2023. Exceptions may be made as a result of evaluation or the RHAA Board of Directors discretion.
2. Ten (10) players are to be fielded - six (6) infielders and four (4) outfielders.
3. The four (4) outfielders must be positioned at least 20 feet behind the infield baselines.
4. The traditional four (4) infielders (first, second, shortstop, third) must be positioned within the boundary of the infield when the pitcher is on the pitcher's plate.
5. **Defensive overload shifts (infield or outfield) are NOT allowed.** No more than two (2) infielders may be positioned on either side of second base when the pitcher is on the pitcher's plate. No more than two (2) outfielders may be positioned on either side of second base when the pitcher is on the pitcher's plate. If the infielders and/or outfielders are not aligned properly at the time of the pitch, the offense can choose an automatic ball or the result of the play.
6. Outfielders may NOT make putouts in the infield.
7. All players must rotate positions. All players must play the infield and outfield positions, a minimum of two (2) full innings in the outfield and a minimum of two (2) full innings in the infield. Catcher is considered an OUTFIELD position.
8. No player can play more than three (3) full innings at any one position, including pitcher.
9. All players must sit out at least one (1) full inning before any other player sits out two (2) full innings. This is carried over to the next game and so on. Therefore, all players would have sat the same number of times at the end of the season.

### **B. GAME RULES**

1. A complete game is six (6) full innings (5½ innings if the home team is winning). An official game is four (4) full innings (3½ innings if the home team is winning). No new inning can begin after 8:00 PM or 2 hours after the game start time on Saturdays.
2. A team will not be allowed to score more than four (4) runs per inning, EXCEPT for the last inning in which there is no limit.
3. A twelve (12) run rule will be in effect after the completion of five full innings (4½ innings if the home team is winning). After a team goes ahead by twelve runs the game will be concluded. Two (2) examples of this rule are the following:
  - a) If the home team is winning 12-0 after the conclusion of the fifth inning the game is over.
  - b) If the score after the conclusion of five innings is 9-0, you will begin the sixth inning. If the visiting teams scores three (3) runs in the top of the sixth, the game will be over.
4. When the count reaches four balls, the batter's coach (or another member of the coaching staff) will pitch to the batter - overhand only, no closer to the plate than the front edge of the pitching mound. The strike count will continue with balls and strikes being determined by the umpire after the second game of the season. The coach is expected to pitch to the level of the batter's ability. The batter may strike out by "swinging" or on a called strike. There will be no walks and no free base if hit by the pitch. Any ball that hits the pitching coach will be considered in play. The player in the pitching position must have one foot on the dirt of the pitching mound and even with the pitching plate. **This rule will be in effect for the first 6 regular season games**, but may be extended at the discretion of the RHAA Commissioner with input from the Minors head coaches. The remaining regular season and playoff games will have no coach pitching. Four balls will be considered a walk. NO INTENTIONAL WALKS - all players must be pitched to.

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5. Runners will be allowed to steal from first to second and second to third bases ONLY if the catcher catches the ball. For the purpose of this rule, the definition of "catching" the ball is that the ball remains in front of the catcher's feet. If the ball goes behind the catcher's feet, each runner must return back to the original base that he/she occupied. A RUNNER CANNOT advance further than the base he/she is attempting to steal on an overthrow. FOR EXAMPLE: If a runner attempts to steal second and the catcher overthrows second base, the runner must STAY at second base and CANNOT advance to third base.
  - a) Runners may NOT leave the base UNTIL the pitch crosses home plate. The umpire will give one (1) warning for violations of this rule and, upon a second violation, the runner will be called out.
  - b) Delayed stealing is NOT ALLOWED. Once a runner stops forward progress, he/she must return to the original base that he/she occupied. If a runner has stopped forward progress, the catcher may NOT attempt to "throw behind" or pick off the runner.
6. On an overthrow in the infield (other than on an attempted steal), a runner may advance no more than one (1) base at his/her own risk, regardless of subsequent overthrows on the same play. FOR EXAMPLE: There is a runner on first base and a ground ball is hit to third base. The third baseman overthrows second. The runner originally occupying first base may, at his/her own risk, ONLY advance to third base regardless of any subsequent overthrows.
7. EACH TEAM WILL BE LIMITED TO TWO (2) STOLEN BASES EACH HALF INNING. A double steal counts as two (2) bases.
8. All games will be played using the standard base paths of 60 feet.
9. No infield fly rule.
10. No balk rule.
11. If there is a play at Home Plate, the runner MUST slide. If the runner does not slide it is an automatic out.
12. No headfirst slides are permitted when advancing to the next base. Headfirst slides are permitted when retreating back to the last attained base.
13. No dropped third strike rule. On any third strike, the batter is automatically OUT, but the ball is live in play for any runners on base.
14. Team standings will be calculated by awarding two (2) points for a win, (1) point for a tie, and no (0) points for a loss.
15. Tie-Breaker rules (for the standings) will be the following:
  - a) Head-to-Head
  - b) Total runs allowed (least)
  - c) Total runs scored (most)

## C. PITCHING RULES

1. Pitching plate will be 46 feet from the back point of Home Plate.
2. Pitchers are limited by the number of pitches thrown. See Appendix A for the number of pitches allowed and the REQUIRED calendar days rest necessary.
3. A pitcher who delivers 41 or more pitches OR pitches 3 full innings in a game CANNOT play the position of catcher for the remainder of that calendar day.
4. Coaches must count pitches each inning and check pitch counts with the opposing coaches at the completion of each half inning. If there is any question as to the number of pitches that a player has thrown, the Home team's score book will be used to determine the official number. Score books will be made available to the Commissioner should there be a question over the official pitch count.

# 2023 RHAA BASEBALL LEAGUE RULES



5. COACHES WILL BE PROVIDED A PITCH COUNT CARD BY THE UMPIRE PRIOR TO THE START OF EACH GAME THAT MUST BE COMPLETED AND RETURNED TO THE UMPIRE AT THE CONCLUSION OF THE GAME.
6. Any player who has played the position of catcher for three (3) full innings in a game is not eligible to pitch on that calendar day.
7. No pitcher re-entry rule. Once pitchers are removed from the pitching position, they may not re-enter as a pitcher.
8. Up to five (5) warm up pitches are allowed at the start of an inning, except for the first inning or when changing pitchers, when up to ten (10) pitches will be allowed.
9. Coaches may visit the mound one (1) time per inning per pitcher. When the coach visits the mound for the second (2nd) time for the same pitcher in the same inning, the coach must replace that pitcher during that second visit.

## D. MISC. RULES

1. Bats used in this league must be those allowed under the RHAA bat policy. For the Minors league, any youth USSSA/BPF bat and any youth USA Bat of any size barrel or weight can be used. Each standard comes in several barrel sizes. BBCOR minus 3 bats are NOT permitted. All bats must NOT exceed 1.15 BPF standard. If a bat exceeds 1.15 BPF, the bat is illegal. Wood bats may be used provided they meet the aforementioned specifications. A batter is declared out if he ENTERS THE BATTERS BOX with an illegal bat or is discovered to have used an illegal bat before the next pitch following the turn at bat of the player who used the illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.
2. Little League rules apply in all other cases.
3. Catchers are required to wear a protective cup at all times, and it is recommended for all others.
4. Coaches and Parents will not be allowed to make any comments regarding balls or strikes made by the umpire. One warning per team will be issued. The next individual to violate this rule will be asked to leave the game.
5. If a player has to leave during the game, the player's spot is simply skipped the next time it comes up in the batting order. It is NOT an out.

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## **SECTION 5: LEAGUE RULES FOR MAJORS**

### **A. PLAYER REQUIREMENTS**

1. All players must be 11 or 12 years old on or before August 31, 2023. Exceptions may be made as a result of evaluation or the RHAA Board of Directors discretion.
2. Ten (10) players are to be fielded - six (6) infielders and four (4) outfielders.
3. Outfielders must be positioned at least 20 feet behind the infield baselines.
4. The four (4) infielders (first, second, shortstop, third) must be positioned within the boundary of the infield when the pitcher is on the pitcher's plate.
5. **Defensive overload shifts (infield or outfield) are NOT allowed.** No more than two (2) infielders may be positioned on either side of second base when the pitcher is on the pitcher's plate. No more than two (2) outfielders may be positioned on either side of second base when the pitcher is on the pitcher's plate. If the infielders and/or outfielders are not aligned properly at the time of the pitch, the offense can choose an automatic ball or the result of the play.
6. Outfielders may NOT make putouts in the infield.
7. All players must rotate positions. All players must play the infield and outfield positions, a minimum of two (2) full innings in the outfield and a minimum of two (2) full innings in the infield. Catcher is considered an OUTFIELD position.
8. No player can play more than three (3) full innings at any one position, including pitcher.
9. All players must sit out at least one (1) full inning before any other player sits out two (2) full innings. This is carried over to the next game and so on. Therefore, all players would have sat the same number of times at the end of the season.

### **B. GAME RULES**

1. A complete game is six (6) full innings (5½ innings if the home team is winning). An official game is four (4) full innings (3½ innings if the home team is winning). No new innings can begin after 8:00 PM or 2 hours after the game start time on Saturdays.
2. Stealing is allowed. PLAYERS WILL BE LIMITED TO A THREE (3) STEP LEAD FROM EACH BASE. The distance of the lead shall be uniform and established by the RHAA Board of Directors. Runners who take a lead beyond the three steps, and advance to the next base via a steal, will be returned to the previous base.
3. No headfirst slides are permitted when advancing to the next base. If this happens, the runner is automatically out. Headfirst slides are permitted when retreating back to the last attained base.
4. Sliding is not required (however is recommended) and you must avoid malicious contact with catcher. Also, the runner will be out if his feet leave the ground (i.e., jumping over the catcher).
5. A twelve (12) run rule will be in effect after the completion of five full innings (4½ innings if the home team is winning). After a team goes ahead by twelve runs the game will be concluded. Two (2) examples of this rule are the following:
  - a) If the home team is winning 12-0 after the conclusion of the fifth inning the game is over.
  - b) If the score after the conclusion of five innings is 9-0, you will begin the sixth inning. If the visiting teams scores 3 runs in the top of the sixth, the game will be over.
6. Infield fly rule is in effect.
7. All games will be played using the standard base paths of 70 feet.
8. If the pitcher steps off the pitcher's plate in a pickoff attempt and then throws the ball out of the play the runner is only entitled to advance to the next base. There is no "one plus one" advancement when the pitcher steps off the pitcher's plate and throws the ball out of play.



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9. A batter is out when: (1) a third strike is legally caught by the catcher; or (2) a third strike is not caught by the catcher but first base is occupied and there are less than two outs. The batter becomes a runner and can advance to first base on a third strike that is not caught, provided that: (1) first base is unoccupied; or (2) first base is occupied with two outs. Note: A batter forfeits his/her opportunity to advance to first base when he/she "concedes" based on the umpire's discretion.
10. **Balk Rule-** With a runner or runners on base, it is a balk when:
  - a) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.
  - b) The pitcher, while touching the plate, feints a throw to first base and fail to complete the throw.
  - c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base.
  - d) The pitcher while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play.
  - e) The pitcher, without having the ball, stands astride the pitcher's plate, or while off the pitcher's plate feints a pitch.
  - f) The pitcher, while touching a plate, accidentally or intentionally drops the ball. g) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
  - g) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate.
  - h) The pitcher, after coming to a legal position, removes one hand from the ball other than in an actual pitch, or in throwing to a base.
  - i) The pitcher delivers the pitch from the set position without coming to a stop. k) While not in possession of the ball, the pitcher stands with either foot or both feet on any part of the dirt area (circle) of the mound during a hidden-ball-play attempt.

One warning per pitcher per game for the first offense. When a balk is called, the ball is dead, and each runner shall advance one base.
11. Team standings will be calculated by awarding two (2) points for a win, one (1) point for a tie , and zero (0) points for a loss.
12. Tie-Breaker rules (for the standings) will be following:
  - a) Head-to-Head
  - b) Total runs allowed (least)
  - c) Total runs scored (most)

## C. PITCHING RULES

1. Pitching plate will be 50 feet from the back point of Home Plate.
2. Pitchers are limited by the number of pitches thrown. See Appendix A for the number of pitches allowed and REQUIRED calendar days rest necessary.
3. A pitcher who delivers 41 or more pitches OR pitches 3 full innings in a game CANNOT play the position of catcher for the remainder of that day.
4. Coaches must count pitches each inning and check pitch counts with the opposing coaches at the completion of each half inning. If there is any question as to the number of pitches that a player has thrown, the Home team's score book will be used to determine that official number. Score books will be made available to the RHAA Commissioner should there be a question over the official pitch count.

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5. COACHES WILL BE PROVIDED A PITCH COUNT CARD BY THE UMPIRE PRIOR TO THE START OF EACH GAME THAT MUST BE COMPLETED AND RETURNED TO THE UMPIRE AT THE CONCLUSION OF THE GAME.
6. Any player who has played the position of catcher for three (3) full innings in a game is NOT eligible to pitch on that calendar day.
7. No pitcher re-entry rule. Once pitchers are removed from the pitching position, they may not re-enter as a pitcher.
8. Up to five (5) warm up pitches are allowed at the start of an inning, except for the first inning or when changing pitchers, when up to ten (10) pitches will be allowed.
9. Coaches may visit the mound one (1) time per inning per pitcher. When the coach visits the mound for the second (2nd) time for the same pitcher in the same inning, the coach must replace that pitcher during that second visit.

## D. MISC. RULES

1. Bats used in this league must be those allowed under the RHAA bat policy. For the Majors league, any youth USSSA/BPF bat and any youth USA Bat of any size barrel or weight can be used. Each standard comes in several barrel sizes. BBCOR minus 3 bats are NOT permitted. All bats must NOT exceed 1.15 BPF standard. If a bat exceeds 1.15 BPF, the bat is illegal. Wood bats may be used provided they meet the aforementioned specifications. A batter is declared out if he ENTERS THE BATTERS BOX with an illegal bat or is discovered to have used an illegal bat before the next pitch following the turn at bat of the player who used the illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.
2. A catcher may catch no more than three (3) full innings per game. Catchers are required to wear a protective cup at all times.
3. Little League rules apply in all other cases.
4. Coaches and Parents will not be allowed to make any comments regarding balls or strikes made by the umpire. One warning per team will be issued. The next individual to violate this rule will be asked to leave the game.
5. If a player has to leave during the game, the player's spot is simply skipped the next time it comes up in the batting order. It is NOT an out.

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## **SECTION 6: LEAGUE RULES FOR JUNIORS** ***WILL FOLLOW ALL LITTLE LEAGUE RULES***

### **A. PLAYER REQUIREMENTS**

1. All players must be 13 or 14 years old by August 31, 2023.
2. Nine (9) players are to be fielded - six (6) infielders and three (3) outfielders.
3. All players should rotate positions. Players should be given an opportunity to play both infield and outfield positions when possible.

### **B. GAME RULES**

1. A complete game is seven (7) full innings (6½ innings if the home team is winning) . An official game is five (5) full innings (4½ innings if the home team is winning). No new inning can begin after 8:00 PM or 2 hours after the game start time on Saturdays.
2. Infield fly rule is in effect.
3. With a play at Home or any other base, sliding is not required (however it is recommended). Any malicious contact by the runner will result in an automatic out and ejection from the game.

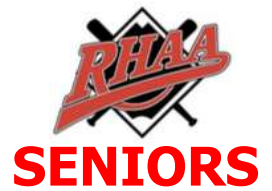
### **C. PITCHING RULES**

1. Pitchers are limited by the number of pitches thrown. See Appendix A for the number of pitches allowed and REQUIRED calendar days rest they will need.
2. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
3. Up to five (5) warm up pitches are allowed at the start of an inning, except for the first inning or when changing pitchers, when up to ten (10) pitches will be allowed.

### **D. MISC. RULES**

1. Bats used in this league must meet current Little League requirements.
2. 10 Run Rule in effect after 5 full innings (or 4½ innings if the home team is winning)
3. Little League rules apply in all other cases including local Little League Rules. Please make sure you are aware of these rules as well.

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 7: LEAGUE RULES FOR SENIORS** ***WILL FOLLOW ALL LITTLE LEAGUE RULES***

### **A. PLAYER REQUIREMENTS**

1. All players must be 14, 15 or 16 years old by August 31, 2023.
2. Nine (9) players are to be fielded - six (6) infielders and three (3) outfielders.
3. Players should be given an opportunity to play both infield and outfield positions when possible.

### **B. GAME RULES**

1. A complete game is seven (7) full innings (6½ innings if the home team is winning). An official game is five (5) full innings (4½ innings if the home team is winning). No new inning can begin after 8:00 PM or 2 hours after the game start time on Saturdays.
2. Infield fly rule is in effect.
3. With a play at Home or any other base, sliding is not required (however it is recommended). Any malicious contact by the runner will result in an automatic out and ejection from the game.

### **C. PITCHING RULES**

1. Pitchers are limited by the number of pitches thrown. See Appendix A for the number of pitches allowed and REQUIRED calendar days rest necessary.
2. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
3. Up to five (5) warm up pitches are allowed at the start of an inning, except for the first inning or when changing pitchers, when up to ten (10) pitches will be allowed.

### **D. MISC. RULES**

1. Bats used in this league must meet current Little League requirements.
2. 10 Run Rule in effect after 5 full innings (or 4½ innings if the home team is winning)
3. Little League rules apply in all other cases including local Little League Rules. Please make sure you are aware of these rules as well.

# 2023 RHAA BASEBALL LEAGUE RULES



## **SECTION 8: PLAYOFF RULES FOR ALL LEAGUES**

No playoffs for T-Ball and ROOKIE Leagues.

Little League playoffs determined by local Little League district.

Playoff Rules for MINORS and MAJORS Leagues:

1. All teams make the playoffs.
2. The LOWER (i.e., #1 = Low, #8 = High) seed will be home team in the first round. If second and/or first place team have a bye, they will be the home team for their first game. If there is a double elimination playoff system, home team in the Loser's bracket will be based on the format of the bracket. The team coming out of the winner's bracket will be the home team in the championship game (including the 2nd game, if necessary).

# 2023 RHAA BASEBALL LEAGUE RULES



## APPENDIX A

### PITCH COUNT LIMITS BY LITTLE LEAGUE AGE:

AGE*	MAXIMUM PITCH COUNT IN ONE DAY**
9-10	75
11-12	85
13-16	95

\*Actual age as of August 31<sup>st</sup> of the baseball season.

\*\* Pitcher may exceed the maximum to complete a batter. However, all pitches count against days of rest rules.

### FULL CALENDAR DAYS OF REST BY PITCH COUNT:

PITCHES	FULL CALENDAR DAYS OF REST REQUIRED
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

#### Examples:

- Pitcher throws 20 pitches during Tuesday game - requires 0 days rest and could pitch again on Wednesday.
- Pitcher throws 21 pitches during Tuesday game - requires 1 day rest and could pitch again on Thursday.
- Pitcher throws 65 pitches during Tuesday game - requires 3 days rest and could pitch again on Saturday.
- Pitcher throws 66 pitches during Tuesday game - requires 4 days rest and could pitch again on Sunday.