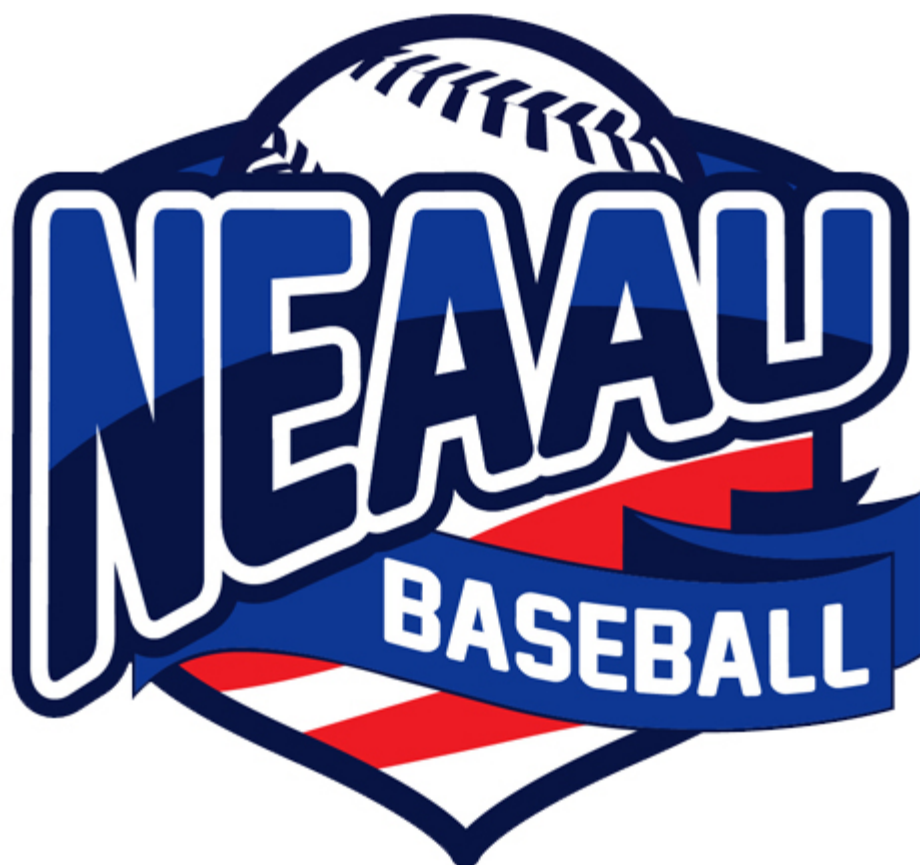


2014 NEW ENGLAND AAU BASEBALL LEAGUE RULEBOOK



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SPRING LEAGUE MEETINGS

MEETING #1

January 25, 2014

9:30am

Dedham Hilton Hotel

Dedham, MA

**Agenda includes leagues, tourneys, more*

MEETING #2

March 1, 2014

9:30am

Dedham Hilton Hotel

Dedham, MA

**Annual Scheduling Meeting*

CHANGES /ADDITIONS for 2014

18U WOODEN BAT LEAGUE

- 18U Division will now use wooden bats
- 18U Divisions includes ages 16,17,18
- 5 regular season weekends
- Playoffs on August 2-3, 2014

ROSTER & SCORE REPORTING RULES

- Teams can now add/edit their rosters to their team page
- Email tskovron@neaaau.org to receive your team page login info
- Teams will now add their divisional league game scores to NEAAU.org

PULLING OUT OF PLAYOFFS

- April 30 deadline to notify Committee if unable to compete in the League Playoffs
- First offense club forfeits their \$250 bond
- Second offense club is under review and could be ineligible to playoffs the next season
- These penalties also apply to a club that forfeits a game(s) during the playoffs

13-14U LEAGUE PLAYOFF DATES

- Due to 4th of July weekend playoffs will begin on July 12-13
- Final Four games will be played on July 19-20

DIVISIONAL WINNER

- If divisional winner cannot compete in the playoffs, the second place team will not automatically become divisional winner. The second place team will be eligible for the playoffs based on their winning percentage and normal AAU tiebreaker rules.

SUPER DIVISION PLAYOFF TEAMS

- Top 4 teams from each age group's super divisions qualify for the playoffs (no change)
- If a team cannot compete in the playoffs the fifth place team in that division will not automatically qualify.
- The team with the next best winning % will qualify

FINAL FOUR PLAYOFF UMPIRES & BASEBALLS

- The NEAAU will be paying the cost of umpires and baseball during the final four round of the league playoffs.

PLAYING RULES

MAJOR LEAGUE BASEBALL RULES

- NEAAU League plays under MLB rules, except where identified (as of 2013 season)

NATIONAL FEDERATION of HIGH SCHOOL RULES

NEAAU uses the following NFHS rules

- NFHS Reentry rule is used in NEAAU League play
- NFHS rule is used for intentional walks
- NFHS Designated Hitter (DH) rule is used
- Teams can use Extra Player (EP) – AAU rule (*read pages 9-10 for more info*)

LEAGUE REQUIREMENTS

AAU MEMBERSHIP

- Your baseball club, coaches and players must be registered AAU members.
- Membership can be acquired at <http://www.aausports.org/Membership/SignUp.aspx>

LEAGUE FEE

- \$350 per team (Spring League), \$200 per team (Fall League)
- \$2500 maximum per club (8th or more teams in club do not pay league fee)
- Payment can be made at www.neaaau.org/membrs/register or 800-228-4872

REFUNDABLE BOND

- \$250 per club
- Club bond is used to cover league infractions incurred by the club
- If the club bond is used to pay penalties the club must replace the bond immediately
- Payment can be made at www.neaaau.org/membrs/register
- If you did not request to be returned after 2013 season, it will be carried over to 2014 season

FIELD/PRACTICE INSURANCE

- Please contact the NEAAU Office at 800-228-4872 or email neaaau2@aol.com
- No cost for insurance certificates in 2014

ROSTERS – SPRING LEAGUE

9-14U

- Due March 24th
- Players can be added to roster until April 30th
- After April 30th you need to receive Baseball Committee approval to add players
- 20 players and 3 coaches maximum and one score keeper
- *Teams now add/edit their own rosters on NEAAU.org*
- Email tskovron@neaaau.org to receive your team page login info

15U

- Due by June 1st
- Players can be added to roster until June 20th
- After June 20th you need to receive Baseball Committee approval
- 25 players and 4 coaches maximum
- *Teams now add/edit their own rosters on NEAAU.org*
- Email tskovron@neaaau.org to receive your team page login info

18U

- Due by June 1st
- Players can be added to roster until June 20th
- After June 20th you need to receive Baseball Committee approval

- Email tskovron@neaaau.org to receive your team page login info
- 30 players and 4 coaches maximum
- *Teams now add/edit their own rosters on NEAAU.org*

Important Roster information

- A player can be rostered on two different teams in two different age groups, but the player must be with the same baseball club.
- A player cannot be rostered on two different teams with the same age group
- Player can play in an older age group, but not a younger age group
- Player must meet age eligibility requirements
- Age cutoff for spring is May 1st

PLAYER RELEASE

- If you wish to roster a player that is currently playing for another club, that player **MUST** be released by his current club before joining your team
- If the team or coach doesn't want to release a player, the player can chose to leave that team to join another team, but must sit out 60 days before he is eligible to play for his new team.
- Player release must be documented, signed and sent to the NEAAU
- Any game played with an illegal player will count as a forfeit

BATS, BALLS & CLEATS

BAT RULES/RESTRICTIONS

- 13U and Under - No restrictions
- Age 14U and Older - BBCOR -3

BASEBALL RECOMMENDATIONS

Diamond

- 12U & Under – DOL A
- 13 & 14U – DOL A
- 15U+ - DI –Pro NFHS

Rawlings

- 12U & Under – RLLB 1 AAU2

- 13U & Older – RLLB AAU3
- For Discounted Rawlings Baseballs go to www.aausports.org

Balden Baseball

- 12U & Under – 2BBLLG RST
- 13U and Older – Pro Player

CLEATS

- 12 and under cannot use metal spikes

UNIFORMS

- Players must be in full uniform
- Coaches are not requirement to wear team uniform, but we ask all coaches to wear team colors and present themselves in a professional manner (Coaches dress shorts, golf shorts, khakis, chinos, athletic shoes)

SCHEDULE, SCORES & STANDINGS

OPEN & SUPER SCHEDULE

- Must play every divisional opponent TWICE
- ONLY divisional games count towards your team record on www.neaaau.org
- Pre-scheduling will be provided to Open and Super Division teams
- Pre-Schedule identifies which weekends league games will be play on
- Pre-Schedule identifies which team you will play on each league weekend
- Open and Super Division coaches determine game location and game times
- Each team will be assigned a Divisional team # that corresponds to the Pre-Schedule
- *Teams will enter scores into NEAAU.org in 2014 (more details Feb. 2014)*
- Email tskovron@neaaau.org to receive your team page login info

DIAMOND SCHEDULE

- Must play every divisional opponent TWICE
- Diamond Division teams schedule their own games
- Only the first two games versus divisional opponent counts towards standings
- *Teams will enter scores into NEAAU.org in 2014 (more details Feb. 2014)*
- Email tskovron@neaaau.org to receive your team page login info

REPORTING SCORES to NEAAU

- Only the HOST team is required to report the scores
- *New procedures for reporting scores announced on January 25, 2014*
- Email tskovron@neaaau.org to receive your team page login info

DIVISIONAL GAME RULES

Both coaches should meet at home plate and decide on the following:

- Payment of the umpires
- Baseballs should be placed into the game
- If a team will use continuous batting order
- Lineup card exchange
- All teams are playing Major League Baseball rules accept where amended by the New England AAU

TIME LIMIT

- 9-12U – 2:00
- 13U and above – 2:15
- Start time begins at home plate meeting for ground rules
- No new inning will be started after the time limit has been reached
- If complete regulation innings before the time limit, extra innings can be played
- If the game is tied after the time limit it will be recorded as a tie

MERCY RULE

Ages 12U and Under -15 runs after 3 innings, 10 runs after 3 ½

Ages 13U and Older -15 runs after 4 innings, 10 runs after 4 ½

PITCHING RULES

- There are NO Pitching rules for league play during the regular season
- We encourage coaches to make their player's health their first priority
- Pitching rules are implemented during the League Playoffs

UMPIRES

- Host club responsible for scheduling umpires for regular season games
- Teams will split cost of umpires
- Umpires should be provided with 3 new baseballs from each team
- 9-10U games can use 1 patched umpire
- 11U- 18u games MUST use 2 patched umpires

OPEN & CLOSED BASES

- 9-10U cannot take leads (*no leads*)
- 11U+ use open bases (*can take leads*)

DROPPED 3rd STRIKES

- 9U & 10U cannot run on dropped third strikes

SUBSTITUTIONS/RE-ENTRY

- Teams are using the High School reentry rules of the State they are playing in
- Teams can use a DH and EH/EP
- In the case of injury the DH can enter the game as a player but the team loses the DH
- EH/EP can enter the game but must stay in the same spot in the batting order. The EH/EP can enter the game like any other starter but can only enter the game once, just like any other starter

BATTING ORDER

- Teams can bat 10 and use the EP (Extra Player)
- Team must decide before the game if they will use a continues batting order
- If a team is using a continues batting order they cannot change
- If a player is injured while using a continues batting order and they come to the injured players spot in the batting order, an out is recorded and then they can continue with the batting order
- No free substitution

COURTESY RUNNER

- Courtesy runner can only be used for the pitcher or catcher
- The Courtesy runner must be a player that has never been in the game

INTENTIONAL WALKS

- NFHS rule will be used

HEAD FIRST SLIDE

- Headfirst slides will be allowed in all age groups.

COMPLETE GAME

- 8u – 12u: Four (4) innings (3 1/2 innings if home team is ahead).
- 13u - Five (5) innings (4 1/2 innings if home team is ahead)
- **Suspended game having reached official status** - If the game is suspended when the teams have not had an equal number of completed times at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.
- **Suspended game without reaching official status** – If a regular season game is suspended before reaching official status the game must be resumed from the point of suspension at a date and time agreed upon by both teams.

EXTRA PLAYER (EP) AND/OR DESIGNATED HITTER (DH)

- At the beginning of a game, either the EP and and/or the DH may be elected.
- The Designated Hitter (DH) provision as covered in the rulebook 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 (including pitcher) without being counted as a substitution.
- Under all of the following options, there are never more than the standard nine defensive positions.
- Use neither DH nor EP: Nine (9) players in the batting order and the same nine (9) players on defense.
- Use only the DH, and not the EP: Nine (9) players in the batting order, one of which is replaced by another line up player on defense.
- Use only the EP, and not the DH: Ten (10) players in the batting order, of which nine play on defense.
- Use both the DH and EP: Ten players in the batting order. One of the nine (9) defensive players is replaced by the DH in that batting order. The DH can be removed during the game. The EP position may not be removed during the game.
- The same number of players that are listed in the batting order to begin the game will continue 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 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.

CANCELING / RESCHEDULING / FOREITS

Open and Super Division Teams

- If a team cannot play on a pre-scheduled weekend identified by the NEAAU pre-schedule the games can be rescheduled. However, the games must be rescheduled at a time/location that best accommodates the team that was forced to reschedule. If the games are not completed forfeit loses will be awarded to the team that cancelled the originally pre-scheduled game(s). *We know most teams have an extremely busy playing schedule each spring, but we encourage teams to make a reasonable effort to reschedule and let the kids determine wins and loses.*
- If a team cannot attend a divisional league game(s) already agreed upon by both coaches the games can be rescheduled. However, the games must be rescheduled at a time/location that best accommodates the team that was forced to reschedule. If the games are not completed forfeit loses will be applied to the team that cancelled the originally scheduled game(s).

Diamond Division Teams

- A team that is unable to play a scheduled divisional league game(s) must contact the opposing team at least 72 hours before the start of the scheduled games. We encourage the games to be rescheduled and if so, the games must be rescheduled at a time/location that best accommodates the team that was forced to reschedule. If the games are not completed forfeit loses will be awarded to the team that cancelled the originally scheduled game(s)

More Important Notes

- If inclement weather is expected or evident the away team must contact the host team to determine what the weather and field conditions are at the game site. If the host team does not cancel the game, the game is to be played as scheduled. Teams cannot take the liberty of not showing up because they 'believe' the games will be rained out.
- If a team forfeits a game and/or doesn't show for a scheduled game they lose their bond. Team bond needs to be replaced before their next game.
- NEAAU Baseball Committee must be notified of all cancellations and/or forfeits immediately

UMPIRES

- Host club responsible for scheduling umpires for regular season games
- Host must assign High School or AAU certified umpires
- Teams will split cost of umpires
- Umpires to be paid prior to the start of each game
- Umpires should be provided with 3 new baseballs from each team
- 9-10U games can use 1 patched umpire
- 11U- 18u games MUST use 2 patched umpires
- If you need help assigning umpires for your home games, please contact Rob Healey, Director of Umpiring, at robhealeyj@gmail.com
- Only those umpires that receive AAU Umpire Certification will be selected to work League Playoff Games. See www.neaaau.org for more info on Umpire Certification.

HOW to ADVANCE to SUPER/DIAMOND

HOW to ADVANCE from OPEN to SUPER DIVISION

1. Must have played in NEAAU League for at least one year
2. Win League Division
3. Win League Playoffs
4. Any team that does not meet this criteria can petition the NEAAU Baseball Committee to be placed in Super Division

HOW to ADVANCE from SUPER to DIAMOND DIVISION

1. Must have played in NEAAU League for at least one year
2. Win League Division
3. Win League Playoffs
4. Any team that does not meet this criteria can petition the NEAAU Baseball Committee to be placed in Super Division

**NEAAU Baseball Committee has right make exceptions when it feels it is warranted*

**As a result of league growth, adjustments may be needed to support growth*

WHICH TEAMS will be DROPPED to LOWER DIVISION

- Teams that do not qualify for the Playoffs in the Super or Diamond Divisions
- All teams with less than a .500 winning percentage

- All teams that do not complete their Divisional Schedules
- Any team that forfeits Divisional games

*Note: if a team is removed from a division for any of these reasons, it does not mean they cannot be placed back in the same division by the NEAAU Baseball committee.

*If a team changes their name without notifying the NEAAU Office or the NEAAU Baseball Committee will not be guaranteed a spot in their respective division.

SPRING LEAGUE PLAYOFFS 2013

WHO QUALIFIES for PLAYOFFS

Open Divisions (9-14U)

- 16 Teams will qualify for Playoffs
- All individual divisional winners will advance to Playoffs
- Remaining Teams w/ highest winning % (best records) will qualify for remaining spots
- Teams must complete their divisional schedules to be eligible for the playoffs
- The following will be used to break all ties: #1 Head to Head, #2 Runs Allowed, #3 Runs Scored, #4 Coin Flip

Open Divisions (15-18U)

- TBD after the registration deadline of February 7, 2014

Super Divisions

- 10U-14U - Top 4 teams from each division
- 15U - Top 3 teams from each division

Diamond Divisions

- 11-15U – Top 6 teams

LOCATIONS

- Announced starting April 2014
- Interested in hosting playoff games? Email tskovron@neaau.org

DATES

- See all playoff dates at www.neaaau.org/baseball.aspx

PLAYOFF FORMAT

- Pool Play, Bracket Play

ROSTERS

- If any player is in question, the field site director should be contacted
- The site director will then contact the baseball committee for review

ARRIVAL

- All teams are expected to arrive at field at least 45 minutes prior to game time
- Games will start earlier when possible

HOME TEAM

- Higher seed is the home team in both pool play and bracket play

UNIFORMS

- All teams/players must be in full uniform
- Coaches must be in uniform or dress shorts, slacks

BASEBALLS

- Each team will supply 3 new balls for each game

WARM-UP

- No infield practice.
- 1st pitch is expected to be thrown on time
- 25 minutes before the scheduled start of the game coaches will have line cards completed with all substitutes listed.
- 5 minutes prior to scheduled start time, coaches and umpires shall meet at home plate for ground rule and exchange lineup cards.
- Home team is the official score book.

UMPIRES

- Teams split cost of the umpires
- Umpires are to be paid at the start of each game

INNINGS / TIME LIMITS

- 9u, 10u 11u and 12u will play 6 inning games. Pool Play Games will have 1:45 hour time limit

- 13u, 14u, 15u, 16U+ will play 7 inning games. Pool Play Games will have a 2 hour time limit.
- No inning will start after the time limit
- No new inning will start if regulation innings complete before time limit
- Pool play games can end in a tie
- Bracket Play games will be played until a winner is determined.

TIEBREAKER to ADVANCE to BRACKET PLAY:

- #1. Head to head
- #2. Runs allowed
- #3. Runs scored
- #4. Flip of a coin

MERCY RULE

- **9-12U** – 10 runs after 4 innings (3 ½ if home team is ahead)
- **13U+** - 10 runs after 5 innings (4 ½ if the home team is ahead)
- In all age groups 15 runs after 3 innings (2 ½ if the home team is ahead)

PITCHING

- Announced prior to the playoffs

BATTING

- You can only bat 10 players
- You can use the extra hitter

EJECTION

- If a player or coach is ejected from a game. They must leave the field and must sit out the next scheduled game.
- If a player or coach is ejected for fighting they are removed from the rest of the tournament and cannot be present at any of the fields.

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 protest is 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 umpire's judgment.

FORFEITS

- Forfeit wins will be recorded as 6-0 (9-12U) and 7-0 (13-18U)
- Any team that forfeits a playoff game will also forfeit their club's \$250 bond
- Second offense club will be under review and may be ineligible for playoffs the following season
- Any team that forfeits a playoff game will be ineligible to advance to Final Four
- Committee will review all forfeits to determine extenuating circumstances

AAU RAIN POLICY

- **If rain occurs before games start for the day:** Those early games are *usually* moved to end of that day's schedule. If this is not possible other arrangements will be made by NEAAU Tournament Committee.
- **If rain occurs during a game:** The game will be suspended and picked up from that point if game has not reached official status. The game will become complete if the game has reached official status.
- **Official Status (Regulation Game): 12u and younger:** Four full innings have been played, or the home team has scored an equal or greater number of runs in four, or four and a fraction, turns at bat than the visiting team has scored in five turns at bat. **13u and older:** Five full innings have been played, or the home team has scored an equal or greater number of runs in four, or four and a fraction, turns at bat than the visiting team has scored in five turns at bat.

NOTE: *If the game is suspended when the teams have not had an equal number of completed times at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.*

For all divisions, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with AAU tournament officials.

ADDITIONALS

- Teams are responsible for bringing their own water and cups. Teams are expected to clean the dugouts when they are finished with the game.
- Teams should try to communicate prior to the day of the game to see which uniform they will be wearing. Teams should have an alternate shirt with them in case of conflict.
- Prior to game time, only the site director can cancel a game. Once the game starts it is in the umpires' hands whether or not to continue play.