Arkansas Amateur Baseball Association

AABA

Sportsmanship First - Then Victory

2026 AABA Rules and Bylaws

(Updated January 5, 2026)

AABAState.com web page

Arkansas Amateur Baseball Association
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Sportsmanship First - Then Victory

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SECTION 1. ORGANIZATION

Note: THE AABA will have two divisions, East and West, and have a state commissioner for each with Districts 1 and 2 in the East and 3, 4, and 5 in the West. Districts will send league and tournament rosters to their state commissioners.

A1. This organization is known as the ARKANSAS AMATEUR BASEBALL ASSOCIATION, INC.

B1. Membership of the AABA is required before parks can participate in AABA District or State Tournaments.

C1. Approval of membership of the AABA will be by a majority vote of the District Commissioners.

D1. After approval of membership it may be revoked by a majority vote of the District Commissioners if the park does not abide by AABA rules.

E1. The purpose of this organization is to promote the game of Baseball for the Youth of this state, ages 4 to 15.

F1. This organization will have no control of any member organization or league in which they participate with the exceptions as stated in the rules and bylaws of this Association.

G1. The AABA will be under the supervision of Commissioners and Assistant Commissioners who will be elected at the annual meeting.

H1. The District Commissioners will elect a State Commissioners, a person of good moral character who has knowledge, experience and ability to supervise and direct this organization. The Assistant Commissioners shall also possess these qualifications.

I1. The term of office for the State Commissioners and District Commissioners, and other officers of this association shall be from January 1st to December 31st and shall be effective for five years starting in 2022. They may be re-elected.

J1. The office of District Commissioner must be approved by the State Commissioner.

K1. In case of vacancy at the office of State Commissioners the Assistant Commissioners will call a meeting of all District Commissioners within ten (10) days of such vacancy to elect a successor. The same procedure applies to district officers.

L1. No rules hereby written will be changed without a two-thirds vote of the membership in attendance.

M1. Each of the districts may have assistant commissioners but each District will still have only one vote.

N1. Each District must be represented at the annual meeting. Your district may lose the right to participate in the state tournament if your district is not represented.

O1. Any AABA rules that are not clear may be amended or clarified by the State Commissioners.

SECTION 2. FEES AND AWARDS

A2. Each district will forward to the State Commissioners by March 30th, a check in the amount of $200.00 for expenses of the commissioner's office.

B2. Each district may assess participating parks a fee.

C2. The host park for district tournaments will provide first, second and third place teams trophies for each league. (District Option)

- **a. If 5 or more teams enter the award 1st, 2nd, and 3rd place**
- **b. If 4 teams enter then award 1st and 2nd place**
- **c. If 2 or 3 teams enter then award just 1st place**

D2. Protest fees are $50.00 payable at the time of protest. If the protest is upheld the protest money will be returned to the protesting team. If the protest is ruled against the protesting team, the money will go to the host park.

E2. Gate fees for the AABA State Tournament may not exceed $5.00 per person and District Tournament fees may not exceed $5.00. People under 18 are to be admitted free.

F2. The district and state commissioners will ensure that participating teams' parent park is billed a $150.00 forfeit fee if they forfeit tournament games by failing to play at scheduled game times.

G2. The State Commissioners will purchase team and individual trophies for 1st, 2nd, and 3rd place and sportsmanship plaques for the State Tournament.

H2. A Sportsmanship Plaque will be awarded in each division of the state tournaments. A committee of the State and/or Assistant State Commissioners, Tournament Director, and Umpires will determine which teams are to be awarded these plaques.

I2. No All-Star team will be selected in any AABA tournament.

J2. The State and/or District Commissioners or their representatives will present all trophies and awards at the conclusion of the tournament.

K2. Parks shall provide for the expense of the office of the State Commissioners and the Assistant State Commissioners through collection of Tournament entry fees. An entry fee of $75.00 is to be paid by each team in the "A" and "AA" State Tournaments with the money going to the State Commissioners and Assistant State Commissioners.

SECTION 3. FACILITIES

A3. The 8u and 10u teams will play on a field with a minimum distance of 120 feet from home plate to the foul fence and no less than 150 feet to center field. In State Tournaments, if a Teeny Field is more than 180 feet from home plate to the foul fence or to center field, a temporary fence must be erected at a 150-foot distance. Bases will be 60 feet apart. Pitching distance for 8u will be 35 feet and 10u will be 42 feet.

B3. The 12u teams will play on fields as set forth in the Official AABA 12u playing rules. In State Tournaments, if a Junior Field is more than 230 feet from home plate to the foul fence or to center field, a temporary fence must be erected at a 200-foot distance. Pitching distance should be 50 feet.

C3. The 15u teams will play on fields as set forth in the Official Baseball Rulebook.

D3. When tournaments have been awarded to a park where field dimensions vary, no protests will be allowed.

E3. All AABA sanctioned teams must have a home field with restroom facilities. Sanctioned teams must play their home games on their home field.

SECTION 4. THE PLAYING FIELD GUIDELINES

A4. The field will be laid out according to the following diagrams. The infield shall be 60 feet square on the teeny field and 70 feet square on the junior field.

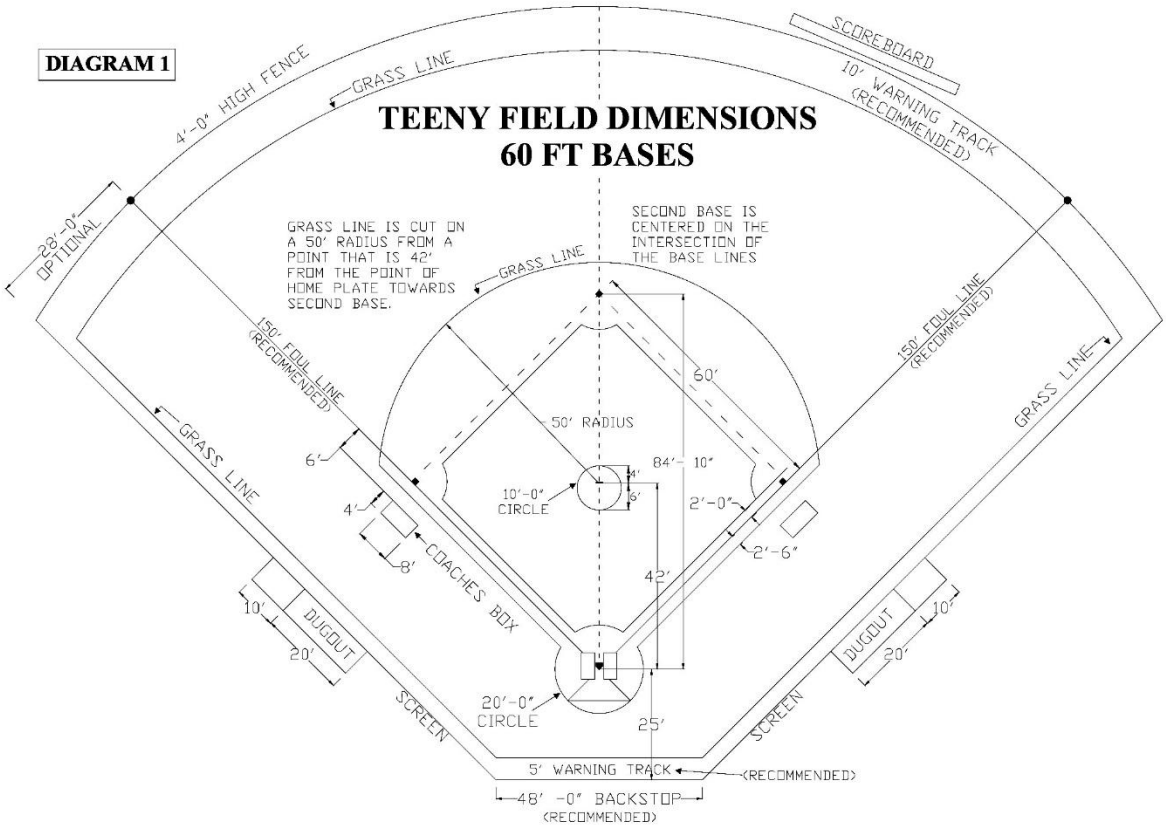
B4. The outfield shall be the area between two foul lines formed by extending two sides of the square as in diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more for the junior field and 150 feet or more for the teeny field.

C4. The pitcher's plate shall be six inches above the level of home plate.

D4. The infield and the outfield, including the boundary lines, are fair territory, and all other areas are foul territory.

E4. It is recommended that the distance from home plate to the backstop, and from the baselines to the nearest fence, stand, or other obstruction in foul territory should be 25 feet or more.

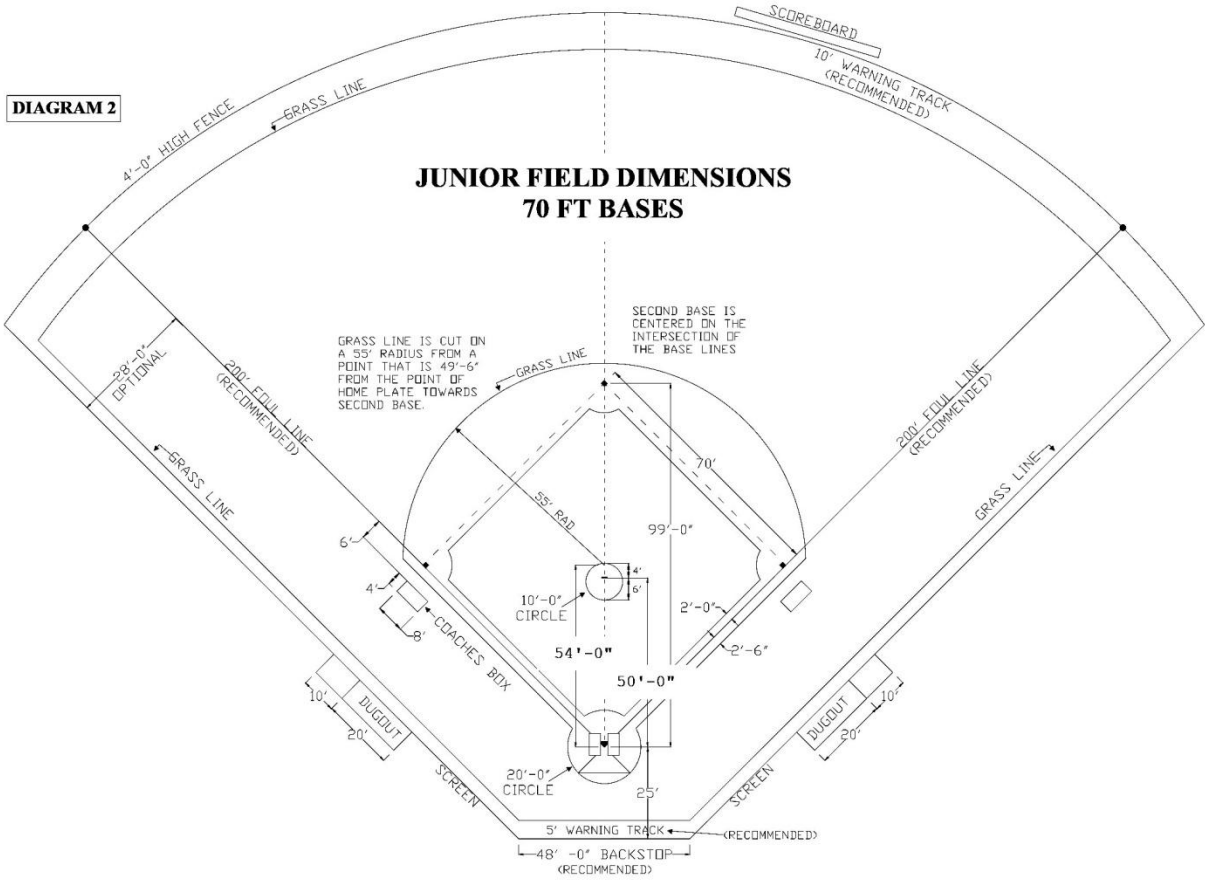
F4. Base Distances -for 6u, 8u and 10u - When location of home plate is determined, measure 84 feet 10 inches to determine second base. From home plate measure 60 feet toward first base and from second base measure 60 feet toward first base--the intersection of these lines establishes first base. From home plate measure 60 feet toward third base and from second base measure 60 feet toward third base-the intersection of these two lines establishes third base. The distance between first base and third base is 84 feet 10 inches. All measurements from home plate shall be taken from the point where first and third base lines intersect.



i. JUNIOR FIELD - When location of home plate is determined, measure 99 feet to determine second base. From home plate measure 70 feet toward first base and from second base measure 70 feet toward first base--the intersection of these lines establishes first base. From home plate measure 70 feet toward third base and from second base measure 70 feet toward third base--the intersection of these two lines establishes third base. The distance between first base and third base is 99 feet. All measurements from home plate shall be taken from the point where first and third base lines intersect.

<u>NOTE:</u> If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for rending of the umpire's decision. O2. The pitcher's plate shall be 18 inches by 4 inches rectangular. It shall be made of white rubber. It shall be set in the ground as shown in the diagrams. P2. The distance from the front side of the pitcher's plate and the rear point of home base shall be 50 feet for junior play and 42 feet for teeny play. The league shall furnish player's benches, one each for the home and visiting teams. Such benches should not be less than twenty-five feet from the base lines. They shall be protected by fencing or wire.

DIAGRAM 2



G4. The catcher's box, the batter's box, the coach's box, the three-foot base lines and the next batter's box shall be laid out as per diagrams 1, 2, and 3.

H4. The catcher's box extends approximately 6 feet 4-3/4 inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

I4. The batter's box shall be rectangular, 6 feet by 3 feet. The inside line shall be parallel to and 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

J4. The coaches' boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines.

K4. The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with chalk or other white material. Caustic lime must not be used.

L4. The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory. NOTE: Grass infields in AABA play are not mandatory.

M4. A five-sided slab of whitened rubber shall mark home base. It shall be a 17-inch square with two of the corners filled in so that one edge is 17 inches long, two 8 1/2 inches and two are 12 inches. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base; with the 17-inch edge facing the pitcher's plate and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled, and the base shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.

N4. First, second, and third bases shall be 15 inches square and not more than 2 1/4 inches thick. First and third bases shall be entirely within the infield. Second base shall be centered on second base. Bases designed to disengage their anchor systems for safety purposes are permitted

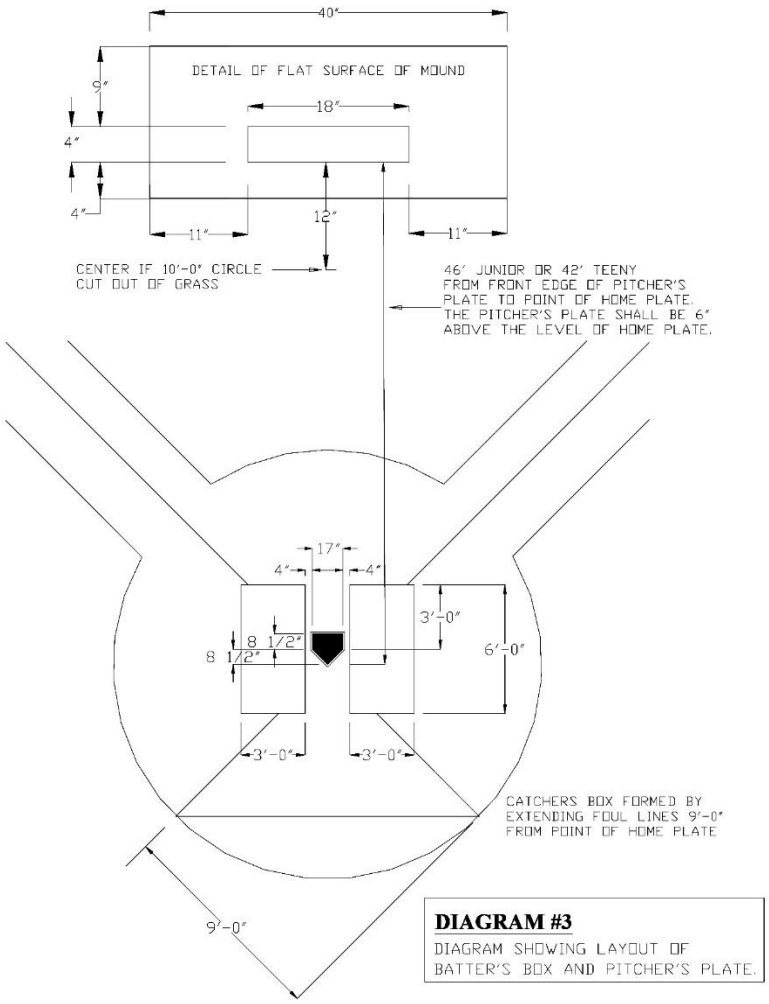


DIAGRAM #3
DIAGRAM SHOWING LAYOUT OF BATTER'S BOX AND PITCHER'S PLATE.

SECTION 5. DEFINITIONS OF TERMS

ADJUDGED is a judgment decision by the umpire.

An APPEAL is the act of a fielder in claiming violation of the rules by the offensive team.

A BACKSTOP is the barrier erected behind the catcher to allow the catcher to retrieve passed balls.

A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance to one base. A balk is not called in 8u and 10u play.

A BALL is a pitch, which does not enter the strike zone in flight and is not struck at by the batter. NOTE: If the pitch touches the ground and bounces through the strike zone it is a ball. If such pitch touches the batter, the batter shall be awarded first base. If the batter swings at the pitch and misses, it is a strike. If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH is a team member who is stationed in the coach's box at first or third base to direct the batter and the runners.

A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A BATTER is an offensive player who takes his position in the batter's box.

BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The BATTER'S BOX is the area within which the batter shall stand during his time at bat.

The BATTERY is the pitcher and catcher.

The BATTING ORDER is the list of current defensive players in the order in which they are to bat.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A CALLED GAME is one in which, for any reason, the umpire-in-chief suspends play.

A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another

defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope, or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The CATCHER is the fielder who takes his position back of the home base.

The CATCHER'S BOX is that area within which the catcher shall stand until the pitcher delivers the ball.

A COACH is a team member appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.

The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.

A DOUBLE HEADER is two regularly scheduled or rescheduled games, played in immediate succession.

A DOUBLE PLAY is a play by the defense in which two offensive players are put out because of continuous action, providing there is no error between putouts. 1. A force double play is one in which both putouts are force plays. 2. A reverse force double play is one in which the first out is made at any base and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

DUGOUT (See definition of BENCH)

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home base, first base, and third base and all foul lines are in fair territory.

A FIELDER is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

A FORFEITED GAME is a game declared ended by the umpire in chief in favor of the offended team.

A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

A GROUND BALL is a batted ball that rolls or bounces close to the ground.

The HOME TEAM is determined by coin flip.

ILLEGAL (or ILLEGALLY) is contrary to these rules. (See AABA Rules and By-laws)

An ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or any other act meeting the criteria established.

An ILLEGALLY BATTED BALL is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

INELIGIBLE PITCHER – A pitcher that has pitched they're allotted number of innings. The 12u and 15u starting pitcher may return as pitcher if they were pulled on the first trip to the mound and still have allotted innings left. 10u pitchers may not return to mound after being pulled.

INELIGIBLE PLAYER - A player on a team's park roster, but not on the tournament roster. A pitcher that has pitched more innings than allowed.

An INFIELDER is a fielder who occupies a position in the infield.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. NOTE: If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. NOTE: There is no infield fly in 8u and 10u play.

IN FLIGHT describes a batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter, that batter shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning.

INTERFERENCE 1. Offensive interference is an act by the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. 2. Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch. 3. Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder. 4. Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. 5. On any interference the ball is dead.

LEGAL (or LEGALLY) is in accordance with these rules.

A LIVE BALL is a ball which is in play.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

LINE UP is a list of players in batting order and substitutes.

THE MANAGER is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. 1. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires. 2. If a manager leaves the field, that manager shall designate a coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered an obstruction. NOTE: If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he/she must occupy his/her position to receive the ball, the fielder may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he/she can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes the fielder and he/she continues to lie on the ground and delays the progress of the runner, the fielder has very likely obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES. The rules contained in this book.

An OUT is one of the three required retirements of an offensive team during its time at bat.

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or OVERSLIDING) is the act of an offensive player when he slides to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

The PERSON of a player or an umpire is any part of his body, his clothing or his equipment.

A PITCH is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A PITCHER is the fielder designated to deliver the pitch to the batter.

The pitcher's PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A QUICK RETURN pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

A RETOUCH is the act of a runner in returning to a base as legally required.

A ROSTER is the official Park/Tournament Roster.

A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A RUN DOWN is the act of the defense in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A STRIKE is a legal pitch when so called by the umpire, which_

- **i. Is struck at by the batter and is missed;**
- **ii. Is not struck at, if any part of the ball passes through any part of the strike zone;**
- **iii. Is fouled by the batter when he has less than two strikes;**
- **iv. Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike);**
- **v. Touches the batter's person as he strikes at it (dead ball);**
- **vi. Touches the batter in flight in the strike zone; or vii. Becomes a foul tip.**

The STRIKE ZONE is that area over home plate, which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The Strike Zone shall be determined from the batter's usual stance when the player swings at a pitch.

A SUSPENDED GAME is a called game, which is to be completed at a later date.

A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

"TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A WILD PITCH is one so high, so low, or so wide of the plate that the catcher cannot handle it with ordinary effort.

WIND UP POSITION is one of the two legal pitching positions

SECTION 6. PLAYER SELECTION RULES

A6. Automatics or Recruited Players - A maximum of two - (2) automatics may be selected for a "A" or "AA" team. This includes manager's children, coach's children, sponsor's children and any other players.

B6. A player that played on a team the prior season may not be an automatic in the same division at the same park.

C6. A player must live within 20 miles of their host park. Any exception must be approved by state commissioners. Utility bill or tax assessment may be requested.

D6. Automatics must be designated as such on the Official Park Roster.

E6. A league may adopt a system with fewer automatics than as stated above, but not more.

F6. All parks must notify the District Commissioners of the date of their draft at a minimum of one week prior to their draft.

G6. All park directors and District Commissioners are allowed at any park's draft as an observer.

H6. Any team that is found not in compliance with the above player selection rules will be deemed ineligible for district and state tournament play. The park may be reprimanded by fine or suspension at the discretion of the district members.

SECTION 7. TEAM ROSTERS AND ELIGIBILITY

A7. Each team will be limited to fifteen (15) players. A roster of all teams in each park will be submitted to the District Commissioners before the park's first league game of each year. If a town has more than one (1) team, players must go through a draft per AABA Regulations.

B7. New players may be added to the team roster up until the final cutoff date of April 20th with district commissioner approval.

C7. Birth certificates are required for all players playing in district and state tournament games. These birth certificates must be shown before playing.

D7. All teams are eligible to enter District tournaments (DISTRICT OPTION). Only the number 1 and number 2 team winners in each classification will be eligible to play in the state tournament with the exception: if either team is unable to play, the next highest team/teams may take their place.

E7. The District Commissioner will certify all teams from his district that are playing in the State Tournaments.

F7. Any park official or coach who falsifies any official team roster or its contents will be subject to disciplinary action. The park may be reprimanded by fine or suspension at the discretion of the district members.

G7. A player must have been on the roster at his Home Park and played prior to April 20th of the year of the tournament. (In 15u division any player playing high school ball is eligible after April 20th if he is on the league roster and plays in the next game after the high school season is completed.)

H7. Teams participating with any other sanctioned league will be permitted to play in the district and state tournaments provided the rosters of all teams in the park where such teams participate is presented to the AABA District Commissioner by the first league game of the year of tournament play.

I7. A player cannot be on two regular season teams in the same or different AABA districts.

SECTION 8. PLAYERS

A8. The player's age is determined by the age he/she is on JANUARY 1st of the current year.

B8. Players must play regular season ball, District and State tournaments in their age category, as determined by their park roster which is turned in before first game.

C8. The uniform number shall be the criteria for identifying the player on the line-up card. In case of violation, it will be handled as a batter out of turn per the following examples.

EXAMPLES: Player A does not have the uniform number listed on the lineup and bats.
1. Player at bat - At any time either the home or visiting coach notices the error and brings it to the Umpire's attention as batting out of order, the player's official number will be changed in the official scorebook and play will resume.
2. Player on base and another pitch has not been made – The player will be called out and then the player's official number will be changed in the official scorebook.
3. Player on base and another pitch has been made – The scorekeeper should contact the Umpire and correct the number in the official scorebook.

D8. All players on a team must have the same uniform, color of shirt and pants, in the state tournament to play.

E8. No metal cleats will be worn in 8u, 10u or 12u AABA tournaments. Metal cleats are allowed in 15u.

F8. All players must wear helmets while at bat or when running the bases.
G8. Players must not wear watches, rings, pins, jewelry, metallic pieces, cast or other items that may distract the batter.
EXCEPTION: Jewelry that alerts medical personal to a specific condition is permissible.

H8. There will be no restrictions on bats. Big barrel bats may be used in all age groups.
Exception: If UTRIP deems a bat hot, then AABA will deem it a hot bat. Hot bats cannot be used in the AABA.

I8. All players and coaches must wear their apparel in the proper manner during a game which includes not wearing a ballcap backwards.

SECTION 9. EQUIPMENT

A9. The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five -(5) or more than 5 1/4 ounces and measure not less than nine nor more than 9 1/4 inches in circumference.

B9. Uniforms:

- **i. All players on a team shall wear numbered uniforms identical in color, trim, and style.**
- **ii. Any part of an undershirt shall be of a uniform solid color (not white) for all players on a team.**
- **iii. Sleeve lengths may vary for individual players, but the sleeves of each individual shall be approximately the same lengths. a. No player shall wear ragged, frayed, or slit sleeves.**
- **iv. Players must not wear watches, rings, pins, jewelry, metallic objects, or any item that might distract the batter. EXCEPTION: Jewelry that alerts medical personal to a specific condition is permissible.**
- **v. Cast may not be worn during the game.**
- **vi. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.**
- **vii. No player shall attach anything to the heel or toe of the shoe other than toe plate.**
- **viii. Shoes with metal spikes or cleats are not permitted except for the 15u League. Shoes with molded cleats are permissible. This includes managers and coaches.**
- **ix. No part of the uniform may have tape or other material of a different color than the uniform. x. Glass buttons or polished metal shall not be used on the uniform.**

C9. Gloves:

- **i. The catcher must wear a catcher's mitt in the 12u and 15u Leagues (Not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand. 6u, 8u and 10u Leagues may use a regular fielder's glove.**
- **ii. The first baseman may wear a glove or mitt not more than 12 inches long or 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight.**

iii. Each fielder other than the catcher and first baseman may wear a glove not more than 12 inches long or 7 3/4 inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight.

iv. The pitcher's glove shall be uniform in color, including all stitching, lacing, and webbing. It shall not be white or gray.

v. No pitcher shall attach to the glove any foreign material of a different color than the glove.

vi. No pitcher shall wear sweatbands on the wrists.

D9. Each league shall provide in the dugout or bench of the offensive team five- (5) or six - (6) protective helmets, which must meet NOCSAE specifications and standards. Use of the helmet by the batter, all base runners and player base coaches is mandatory. Use of a helmet by adult base coaches is optional. Each helmet shall have an exterior warning label.

E9. Male catchers must wear the metal, fiber or plastic type cup, and a long-model chest protector. Female catchers must wear long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet. Catcher's helmet must meet NOCSAE standards and specifications. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games. NOTE: Skull caps are not permitted.

SECTION 10. TOURNAMENT RULES

A10. All District tournaments must be played per AABA Rules and By-laws.

B10. The state tournament will be rotated.

C10. The State tournament will be awarded to a member park by the district representatives at the annual meeting.

D10. State and District Commissioners will be the tournament representatives for their districts and can appoint a representative to act in their absence.

E10. Tournament directors will be the sole authority for determining the fitness of fields and for calling off games. However, no games are to be cancelled before 3:00pm on weekdays or noon on Saturdays. Delays may be announced. UMPIRES DO NOT HAVE THIS AUTHORITY. The State or Asst. State Commissioners will revise the state tournament brackets in case of rainouts.

F10. If any team forfeits a tournament game for any reason other than injury or other reason of serious nature, the offending coach can be barred from participation for one year. This applies to any other person acting in a coaching capacity. Teams that find they cannot participate in the tournament must notify the tournament director one week prior to the tournament. The home park of a team forfeiting a district or state Tournament game shall be billed $150.00 by the tournament Host Park. The Commissioners representing the forfeiting team shall collect and remit fees to the Host Park.

G10. State tournament brackets will be drawn upon the basis of two teams from each district. District Commissioners are to notify the State Commissioners one week in advance of the tournament if teams will not participate. Teams ranked #1 in their District will play a #2 from a different District.

i.Brackets will be drawn at the Coaches meeting. Coaches' meeting will be two days before the tournament play starts.

ii.Head coach or a representative of each team must be present.

H10. Alcoholic beverages will not be permitted in any AABA parks during league or tournament play.

I10. All District and State tournaments will be double elimination.

J10. EACH COACH IS RESPONSIBLE FOR OBTAINING RESCHEDULED GAME TIMES AND DATES.

K10. Each team will be allowed three adult coaches, two of which may coach in the coach's box. All coaches must be listed on the tournament roster and sign the roster form. The tournament director will issue two tournament passes to each coach not to exceed six (6) passes. Each team must have at least one adult coach. PASSES MUST BE SIGNED AND ARE NOT TRANSFERABLE.

I. Exception: 6u may have four coaches. Two base coaches, one defensive coach, and one coach to pitch.

L10. The State Commissioners or the District Commissioner at the tournament in which he is acting as tournament director will notify the chief umpire of any un-sportsmanlike conduct. The chief umpire, in turn, will notify the team whose fans are causing such disturbance that the game will be forfeited unless such misconduct is corrected. If not corrected, the tournament director will instruct the umpire to forfeit the game. This rule requires discretion of both the tournament director and the umpires and should be used only as a last resort. Any team that causes a forfeit to be declared will be ineligible for further participation, the tournament director will forward to the District Commissioner and the State Commissioners immediately following the game, a resume of this action. Each party will be given a hearing before the entire district representatives or the park representatives concerned along with the park representatives that this team represents. The decision of the district representatives may be appealed to the State Commissioners who will appoint a committee of three excluding the district where the infraction occurred to act on the case. A fine not to exceed $100.00 may be imposed on the park and the coach involved barred from further participation for one year.

M10. COACHES WILL BE ALLOWED ONE TIME OUT PER INNING TO TALK TO BATTERS.

N10. All teams must be assembled and ready to play at least 30 minutes before scheduled game time.

O10. A toss of the coin will be held prior to the game time to decide home team. The Umpire will do the coin flip after the first game ends for the next game before leaving the field for the break between games.

EXCEPTION: 1. State Tournament Championship game

i. Winners' bracket team has the option of choosing whether to be the home or away team

ii. The "IF" game will have a coin toss to determine home team

2. District Tournament

i. The higher seed team will be the home team

P10. There will be a 5-minute grace time for all games based on the original starting times.

Q10. Warm-up periods of seven (7) minutes will be allowed for each team. The visiting team will take infield first. Teams that are not ready to take infield will not be allowed any additional time.

R10. All teams entering district or state tournaments must be insured. Proof of insurance needs to be turned in with the tournament roster and birth certificates. The official team roster signed by the players, parents, guardians, and coaches is a waiver absolving tournament officials and the host park officials from any liability suffered by team personnel. Failure to sign these documents by those required, forfeits their rights to play in these tournaments.

S10. All tournament rules for the state tournament will be those set forth in these rules and bylaws. The State Commissioners will have the authority to amend or clarify the rules that he deems necessary to conduct the tournament.

T10. The Tournament Director will assign umpires and scorekeepers. Managers, field directors, participants, and coaches are not eligible to umpire. The Host Park will furnish scorekeepers and his/her book will be official and will be under the supervision of the Umpire in Chief. THE SCOREKEEPER MUST BE AN ADULT. Scorekeepers will give both teams and the head umpire the innings eligibility of pitchers before the game starts.

U10. Protests are to be used as a last resort and are to be discouraged. No protests will be allowed on an umpire's decision or player eligibility after having been certified. In case of protest, the tournament director will appoint a committee of reliable and knowledgeable individuals and should exclude persons from teams involved in the dispute. Committee will consist of the State Commissioner, Head Umpire and one other individual. The decision of this committee is final.

V10. All games called off for rain or other reasons will be resumed at the point where play ended.

W10. 6u, 8u and 10u will consist of five (5) innings unless one team has a six (6) run lead after four (4) full innings of play, 3½ innings if the home team is ahead by 6 or more.

X10. When a 6u, 8u, or 10u team scores five (5) runs in any one inning, teams will change field positions at that point. If a home run is hit ending the inning, only the fifth run that inning will score. The maximum that can be scored in an inning is five (5) runs.

Y10. 12u games will consist of six (6) full innings of play unless one team has a fifteen (15) run lead after three (3) full innings of play; two and one half (2 ½) if home team is ahead by 15 or more. Or Ten (10) run lead after four (4) innings of play; three and one half (3 ½) if home team is ahead by 10 or more runs.

Z10. 15u games will consist of seven innings unless one team has a fifteen (15) run lead after three (3) full innings of play; twelve (12) runs after four (4) full innings; ten (10) runs after five (5) full innings; or eight (8) runs after six (6) full innings.

AA10. No infield fly will be called in 6u,8u or 10u League.

BB10. If a batter throws a bat outside the batting circle or hits the catcher or umpire in the normal process of hitting, a warning shall be given the batter at the end of the play. If it happens again, the batter shall be called out.
Note: If the batter is called out and there are 2 outs, the inning shall be over and no runs can score. If less than 2 outs, the batter is out and the ball is in play.

CC10. If a player throws a bat in anger, he or she is subject to ejection.

DD10. RE-ENTRY RULE: A player in the starting line-up who has been removed for a substitute may reenter the game once provided the player returns to the same position in the batting order and the substitute must leave the game. Only players in the starting lineup may re-enter the game. Should injury to a player prevent a team from fielding nine (9) players, the manager may insert a player previously used in the line-up but only if there are no other eligible substitutes available. If an ejected player prevents a team from fielding nine (9) players, the manager may insert a player previously used in the line-up. In this case, the opposing team manager shall select the player to re-enter the line-up. A player ejected from the game is not eligible for re-entry. NOTE: An improper substitution is NOT basis for disqualification or forfeiture and should not be confused with action to be taken when playing an ineligible player. When it has been determined that a player has been substituted improperly, the Umpire-In-Chief shall order the player removed and the game resumes after a proper substitution has been made.

EE10. NO HEADFIRST SLIDE except when returning to a base will be allowed in 8u or 10u AABA game. Penalty will be the runner shall be ruled out. EXCEPTION: If in the judgment of the umpire the player stumbled and fell headfirst, the player will not be called out.

FF10. Players must slide at any base and/or attempt to avoid contact with the defensive player when a play is being made on that runner. A "play" is defined as a defensive player in possession of the ball waiting to make a tag. FAKE TAGS ARE ABSOLUTELY FORBIDDEN IN ANY CIRCUMSTANCE. Runners who leave their feet (i.e., hurdle) to avoid a tag shall be ruled out as if tagged.

Penalty for FAKE TAGS: a. Every runner advances one base.

b. Player is given a warning the first time and ejected the second time.

GG10. 12u batters can run on third strike missed by catcher. (See MLB rule 5.05(a)(2)).

HH10. Teams may bat 10 players but can only play 9 in the field; (6 and under may have 10 on defense). The batting order will be the official line-up; with the exception of the pitcher, any of the other 9 players may switch positions including the extra person. (This is an option only, however if you start with 10 you must use 10 the whole game and if a player gets hurt or sick and no substitutes are available an out will be taken when that player is scheduled to bat.)

II10. Double Forfeits will follow this guideline; if both teams are undefeated then a coin toss will be used to determine which loser bracket game each team will go to. The loser of the coin toss will go to the loser bracket for that game, the winner of the coin toss will go to the winner's bracket and then go to the loser's bracket of that game with the team they would have played getting a forfeit win. If it is double forfeit in the loser's bracket, both teams are eliminated and the team the winner was to play receives a forfeit win

JJ10. There will be no one in the dugouts except players and coaches. No bat boys or bat girls.

KK10. There will be no buckets, chairs, or any other unnecessary objects inside the field fence.

LL10. If a coach is ejected from a district or state tournament game, he/she must leave the park and will not be able to coach in the next game (field or stands).

MM10. If a player is ejected from a district or state tournament game, he/she will be able to play in the next game, however the district commissioner in a district game or the state or asst. state commissioners in a state tournament game has the right to extend the ejection to the next game. If a player is ejected in his/her team's last district tournament game and the district commissioner extends the ejection to the next game, the player must sit out the team's first state tournament game. The umpire does not have this authority.

NN10. If a coach or player is ejected twice, he/she will not be able to coach or play the rest of the

tournament (field or stands).

OO10. An ejected player (first ejected game) may sit in the stands, but must remain quiet and orderly. If he/she becomes disorderly, he/she will be removed from the park.

PP10. If a team forfeits a game, it counts as a game. The pitchers' pitch innings re-start.

GAME PRELIMINARIES

A. Before the game begins the umpire shall go over the ground rules of the park and determine the fitness of the balls to be used for the game.

B. Before the game begins the umpire shall_

- **i. Require strict observance of all rules governing team personnel, implements of play, and equipment of players;**
- **ii. Be sure that all playing lines are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;**
- **iii. Receive from the home club a supply of regulation baseballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game;**
- **iv. Be assured by the home club that additional balls are immediately available for use if required;**
- **v. Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when**
  - **a. A ball has been batted out of the playing field or into the spectator area;**
  - **b. A ball has become discolored or unfit for further use;**
  - **c. The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.**

C. No player shall intentionally discolor or damage the ball by rubbing it with soil, sandpaper, rosin, emery paper, paraffin, licorice, or other foreign substances.

PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender and the pitcher delivers the ball, the pitcher shall be removed from the game.

D. A player in the starting lineup, including the extra player (EP), who has been removed for a substitute may re-enter the game once, provided:

- **i. Only a player in the starting lineup may re-enter the game and must re-enter in the same batting position as his/her starting batting position.**

ii. A substitute player may not re-enter the game after that player has been removed.

iii. Should injury, illness, or ejection to a player prevent a team from fielding nine (9) players, the manager may insert a player previously used in the lineup. In this case the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

NOTE (1): When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the home plate umpire the player's position in the batting order and the home plate umpire shall notify the official scorer. The home plate umpire shall have the authority to designate their position in the batting order, if this information is not immediately provided.

NOTE (2) A team must have nine players to play or it is a forfeit. Extra Player Rule (EP) –

i. At the beginning of the game, each manager may list on the lineup card an extra player (EP) to bat throughout the game. This extra player must be designated on the lineup card as EP.

ii. ii. Using an extra player is optional, but if one is used, it must be made known prior to the start of the game. If the extra player (EP) is used, the EP must be used the entire game and must remain in the same position in the batting order for the entire game.

iii. iii. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter the game once, but must replace the substitute that entered in his/her place on the batting order

iv. . iv. This extra player (EP) may enter the game as a defensive player, replacing another defensive player. The defensive player that the extra player (EP) replaces becomes the extra player (EP). However, both players will keep their original positions in the batting order.

v. v. In case of injury, illness or ejection to a defensive player and there are no subs available, the extra hitter (EP) shall take the defensive player's position on the field. The extra hitter (EP) will keep his/her original position in the batting order and an out will be recorded for the ill or injured player each time it is his/her time at bat.

E. There will not be any DH (Designated Hitters) allowed.

F. The pitcher named in the batting order handed in to the umpire-in-chief, as provided in Rule A6 shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the home plate umpire's judgement, incapacitates the pitcher from further play as a pitcher.

G. If a pitcher is replaced, the substitute pitcher must pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is out, unless the substitute pitcher sustains injury or illness which, in the judgement of the home plate umpire incapacitates the pitcher from further play as a pitcher

H. The manager shall immediately notify the home plate umpire of any substitution in the field and the substitute's place in the batting order and the home plate umpire should announce the substitution.

Penalty: The defensive team will start with an out when next up to bat.

I. Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.

J. Double Headers - A team may play doubleheaders. No team shall play 3 games in one day, except for the coach pitched games.

K. When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

L. Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

M. No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires, and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

N. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire opinion will nullify the act of interference. APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

O. Players and substitutes shall sit on the bench or in the dugout unless participating in the game or preparing to enter the game.

NOTE: When batters or base runners are retired, they must return to the bench or dugout at once

P. The host park shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

STARTING AND ENDING THE GAME

A. The manager of each team shall give one (1) copy of their batting order to the official scorekeeper and one (1) copy of their batting order and roster to the opposing manager.

B. As soon as both teams have handed in their batting order to the umpires, have taken their place on the playing field, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall halt or resumed on account of weather or the conditions of the playing field.

NOTE: Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.

C. The Game "TIME" shall start after the Umpire plate meeting with the coaches of both teams.

D. The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "Play" and the game shall start.

E. When the ball leaves the pitcher's hand all fielders other than the catcher shall be in fair territory. THIS IS NOT A BALK. First offence will be a warning. Second offence is ejection.

- **i. The catcher shall be stationed in the catcher's box. The catcher may leave that position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. The penalty for Junior and Senior is a balk shall be called.**
- **ii. The pitcher, while in the act of delivering the ball to a batter, shall take the legal position.**

F. The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order.

G. The offensive team in 10u, 12u and 15u shall station two coaches on the field during its time at bat. One near first base and one near third base. In 6u and 8u they shall have 3 coaches on the field. One near first base, one near third base and one to pitch.

Base Coaches shall:

- **i. Be eligible players in the uniform of their team; or one (1) adult manager or coach APPROVED RULING: Eligible players acting, as a base coach must wear a protective helmet while on the playing field**
- **ii. Remain within the coach's boxes at all times except to prevent inference.**
- **iii. Talk to members of their own team only.**

NOTE: An offending base coach shall be removed from the base coach's box.

iv. Base coaches cannot assist a runner. First offense the coach will be given a warning. Second offense the coach will be removed and another may take his/her place as the base coach.

v. In 6u and 8u the pitching coach cannot coach the batter or runners on base.

PITCHING GENERAL RULES

A. 10u League pitchers may not pitch more than five (5) innings in two consecutive games.

B. 12u League pitchers may not pitch more than six (6) innings in two consecutive games.

C. 15u League pitchers may not pitch more than seven (7) innings in two consecutive games and 15-year olds can pitch.

NOTE: ONE (1) PITCH WITH TIME IN PLAY CONSTITUTES AN INNING.

D. Trips to the mound by a manager or coach will not exceed one trip per pitcher in any one inning. The second time out to the mound removes the pitcher from the mound. In 10u League, any time a pitcher is removed, he cannot return to pitch in that game. In 12u and 15u LEAGUE only, the STARTING pitcher may return to the mound ONE time providing:

- **i. He has available innings to pitch.**
- **ii. He is removed as pitcher on the first trip to the mound in an inning.**
- **iii. When removed as pitcher, he must have remained in the lineup.**

E. A coach walking across the infield in between innings does not count as a trip to the mound provided he does not talk to the pitcher while crossing the field.

F. A coach or team member may warm up the pitcher between innings. Players must wear headgear when warming up the pitcher at any time.

G. A courtesy runner is optional for the catcher and pitcher. A courtesy runner cannot be in the current batting order. This will not affect the eligibility of the courtesy runner to enter the game as a substitute.

H. Batters must always keep one (1) foot in the batter's box unless the umpire has granted time. The penalty for non-compliance shall be as follows: One warning will be issued and after that warning (to the team) the Umpire shall instruct the pitcher to deliver the pitch and call a strike.

I. No balks are to be called in 8u or 10u League. A ball shall not be assessed in lieu of the balk.

J. Balks shall be called in 12u and 15u League.

K. If a pitcher pitches more than innings allowed, the game will be restarted from the point the pitcher in question became ineligible with a new pitcher. The player shall be removed from the game and a substitute inserted in his place. In case of no substitute, it is a forfeit.
Note: This is not a protest and the umpire, scorekeeper, State Commissioners, Assistant State Commissioners, tournament director and coach can have the innings verified at any time there is a question of eligibility. However, the umpire should not hold up the game while the verification is going on.

L. No pitcher's glove may be white, gray, or artificially colored. Logos are permitted on the glove.

M. Coach may raise four(4) fingers to let the plate umpire know of an intentional walk.

All AABA district and state tournaments are played by the Official Major League Baseball Playing Rules with the following exceptions.

6 and Under Coach Pitch

A. **Coach will pitch from 35 feet.**
B. **Five inning games or 1-hour time limit. Home team gets last bat unless ahead in score at the end of time or 4.5 innings of play. Games are complete when the game is mathematically over.**
C. **Five runs per inning is maximum allowed.**
D. **Bases at 60 feet with 30 foot running lane to 1st base.**
E. **Teams must have a fielder in all infield positions including catcher. Teams may use 4 outfielders. If you play 10 players in the field then all 10 must be in the batting line-up. If you start the game playing 10 players, you must continue the game with all 10 players. If you drop to 9 then you will be given an out when that 10th player should be up to bat.**
F. **4 pitches (no Strike maximum), however if 4th pitch is foul, player will continue to bat until it is either hit in fair territory or he swings and misses.**
G. **No Stealing, bunting or advancing on overthrows to pitcher including overthrows from catcher.**
H. **No slash hitting.**
I. **Once the lead runner stops, the umpire is to stop the play. If other runners are more than halfway they may go to the next base otherwise they will be sent back.**
J. **The umpire shall call time once the lead runner has been stopped defensively by the ball.**
K. **The coach pitching can only catch the ball if "Time" has been called and any advancement has been stopped.**
L. **Catchers must wear full catching gear including a cup. A fielder's glove may be used instead of a mitt.**
M. **There will be no bat restrictions. Big barrel bats are allowed.**
N. **The pitcher must be in position with one foot in circle even with or behind the pitching rubber. The circle will be an eight-foot radius.**
O. **Two umpires are required for district and state tournament.**
P. **Each team is allowed two base coaches, one defensive coach in the outfield grass, and one coach to pitch.**
Q. **The base coaches cannot assist the runners. First offense will be a warning. On the second offense a new base coach will fill in.**
R. **One warning per player for slinging a bat. 2nd offense results in an out and no runner on a base may advance.**
S. **Appealing a missed base or leaving the base too soon requires the coach to ask the umpire after time has been called to put the ball in play and then the player tagging the base in question.**
T. **A runner leaving the base before the pitched ball reaches home plate can only advance when forced. Penalty is 1st time a warning and 2nd time is an out.**

U. No infield fly rule.
V. No dropped 3rd strike rule.
W. Cannot jump a tag. (Cannot leave their feet)
X. A batted ball hits the pitching coach, the ball is dead and batter and runners advance 1 base. A thrown ball hits the pitching coach, ball is dead and it's the umpire's discretion to place runners.
Y. Pitching coach must attempt to get out of the way of a thrown or batted ball. If the umpire deems that no attempt was made, then the batter will be out and the runners on base cannot advance.
Z. Pitching coach cannot coach the batter or the runners on base.

All AABA district and state tournaments are played by the Official Major League Baseball Playing Rules with the following exceptions.

8 and Under Coach Pitch

A. 8 years old and under, cutoff date is January 1st of playing year.
B. Coach pitch from 35 feet.
C. Time limit – 1 hour or 5 innings
D. 5 run limit max per inning or 3 outs.
E. Games are complete when mathematically over.
F. Catchers must wear full catching gear including a cup. A fielder's glove may be used instead of a mitt.
G. Bases at 60ft with 30 foot running lane to 1st base.
H. 3 strikes or 4 pitches
I. No slash hitting.
J. The umpire shall call time once the lead runner is stopped defensively by the ball.
K. No walks
L. No head-first slide when advancing.
M. No fake tags.
N. Cannot jump a tag. (Cannot leave their feet)
O. Must slide to avoid contact at a base or home plate when a play is being made. The ball must be present.
P. No infield fly rule
Q. No 3rd strike rule.
R. Bunting is allowed.
S. Runners cannot leave base until pitched ball crosses home plate and penalty runner advances only when forced. Penalty is 1st time is a warning and 2nd time is an out.
T. NO STEALING.
U. To appeal a play after timed has been called, the coach who is pitching must ask the umpire to put the ball back in play, then the appeal to be made by player tagging the base.
V. A courtesy runner can be provided for the catcher as long as the substitute runner is not in the lineup. It is NOT mandatory to use a courtesy runner.
W. There will be no bat restrictions. Big barrel bats are allowed.
X. Coach can only come out to talk to batter once. Second time the batter will be given a strike.
Y. Pitching coach cannot coach the batter or the runners on base

Z. A batted ball hits the pitching coach, the ball is dead and batter and runners advance 1 base. A thrown ball hits the pitching coach, ball is dead and it's the umpire's discretion to place runners.
AA. Pitching coach must attempt to get out of the way of a thrown or batted ball. If the umpire deems that no attempt was made, then the batter will be out and the runners on base cannot advance.

All AABA district and state tournaments are played by the Official Major League Baseball Playing Rules with the following exceptions.

10 and Under

A. 10 years old and under, cutoff date is January 1st of playing year.
B. Bases at 60ft with 30 foot running lane to 1st base. Pitching at 42 feet.
C. Time limit – 1:15 or 5 innings
D. 5 run limit max per inning or 3 outs.
E. Runners cannot leave base until pitched ball crosses home plate and penalty runner advances only when forced. Penalty is 1st time is a warning and 2nd time is an out.
F. When starting pitcher is pulled, he/she cannot return to pitch.
G. A courtesy runner can be provided for the pitcher or catcher as long as the substitute runner is not in the lineup.
H. A catcher must be in full gear including cup. A fielder's glove may be used instead of a mitt.
I. No slash hitting.
J. No head-first slide when advancing.
K. No fake tags.
L. Cannot jump a tag. (Cannot leave their feet)
M. Must slide to avoid contact.
N. No balks
O. No 3rd strike rule.
P. No infield fly rule.
Q. Bunting is allowed.
R. Starting players must re-enter in the same batting order after being subbed in the game.
Q. Coach can only come out to talk to batter once. Second time the batter will be given a strike.

All AABA district and state tournaments are played by the Official Major League Baseball Playing Rules with the following exceptions.

12 and Under

A. 12-year-old and under, cutoff date is January 1st of playing year.
B. Bases at 70ft with 35 foot running lane to 1st base. Pitching at 50 feet.
C. Time limit – 1:45 or 6 innings
D. Mercy rule 15 runs after 3 or 10 runs after 4 innings
E. When starting pitcher is pulled, he/she can return to pitch.
F. Starting players must re-enter in the same batting order after being subbed in the game.

G. **A courtesy runner can be provided for the pitcher or catcher as long as the substitute runner is not in the lineup.**
H. **One time out per inning to talk to batters. Penalty for the second trip will be a strike for the batter.**
I. **A catcher must be in full gear including catcher's mitt and cup.**
J. **No metal cleats.**
K. **There can be head-first slide when advancing.**
L. **No fake tags.**
M. **Cannot jump a tag. (Cannot leave their feet)**
N. **Must slide to avoid contact.**
O. **3rd strike rule is in effect.**
P. **Infield fly rule is in effect.**
Q. **Bunting is allowed.**

All AABA district and state tournaments are played by the Official Major League Baseball Playing Rules with the following exceptions.

15 and Under

A. **15-year-old and under, cutoff date is January 1st of playing year.**
B. **Mercy rule – 15 after 3, 12 after 4, 10 after 5, 8 after 6 innings.**
C. **Time limit – 2 hours or 7 innings**
D. **A courtesy runner can be provided for the pitcher or catcher as long as the substitute runner is not in the lineup.**
E. **Starting pitcher can return as long as stayed in line-up and has eligible innings.**
F. **A catcher must be in full gear including catcher's mitt and cup.**
G. **No fake tags.**
H. **Cannot jump a tag. (Cannot leave their feet)**
I. **Must slide to avoid contact.**
J. **One time out per inning to talk to batters. Penalty for the second trip will be a strike for the batter.**
K. **Starting players must re-enter in the same batting order after being subbed in the game.**
L. **Bunting is allowed.**

REGULATION GAME

A. Games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game.

i. **The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by the re-entry rule.**

B. A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:

- **i. Being upon the field, refuses to start play within 5 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgement, is unavoidable.**
- **ii. Refuses to continue play unless the game was terminated by the umpire;**
- **iii. Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "Play".**
- **iv. Fails to obey, within a reasonable time, the umpire's order to remove a player from the game;**
- **v. After warning by the umpire, willfully and persistently violates any rules of the game.**
- **vi. Employs tactics designed to delay or shorten the game.**

C.If during a game a team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field.

NOTE: A game may not be continued with less than nine (9) players on the team.

D. Forfeited games shall be so recorded in the score book and the score book signed by the home plate umpire. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

PROTESTING A GAME

A. Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement.

B. Equipment, which does not meet specifications, must be removed from the game and shall not be the basis for protest.

C. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager, or acting manager, may not leave the dugout until receiving permission from an umpire.

D. Protests shall be made as follows:

- **i. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire the game is being played under protest.**

ii. **Following such notice, the umpire shall consult with the associate umpires. If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If, however, after consultation the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.**

E. Protest made due to use of ineligible pitcher or ineligible player may be considered only if made prior to the final out of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, penalty is a forfeit.

F. Any protest for any reason whatsoever must be submitted by the manager, first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.

G. A committee consisting of the president, league's umpire-in-chief and one or more officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred:

NOTE (1): This rule does not pertain to charges of infractions of playing rules or regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Board of Directors.

NOTE (2): All AABA officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.

H. If it is a paid protest, the time clock will be stopped. Protest will be discussed with the State Commissioner and protest committee.

SECTION 11. UNSPORTSMANLIKE CONDUCT

A11. No manager, coach, or player shall at any time, weather from the bench or the playing field or elsewhere—

i. **Incite, or try to incite, by word or sign, a demonstration by spectators.**
ii. **Use language which will in any manner refer to or reflect upon opposing players, coach, manager, an umpire, or spectators.**
iii. **Make any move calculated to cause the pitcher to commit an illegal pitch or balk.**

iv. No player shall take a position in the batter's line of vision, with deliberate intent to distract the batter. PENALTY: The umpire may first warn the player, coach and/or manager. If continued, remove the player, coach and or manager from the game or bench. If such action causes an illegal pitch, it shall be nullified

B11. When a manger or coach, is ejected from a game, they shall leave the field immediately and take no further part of that game. They may not sit in the stands and may not be recalled.

C11. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues__

PENALTY: The umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The Coach or Manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

D11.A player without the ball in his/her possession, has no right to block the pathway of the runner. The base line belongs to the runner and the defensive player should be there only when a ball is already in his/her possession.

E11. If a coach addresses an umpire after he leaves the field or makes any aggressive move towards the umpire or uses profanity toward an umpire, that coach can be remove for one year.

F11. If a coach is suspended from coaching during league play, he/she cannot coach during the District or State Tournament.

SECTION 12. STATE TOURNAMENT DATES

A12. **Tournament dates and location will be on AABA web page aabastate.com**

B12. **ALL TEAMS IN EACH LEAGUE MUST HAVE A REPRESENTATIVE AT THE COACHES' MEETING.**

i.Brackets will be drawn at the Coaches meeting. Coaches meeting will be two days before the tournament play starts.

C12. East and West Division teams will attend the coaches meeting at the host park for the state tournament in their division. Those dates will be on the AABA web page. The East Division is district 1 and 2. The West Division is District 3, 4, and 5.

D12. **There will be a maximum of 3 adult coaches from each team allowed at these meetings. (No kids allowed)**

E12. **District Tournament dates and times will be set by the District Commissioner.**

F12. **No games will be originally scheduled on Wednesday, however in case of rainouts, Wednesdays may be used.**

G12. All Championship games will be played without a time limit.

SECTION 13. FORFEITS AND PENALTIES

A13. If any time during a tournament game a team becomes unable to field nine (9) eligible players for any reason, play shall be stopped and the opposing team shall be declared the winner.
Penalty: If unable to start the game the team that forfeits will pay the $150.00 forfeit fee. If the game is in process when the team fails to have 9 eligible players, it is just a loss and no additional penalties.

B13. A player that is playing for any other team while the AABA District or State Tournaments are going on, may play for both teams but not miss an AABA game for any other tournament game.
Penalty: The player will be ruled ineligible. If this is found out after the player has played in a game after missing a game, the team will forfeit the game the player played in after missing. It is the coach's responsibility to make sure his players are eligible.
EXAMPLE 1: Player A plays in an AABA state or district tournament game and then plays for another team between their next scheduled game in the AABA tournament and then comes back and plays in his teams next AABA tournament game, the player is eligible.
EXAMPLE 2: Player A plays for another team at the same time his team is playing an AABA game. The player becomes ineligible for any remaining AABA games in that tournament.

C13. If a team plays a player under an assumed name of a player on the roster, that team will forfeit the game and be removed from the tournament. Penalty: The manager and coaches present at the game is barred from coaching in an AABA tournament for 5 years, and all players that were present at the game are barred for 1 year in playing in an AABA Tournament game.

D13. If team plays a player that is not on the league roster, the player will be considered illegal player and the team will forfeit that game.
Penalty: The team will pay the forfeit fee and the coach is barred from coaching in an AABA tournament for 1 year.

E13. If a team plays a player that does not meet the age requirements for the division the player is playing in, the team will forfeit the game and be removed from the tournament. The player will not be eligible to play in any AABA tournaments for 1 year and the coach will be barred from coaching in AABA tournaments for 1 year. The park that sanctioned the player will be required to send birth certificates for all players with their league rosters for 3 years.

F13. There will be no refunds because of forfeits.

SECTION 14. UMPIRES AND SPECIAL GUIDELINES

A14. All Umpires shall be AABA sanctioned for district and state tournament play.

B14. To become sanctioned, a rules test must be passed with an 85% or higher grade. There is a $20.00 fee to take the test. After passing the test, the umpire Sanction is good for 3 years.

C14. The minimum age for Umpires in State Tournaments is 18 for 6u, 8u, 10u, and 12u.For the 15u age group the age is 20.

D14. NO umpire can coach a team playing in the tournament and umpire games in the same age group or have a child playing in the same age group.

E14. When a team protest a play, the following guidelines will be followed:

i. Stop the game at that point, document where each player is and the count on the batter if applicable. If time limit game, stop the clock.
ii. Collect the protest fee.
iii. The protest committee shall be assembled in a place away from all outside interference.
iv. Bring in the protesting coach and let him state his protest and then have him leave.
v. Bring in the umpires and listen to their side of the play and then have them leave.
vi. Check the rulebook and then vote on the protest.
vii. Notify the umpire and both coaches of the decision and why it was decided that way.
viii. The umpire restarts the game with any action that has to be taken per the protest.

F14. An appeal is the act of a fielder claiming violation of the rules by the offensive team. These guidelines shall be followed to make an appeal:

i. The ball must be live.
ii. The appeal must be made before the next pitch to a batter.
iii. A verbal request must be made by the player to the umpire that unmistakably indicates that it is an appeal.
iv. An appeal may be made by the defense in any of the following ways:

a. By touching the runner with the ball whom they believe committed a base running infraction.
b. By touching the base they believe was missed while the runner was advancing.
c. By touching the original base that a runner left before a fly ball was caught.

v. If time has been called, before an appeal can be made, the pitcher must go to the mound with the ball and wait for the umpire to say play ball and then step off the mound backwards, make the verbal request and perform per the instructions in iv above.
vi. The defense loses it right to appeal:

d. If when the throw made in appeal attempt goes into a dead ball area. NOTE: The fielder may drop the ball and pick it up and touch the base or runner and the appeal is still active.
e. If more than one base runner has advanced over the base without stating which runner missed the base.
vii. In 8u if the ball had already been given to the umpire, the coach pitcher must request the ball from the umpire. When the umpire gives the ball back to the player the ball is live and an appeal can be made. However, the appeal can be made before the ball is returned to the umpire.

G14. No artificial sound devices shall be allowed.

H14. No manager, player, substitute, coach, shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere make intentional contact with the umpire in any manner.
PENALTY: If deemed intentional, the accused party shall be barred from AABA play for the remainder of the current year and may be penalized for more. The AABA District Commissioners will invoke the accused party's final penalty at the next regular scheduled AABA meeting. The accused party may send a written appeal to this meeting asking to be reinstated for the following remainder of the current year and may be penalized for more. The AABA District Commissioners will invoke the accused party's final penalty at the next regular scheduled AABA meeting. The

accused party may send a written appeal to this meeting asking to be reinstated for the following year.

I14. The host park Commissioners shall appoint one or more umpires to officiate at each game.

- **i. The umpire shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.**

Note: The plate umpire in 10u and 12u play must wear mask, shin guards, and chest protector. Male umpires must wear protective cup.

J14. Each umpire is the representative of the league and the AABA, and is authorized and required to enforce all of these rules and penalties. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.

K14. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person or persons from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

L14. All umpires have authority at their decision to eject from the playing field

- **i. Any person whose duties permit that person's presence on the field, such as grounds keeper, photographer, newsmen, broadcasting crew members, etc. and ii. any spectator or other person not authorized to be on the playing field.**

M14. Umpire's decision

- **i. Any umpire's decision, which involves judgement, such as whether a batted ball is fair or foul, or whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach, manager, or spectator shall object to any such judgement decisions.**
- **ii. If there is reasonable doubt that an umpire's decision may conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made to the umpire who made the protested decision.**
- **iii. If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.**
- **iv. No umpire may be replaced during a game unless injured or ill.**

N14. If there is only one umpire, that umpire has complete jurisdiction in administering the rules. The umpire may take any position on the playing field, which will enable said umpire to discharge all duties. (Usually behind the catcher, but sometimes behind the pitcher if there are runners.)

O14. If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires. I15. The umpire-in-chief shall stand behind the catcher. He is usually called the plate umpire. The umpire-in chief's duties shall be to:

- **i. Take full charge of, and be responsible for, the proper conduct of the game.**
- **ii. Call and count balls and strikes.**
- **iii. Call and declare fair balls and foul balls except those commonly called by field umpires.**
- **iv. Make all decisions on the batter.**
- **v. Make all decisions except those commonly reserved for the field umpire.**
- **vi. Decide when a game shall be forfeited.**
- **vii. Inform the official scorer of the official batting order; and any changes in the lineups and batting order on request.**
- **viii. Announce any special ground rules.**

P14. A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:

- **i. Make all decisions on the bases except those reserved for the umpire-in-chief.**
- **ii. Take concurrent jurisdiction with the umpire-in-chief in calling time, illegal pitches, or defacement or discoloration of the ball by any player.**
- **iii. Aid the umpire-in-chief in every manner in enforcing these rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.**

Q14. If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no managers or players present. After consultation, the umpire-in chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was mostly likely correct. Play shall proceed as if only the final decision had been made.

R14. The umpire shall report to the league president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.

S14. When any manager, coach or player is disqualified for a fragrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.

T14. After receiving the umpire's report that a manager, coach, or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

U14. Umpires shall not wear shoes with metal spikes or cleats.

THE CURRENT AABA RULES AND BY-LAWS HAVE PRESIDENCE OVER THIS RULEBOOK.

SECTION 15. REQUIREMENTS FOR DISTRICT COMMISIONER'S

A15. Verify all league and Tournament Rosters are filled out on official AABA forms. (2 copies of each)

B15. Verify all ages are correct per birth dates listed on roster.

C15. Keep one copy of League Rosters in your file and send one copy of the League Rosters with the state fee of $200.00 to the State Commissioners by May 20th.

D. Verify the rosters list all players in the correct sections of the official AABA league roster form.

E15. Verify all parents have signed the Tournament Roster and the roster meets AABA requirements.
(No player can play in the District or State Tournaments until their parent has signed the Tournament Roster)

F15. The District Commissioner shall set the dates and the host parks for the District Tournaments.

G15. The District Commissioner shall approve all brackets for the District Tournaments.

H15. The District Commissioner must oversee and approve the umpires for the District Tournament.

I15. Fill out the State Tournament Cover Sheet form for sending teams to the State Tournaments, one for each Division and include the District tournament brackets.

J15. In addition, you will include the original Tournament Rosters of the teams that qualified for the State Tournament and the entry fee for all teams. ($75.00 per team) You will also need to send a copy of the League Roster of those teams.

K15. Bring these forms and the $75.00 per team entry fee to the coaches meeting. These forms and entry fees need to be turned in all at once to the State Commissioners.

L15. Notify the host of the State Tournaments at least a week in advance of the coaches meeting if you are not sending your allotment of teams. (Return all unused tournament packets at the coaches meeting)

M15. Any District Commissioner who falsifies any official team roster or its contents will be subject to disciplinary action and may be removed as a District Commissioner.

N15. Ensure that all Park Directors have a copy of the latest AABA rules.

O15. Each District shall have a meeting to elect District and Assistant Commissioners.

P15. The District and Assistant Commissioners terms shall be from January 1st to December 31st and shall be for five years. They may be re-elected.

Q15. The District Commissioner will be elected by a majority of votes, with each park in the District having two votes. In case of a tie, a coin flip will determine the winner.

R15. The Assistant District Commissioner will be elected the same as the District Commissioner. However, the Assistant District Commissioner cannot be from the same park as the District Commissioner, unless there is only one park in the district.

S15. The District or Assistant Commissioner must attend annual state meeting or your District may lose the right to participate in the AABA State Tournament.

1.The District Commissioners will elect the State Commissioner and Assistant Commissioner by a simple majority vote.

SECTION 16. GUIDELINES FOR HOSTING A STATE TOURNAMENT

A16. A park must be able to host all age groups at the same location before they will be awarded the state tournament

B16. Appoint a tournament director and assistant.

C16. Prepare tournament packets for two teams in each age group for each district. Include in these packets, 6 passes, map to park, and a welcome letter to the coaches telling them of the park rules, telephone number of the park, and contact to check for rain outs of games.

i. Send 1 packet to State Commissioner and 1 packet to Assistant State Commissioner with 2 passes.

D16. Host the coaches meeting for the tournament and supply refreshments.

E16. Arrange for umpires and scorekeepers. An umpire may not umpire in any division that they have a child playing in or they are coaching in.

F16. Supply ice water and cups to all dugouts during the tournament.

G16. Have a protest committee appointed each night of the tournament. (Consist of 3)

H16. Secure design, print and sale t-shirts. (Optional)

I16. Set up an entry point that doesn't block traffic to collect gate admissions.

J16. Provide all teams with line-up sheets.

K16. Have a grounds crew available each night in case repairs must be made.

L16. Make sure you have enough baseballs to complete the tournament.

M16. Make a large official poster of all the brackets and update them after each game.

N16. Host park is required to feed and give drinks to the State Commissioners and / or Assistant State Commissioners during state tournament play.

O16. No park can host the state tournament 2 years in a row.

P16. Timers must be used for all games with a time limit in the district and state tournaments.

Q.16. If hosting a District or State Tournament you must keep the concession stand open through the last game. It does not have to be the full menu during the last game but have drinks and some type of food available even if it's just candy.

SECTION 17. REQUIREMENTS FOR PARK DIRECTOR'S

A17. Verify all Park and Tournament Rosters are filled out on official AABA forms. (2 copies of each)

B17. Verify all ages, birth dates are correct, and the players meet AABA requirements.

C17. Deliver to the District Commissioner both copies of the league rosters of all teams in your park by May 18th. (Failure to meet this deadline eliminates your park from District or State AABA tournaments)

D17. Verify all parents have signed the Tournament Roster and turn it in to the District Commissioner before District Tournament starts.

E17. Ensure that all teams in your park have a copy of the AABA rules.

F17. Any Park official or coach who falsifies any official team roster or its contents will be subject to disciplinary action and may have the certification of the park from AABA removed.

G17. Pay your District fees by May 20th.

SECTION 18. State Commissioners & Asst. State Commissioners Duties

A18. The state commissioners will chair the annual meeting, if unavailable the assistant commissioners will chair the meetings.

B18. The state and assistant commissioners will have no vote except to break tie votes.

C18. The state commissioners will provide the state "A" and "AA" brackets at the coach's meeting for the state tournament. These brackets will be finalized at the meeting.

D18. The state and assistant commissioners will inspect the host park complex of the state tournaments and have the authority to require changes be made to the ball fields.

E18. The state and assistant commissioners is to assist the tournament director of the state tournaments, as needed, but can override the tournament director's decision if he feels it is in error.

F18. The state commissioners will provide a complete list of all tournament rosters to the Host Park.

G18. The State and Assistant Commissioners has the authority to make any rule and eligibility rulings, unless an emergency commissioner's meeting is called to take up these violations.

H18. The State Commissioners may call special meetings of District Commissioners as needed.

I18. The State Commissioners will buy all trophies for the State tournament.

STATE COMMISSIONER
Willie Lawhon 479-477-0086 cell, 479-229-5084 office
E-mail sports@dardanelle.com

CO ASSISTANT STATE COMMISSIONER
Ron Blackburn 501-920-0100
Email rwblackburn_72015@yahoo.com

CO ASSISTANT STATE COMMISSIONER
Steve Dixon 501-354-9830
E-Mail dixonsteve595@yahoo.com

2025 DISTRICT COMMISSIONERS

District 1 Erica Cox 501-249-7218
E-mail ericacox0278@gmail.com
Assistant: Josh Anderson 501-366-3810
Email Janderson@BNCFiresafety.com

District 2 Tiffany Hubbard 501-306-5144
E-mail tiffhubbardparksrec@gmail.com

District 3 Corey Beavers 479-970-5228
E-mail coreyb@smiroof.com

District 4 Clayton Faulkner 479-567-8220
E-mail clfaulk86@gmail.com

District 5 Clint Ratliff 479-774-1581
E-mail cratli00@hotmail.com