



**Monroe Township  
Baseball Association**

# **RECREATION AAA RULES**

---

**2024**

---



# TABLE OF CONTENTS

**01** General Rules

**02** AAA Rules (ages 7 & 8)

**03** Pitching Rules



# SECTION 1 - GENERAL RULES

1. A player's age for the Spring Season will be determined by their age on April 30 of the current year (ex. Spring 2024 age is determined by age on 4/30/24).
2. A player's age for the Fall Season will be determined by their age on April 30 of the following year (ex. Fall 2024 age is determined by age on 4/30/25).
3. All players (Tee-ball through Pony) must wear a protective cup (boys) and heart guard.
4. No metal spikes are permitted in any division. Sneakers or rubber/plastic cleats must be worn.
5. No Jewelry of any nature may be worn on the playing field, unless considered medical or religious.
6. All players must wear their league provided uniform in full. The caps must be worn with the bill in front. Teach the children to look like baseball players.  
Travel and School team players are not to wear their travel or school uniform, caps or jerseys.
7. No smoking in James Monroe Park, Thompson Park, Woodland School or Oak Tree School other than the parking lots.
8. To be on the playing field or in the dugout with the players, all volunteer managers and coaches must be: (1) Rutgers S.A.F.E.T.Y. certified, (2) must have taken and provided verification of the NFHS concussion training course and (3) must also have passed the preseason Background Check & Abuse Prevention Training as mandated by Babe Ruth/Cal Ripken Baseball. The MTBA will maintain a list of approved volunteers on our website ([www.monroebaseball.com](http://www.monroebaseball.com)) verifying all its volunteers have fulfilled these obligations.  
In addition, it is strongly suggested that all managers and coaches have their Rutgers S.A.F.E.T.Y. certification card in their possession (either physically or digitally) for every game and practice.
9. The MTBA will also make available to a limited number of its volunteers CPR/AED training and certification. While this is not mandatory, it is highly recommended that our Rec managers and coaches take advantage of any opportunities to receive certification.
10. An MTBA Executive Board Member, Field Supervisor, Umpire in Chief or The Monroe Twp. Recreation Department will declare the game cancelled based on weather or poor playing conditions before the start of any game. If a game is cancelled due to weather or poor field conditions, this is not an open invitation for a team to use the field for practice.

# SECTION 1 - GENERAL RULES

11. 'No Contact Rule' - NO CONTACT specifically refers to commenting negatively or arguing calls with the Umpires once the game has started. This NO CONTACT rule not only refers to the manager, but also the coaches, the players and the parents of the players. Any game rules or special circumstances for certain players should have been discussed prior to the start of the game. Positive comments and questions about the game (count, # of outs) are ok. It is the responsibility of the manager to enforce this rule with their players, coaches & parents. If there is ever a problem with an Umpire, complete the game and notify the VP of Recreation Baseball. Any Manager or Coach that breaks this rule may be ejected from that game and would be subject to further disciplinary action as outlined in the Monroe Twp Recreation Baseball Codes of Conduct. Spectators breaking this rule may be asked to leave the bleacher area. There is no tolerance for breaking this rule.

12. A player who is ejected from a game by an umpire will be suspended one game. The player must leave the field immediately. The suspended player must show up to the next game in full uniform and BUT NOT PLAY. The player will not be able to play until he or she does show up in full uniform and sits out a game.

13. Any manager, coach or spectator yelling or harassing an umpire may be ejected from the game and must leave the field and stay in the parking lot for the remainder of the game so they can bring their child home after the game. As outlined in the Monroe Twp Baseball Codes of Conduct, they then must be addressed by the Executive Board and will be suspended for at least two games. If they decide to show up for those two games they must stay in the parking lot. If ejected a second time in one season they will be suspended for the rest of that season. If they decide to show up they must stay in the parking lot.

14. No foul language will be permitted. If a player, manager, coach or spectator uses foul language they may be ejected from the game and subject to further disciplinary action as outlined in the Monroe Twp Baseball Codes of Conduct.

15. Any rules not listed in these rules will refer back to the Official Cal Ripken or Babe Ruth Rule Book.

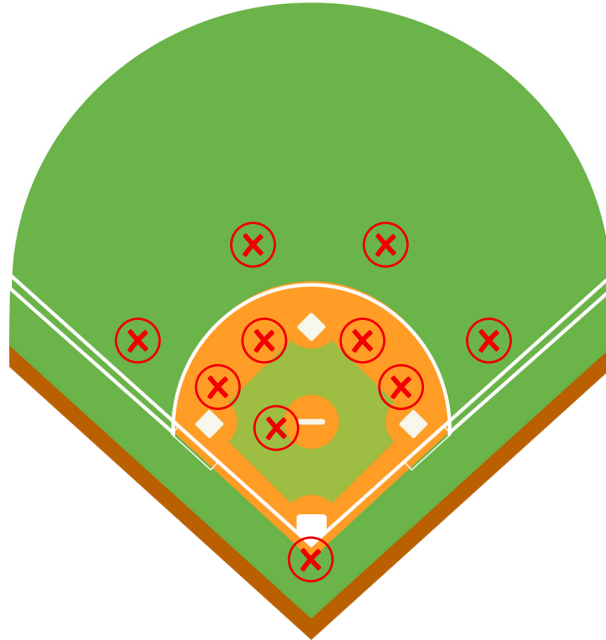
# SECTION 2 - AAA RULES (AGES 7 & 8)

1. Games must be played on a little league-sized field.
2. The home team will occupy the first base dugout on all fields. The schedule will dictate the home team.
3. Each team will provide one game ball prior to the start of the game.
4. Games are 6 innings or 2:00, whichever comes first. No new inning after 1:45 from scheduled start, not the actual game start. No new inning is permitted to start after 10:00pm at any complex. Both managers will declare the last inning.
5. No extra innings are permitted.
6. The inning will be completed when either five runs have scored or the defensive team makes three putouts, whatever comes first.
7. An official game is four innings. Three and a half if the home team is leading. Scores can be kept but there will be no official winner or loser and no standings will be kept.
8. In the Spring Season, through approximately May 15th or when the MTBA board decides, one coach from the defensive team is allowed on the playing field standing behind second base in the outfield grass to instruct their players. Under no circumstances is the defensive coach allowed to touch a live ball. After May 15th (or the date decided by the MTBA Board) one coach will be allowed to coach from in front of their dugout to instruct their players. They must remain in foul territory during play at all times.  
  
In the Fall Season, during the entire season, one coach from the defensive team is allowed on the playing field standing behind second base in the outfield grass to instruct their players. Under no circumstances is the defensive coach allowed to touch a live ball.
9. Coaches should do their best to have all players get a chance to play some infield positions. But, please keep the safety of the players and the pace of the game in mind.

## SECTION 2 - AAA RULES (AGES 7 & 8)

10. Ten defensive players must be used in the field if the team has at least ten players. They will be used as follows:

- a. Pitcher - Pitcher stands next to the coach when the coach is pitching.
- b. Catcher
- c. First Base
- d. Second Base
- e. Shortstop
- f. Third Base
- g. Four Outfielders (all must be positioned on the outfield grass)



11. All players must play a minimum of three innings per game defensively (at least two innings if the game lasts only 4 innings). There is free defensive substitution of all defensive players.

12. All catchers must wear a helmet with a mask, leg guards and a chest protector.

13. All batters, runners and on deck batters must wear a helmet.

14. If a base runner is injured, the last batted out will become the runner.

## SECTION 2 - AAA RULES (AGES 7 & 8)

15. All bats must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). The baseball bat shall bear the USA Baseball logo signifying that the bat meets the USABat standard. The bat diameter shall not exceed 2 5/8 inches. Illegal bats must be removed from the game. Illegal bats will have either no certification stamp, a USSSA stamp/logo or a BBCOR stamp/logo. Softball bats, regardless of their certification stamp/logo, are also deemed illegal.

A comprehensive list of approved bats and additional details can be found on this portion of the Babe Ruth League website (<https://www.baberuthleague.org/bat-rules.aspx>). Illegal bats must be removed from the game. Note: Solid one-piece wood bats are permitted for use. No laminated or experimental bats shall be used in a game.



Tampering or altering bats may violate certain federal and state laws and voids the USA Baseball certification, as well as all manufacturer warranties. Rolling is considered tampering and would void the bat's certification and make it illegal for play.

16. The penalty for using an illegal bat is as follows:

If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.

A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. The "at bat" will be considered legal once a pitch is thrown to the next batter.

## SECTION 2 - AAA RULES (AGES 7 & 8)

Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

17. Two adult coaches are mandatory for coaching the bases (1st and 3rd base).

18. Tagging up is not permitted.

19. No walks will be allowed.

20. Hitters will run to and stay at first base on all batted balls. Batters may only take an extra base (advance more than one base but no more than 2) on balls batted that reach the outfield grass, either on the fly or on the ground. A base runner may only advance by the number of bases the batter is allowed (1 base on a single, 2 bases on a double, never more than 2 bases). The runners can be put out by the defense if the runners choose to take an extra base.

21. In the Spring Season, games through May 15th (or the date decided by the MTBA Board), runners cannot advance on any over throws. After May 15th (or the date decided by the MTBA Board), runners can advance one base on an overthrow of first base only. Base runners ahead of the batter may also advance one base. The runners can be put out by the defense if the runners choose to take the extra base. In the Fall season, there is no advancing on overthrows.

22. There is no infield fly rule.

23. There is no leading off of any base, even after the ball crosses the plate, unless there are two outs (when stealing is allowed...see bullet point 24 below). No leading off of third at all, under any circumstances. Players cannot run until the ball hits the bat.

24. Stealing is allowed only when there are two outs. The runner can only advance one base at a time and can only steal 3rd base...there is no stealing of 2nd base. The runner can only steal when the ball reaches the catcher (hits the mitt or gets by the catcher). The runner cannot advance on an overthrow when the catcher attempts to throw the runner out stealing the base. No stealing of home is allowed. The runner will be called out if he/she is out.

25. The speed up rule is mandatory for the catcher only. A courtesy runner for the catcher is permitted when there are two outs only. The last batted out will become the runner. In order to speed up the time between innings, managers must have the catcher ready to go right out to warm up the pitcher.

26. No head first sliding to any base. If a player slides headfirst they will be called out.



## **SECTION 2 - AAA RULES (AGES 7 & 8)**

27. Bunting is permitted.

28. If a batter shows bunt, the batter must either bunt or withdraw his bat. If he pulls back and performs a full swing, he will be called out. This will not be an appeal play.

29. The umpires will decide when a game should not continue due to inclement weather or poor playing conditions during a game.

# SECTION 3 - PITCHING RULES

1. In the Spring Season, through May 15th or the date decided by the MTBA Board, a coach from the batting team will pitch from the mound area, overhand, for two of the first four innings, and the 5th and 6th innings.

Players will pitch any 2 of the first four innings based on the decision of the pitching team's managers. A suggestion would be to have the kids pitch the 2nd & 3rd innings.

After May 15th (or the date decided by the MTBA Board) the pitching order will be: the coach – 3 innings (one of which is the 6th inning) // players – 3 innings of the first five innings based on the decision of the managers. A suggestion would be to have the kids pitch the 2nd, 3rd & 5th innings.

2. In the Fall Season, a coach from the batting team will pitch from the mound area, overhand, for two of the first four innings, and the 5th and 6th innings. Players will pitch any 2 of the first four innings based on the decision of the pitching team's managers. A suggestion would be to have the kids pitch the 2nd & 3rd innings. Later in the season (only if both coaches agree and both teams have 3 kids that can pitch) the pitching order can be: the coach – 3 innings (one of which is the 6th inning) // players – 3 innings of the first five innings based on the decision of the managers. A suggestion would be to have the kids pitch the 2nd, 3rd & 5th innings.

3. Only players that can reach the plate should be allowed to pitch in the games. There is no mandate that all players have to get a chance to pitch. We must keep the pace of the games moving. Players that cannot pitch in the games should be allowed to pitch in practices. Additionally, coaches should do their best to place a catcher in the game that can catch the ball and throw the ball accurately back to the mound, especially when the players are pitching.

4. When players pitch, all 8u pitchers must throw from the rubber on the mound (at 46 feet). 7u players are allowed to pitch from a distance closer than the pitching rubber if they choose to do so, but they do not have to. If the coach/player decides to have the 7u player pitch from a distance closer than 46 feet, then that pitcher must pitch from the front of the moveable mounds.

5. Players that are playing down (playing in a division that is not age appropriate for them) at the request of their parent(s) based on ability or any other reason, are not allowed to pitch in any games. For AAA, this would affect any player that will turn 9 years old on or before April 30, whose age appropriate division is Minors.

6. When coaches pitch, they should be directly in front of the mound and not too close to the batter. It is suggested (but not mandatory) the coach kneels on one knee so they are a similar height to the batter and it is also suggested (but not mandatory) they throw the ball with some velocity and less of an arc. It is easier for the batter to hit the ball coming in on more of a straight line and with some velocity, than it is a slower pitch with an arc.

# SECTION 3 - PITCHING RULES

7. When a player is pitching, the offensive coach will take over after a HBP, four (4) balls or six (6) total pitches to any batter. The count remains the same and the coach will finish the pitching duties until the batter strikes out or puts the ball in play. The player will then resume pitching to the next batter up.
8. After a player has pitched to six (6) total batters (approximately 35 pitches in the inning), the offensive coach will finish the inning. A second player is not permitted to pitch the same inning.
9. A player can only pitch one inning per game. This is true at all times in the AAA Division.
10. At the start of the game the umpire will call balls and strikes on both the pitchers and the coaches. An umpire will call a non-swinging strike if it is in the strike zone and call batters out on strikes. The strike zone will be larger than the traditional strike zone to permit the games to move quickly and promote swinging. From the start of the season, through May 15th (or the date decided by the MTBA Board), the umpire should only call a looking third strike when a player is pitching, not a coach. After May 15th (or the date decided by the MTBA Board), players can be called out looking at a third strike regardless of the pitcher. In the Fall Season, the umpire should only call a looking third strike when a player is pitching, not a coach.
11. As states in the prior bullet, the strike zone will be from the shoulders to just below the knees and from the inside of each batter's box lines. The cadet umpires are taught this to promote swinging and keep the pace of play in mind. If the batter can hit it, they should be swinging.
12. Please adhere to "three strikes and you are out" for most if not all batters. On a rare occasion, an extended at bat will be allowed for a player and at the discretion of the umpire and coaches, but no more than one extra strike.
13. There are no walks. We want players to swing the bat and put the ball in play.