



Georgia AAU Baseball Team Entry Guidelines

This document provides coaches of teams entering Georgia AAU Tournaments with the guidelines to assist them in making sure their teams, players and coaches have met the eligibility requirements to participate. An excerpt from the AAU Baseball Handbook is attached which defines Individual and Team Eligibility. (Note: AAU is divided into districts, which in some cases are whole states, partial states or multiple states. The entire State of Georgia is a District so the terms State and District used in the Handbook are interchangeable.) The grids on the pages following the excerpt reference the paragraphs from the Handbook and indicate whether it is a Georgia requirement or a National requirement. There are also some notes to further clarify the requirement. There is also excerpts included that cover playing rules and tiebreaker procedures. It is imperative that you read and understand these to avoid problems entering a tournament or having eligibility problems after one has started.

Finally there is a roster form and coaches contact form. These must be filled out including AAU numbers and submitted to the tournament host before you are permitted to play. **There are no exceptions; your team will forfeit games until you have submitted your roster in its entirety.** Unfortunately there have been too many cases where coaches have not completed their rosters and have persuaded a tournament director to let the team start the tournament with a promise to submit the information later and failing to deliver. Credentials have three purposes: One, to make sure that players, coaches and teams are following the rules regarding eligibility to play in the tournament; two, to document that the players, coaches and teams are covered from an accident and liability standpoint; and three, credentials of all teams from State tournaments are sent to the national office for verification and to establish the eligibility of any teams attending a National Tournament. Teams that fail to follow the procedures locally, even if they are not advancing, have caused serious problems for other Georgia teams when they arrive to check in at a National Tournament site.

Georgia does NOT require patches on the uniforms.

Please give these items your attention before the tournament starts so that nothing can detract from allowing your players to play the game.

Thank You.

II. ELIGIBILITY

INDIVIDUAL ELIGIBILITY

- A. All athletes (participants), non-athletes (coaches, volunteers, bench personnel, officials, tournament directors), team members and coaches must purchase a current AAU membership card prior to the District Championship, or their first AAU competition. The cost for regular membership is \$12 for athletes and \$14 for non-athletes. The cost for AB membership is \$14 for athletes and \$16 for non-athletes. Becoming an AAU member allows each athlete to participate in any of the various AAU youth sports throughout the membership year. Purchase of the AB Card permits coverage to be extended to non-AAU sanctioned events. To purchase membership cards, please contact the Registrar of your local AAU District. Or click on "JOIN NOW" on www.aausports.org.
- B. All athletes must be amateurs as defined by the AAU Code.
- C. The age determining date for ALL age groups will be May 1.

<u>AGE GROUP</u>	<u>BORN ON OR AFTER (FOR 2008)</u>
18/19 & Under (18/19:U)	May 1, 1988
17 & Under (17:U)	May 1, 1990
16 & Under (16:U)	May 1, 1991
15 & Under (15:U)	May 1, 1992
14 & Under (14:U)	May 1, 1993
13 & Under (13:U)	May 1, 1994
12 & Under (12:U)	May 1, 1995
11 & Under (11:U)	May 1, 1996
10 & Under (10:U)	May 1, 1997
9 & Under (9:U)	May 1, 1998
8 & Under (8:U)	May 1, 1999

Districts may sanction competition in younger age groups. However, a National Championship will not be held in age groups younger than age 8:U or older than 18/19:U.

Proof of age will be required. Only the following manners are acceptable:

- 1. A photocopy of his/her birth record from the state, county or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS NOT ACCEPTED.*
 - 2. A photocopy of the delayed registration of birth (originals may be requested) if the athlete's birth was not recorded on the day of birth, issued by the same bodies.*
 - 3. Consular Service Form FS240, "Report on Birth" issued by the U.S. State Department.*
 - 4. Immigration and naturalization forms I151 and I25 and Form No. 43R3117 issued by the U.S. Department of Justice.*
 - 5. A valid Passport, Driver's License or Homeland Security Card.*
- D. An athlete may elect to participate in their District of bona fide residence or a District, which geographically adjoins that District. EXCEPTION: In team sports, a maximum of three (3) athletes may participate with a team from an adjoining District(s). The athlete must register through the Registrar of the District in which they reside.
- E. A team member on the roster of a District team that qualifies for and COMMITS to the National Championship may not be picked up by another team. Unless approved by the AAU Baseball Executive Committee.
- F. A player may participate in more than one National Championship for which that player is eligible. If a player's original team COMMITS to a National Championship then that player will not be allowed to leave their current team to play for another. Once that team is eliminated from National Championship play then that player may join a different team, as long as all eligibility requirements are met.
- G. A player CANNOT participate in a Division one (1) National Championship and then participate in a Division two (2) National Championship in the same age group. A Player MAY participate in a Division two (2) National Championship and then participate in a Division one (1) National Championship in the same age group.

II. ELIGIBILITY (continued)

- H. At the National Championships in ALL AGE GROUPS, all team members must be on the roster presented at the time of team registration. Even though a player(s) may not be physically present at time of team registration, the player(s) will still be eligible to play if the player(s) check-in with AAU Tournament Officials prior to the start of the team's first (1st) game in the second (2nd) round.
- I. If a player is found to be ineligible prior to the start of the tournament, the player will be expelled from the tournament. If a player is found to be ineligible after the tournament has begun, not only will the player be expelled, but the team will also be expelled from the tournament and MAY be subject to further sanctions. Coaches are responsible to see that their team meets all eligibility requirements.
- J. Team members do not have to physically play in the District Championship as long as they are otherwise eligible. Examples, but not limited to, include players who are out of town at the time of the District Championship or who are injured and unable to play at the time of the District Championship but who would be ready to play at the time of the National Championship.
- K. An athlete may elect to participate in his District of bona fide residence or a District, which geographically adjoins that District. EXCEPTION: In team sports, a maximum of three (3) athletes may participate with a team from an adjoining District(s). The athlete must register through the Registrar of the District of residence.
- L. An AAU District made up of complete, multiple states, such as New England AAU, may choose to hold individual State Championships to qualify teams to National Championships. The majority of players making up team rosters in these State Championships must be residents of that state. For example, in a Massachusetts State Championship, a team with 14 players must include a minimum of eight (8) from Massachusetts. The remaining six (6) players could come from any other state within New England AAU, or a maximum of three (3) could come from Districts that border New England AAU.

TEAM ELIGIBILITY

Teams must comply with the following requirements:

- A. All teams must be registered as AAU Youth Clubs with their AAU District and comply with the regulations of the AAU Code. For team/club membership information, contact the Registrar of your AAU District. Or click on "JOIN NOW" on www.aausports.org.
- B. An AAU District made of complete and/or multiple states (such as the New England District) may choose to hold individual District Championships to qualify teams for National Championships. The majority of players making up team rosters in these District Championships must be residents of that District. For Example, in a qualifier held in the state of Massachusetts, a team with 14 players must include a minimum of eight (8) from Massachusetts. The remaining six (6) player could be from any other state within the New England District, or a maximum of three (3) could come from Districts that border the New England District.
- C. Foreign teams may apply to the AAU Baseball Executive Committee for participation in National Championships.
- D. District rosters may consist of no more than twenty (20) players. A team advancing to a National Championship shall be allowed to add or replace up to five (5) players on its District roster (to a team maximum of 20). **EXCEPTION: For the age group of 17U and 18/19U the maximum roster size will be 30.**
- E. Host Teams: Notwithstanding the qualification criteria, the local organizing committee hosting a National Championship is allowed to enter a team(s) provided that the team(s) meets all AAU requirements.
- F. Any question pertaining to the eligibility of a team or individual at a National Championship shall be directed to the National Committee Representative assigned to the tournament. No member of a tournament committee shall have the authority to rule on team eligibility.
- G. Teams **MAY** compete in more than one National Championship. A team **CANNOT** play in a Division one (1) National Championship and then participate in a Division two (2) National Championship in the same age group. A team **MAY** play in a Division two (2) National Championship and then participate in a Division one (1) National Championship in the same age group.

Individual Eligibility

Paragraph	Georgia	National
A	Yes – Rule of thumb, if you are on the field of play or in the dugout you must be a member of AAU. This is an insurance requirement.	Yes – Rule of thumb, if you are on the field of play or in the dugout you must be a member of AAU. This is an insurance requirement.
B	Yes	Yes
C	Yes	Yes
D	Yes	Yes
E	Yes –Any exception takes an extreme case and one has not been approved in years. A player cannot change teams after his original team has committed to attend a National Tournament.	Yes –Any exception takes an extreme case and one has not been approved in years. A player cannot change teams after his original team has committed to attend a National Tournament.
F	Not Applicable	Yes
G	Not Applicable	Yes
H	Not Applicable	Yes
I	Yes	Yes
J	Yes	Yes
K	Yes	Yes
L	Not Applicable	Yes

Team Eligibility

Paragraph	Georgia	National
A	Yes – Individual teams do not have to be registered as a club. Organizations register as a club and the player’s register under that club without regard to the team name. For example NWBA is a club and all of the players that are registered by NWBA use the same club number.	Yes – Individual teams do not have to be registered as a club. Organizations register as a club and the player’s register under that club without regard to the team name. For example NWBA is a club and all of the players that are registered by NWBA use the same club number.
B	Yes	Yes
C	Not Applicable	Yes
D	Yes	Yes
E	Not Applicable	Yes
F	Not Applicable	Yes
G	Not Applicable	Yes

III. PLAYING RULES

AGE GROUP COMPETITION RULES

The official rules of the AAU Baseball Program shall be the "High School Baseball Rules" as published by the National Federation of State High School Associations except where modified.

The National Federation of State High School Associations; Baseball Rule Book is available online at www.nfhs.org

* The NFHS speed-up rule/courtesy runners rule will be used at all National Championships.

GENERAL PROVISIONS

To be eligible to participate in a National Championship a player in the 8u – 14u age group must wear an AAU Baseball Patch in ALL National Championship games. In the 15u – 18/19u age groups a player must wear the patch in Opening Ceremonies, first (1st) game of pool play and in the National Championship game. The AAU Baseball Patch must be affixed to the left sleeve of the uniform jersey or over the left chest of a sleeveless uniform jersey worn by both players and coaches alike during National competition. If these requirements are not met that particular player(s) will not be eligible to participate.

NOTE: Individual Districts may have additional rules in regards to the "AAU Baseball Patch."

1. PITCHING

- a. In the 9:U, 10:U, 11:U and 12:U age groups, a player may pitch in a cumulative maximum of six (6) innings in consecutive calendar days after which that player must not pitch the next calendar day.

Example # 1: Day 1 (2 innings), Day 2 (2 innings), Day 3 (1 inning), Day 4 (1 inning), Day 5 (must not pitch).

Example # 2: Day 1 (3 innings), Day 2 (does not pitch), Day 3 (3 innings), Day 4 (3 innings), Day 5 (must not pitch).

- b. In the 13:U, 14:U, 15:U and 16:U age groups, a player may pitch in a cumulative maximum of ten (10) innings in consecutive calendar days after which that player may not pitch the next calendar day.

Example: Day 1 (4 innings), Day 2 (4 innings), Day 3 (does not pitch), Day 4 (eligible to pitch).

- c. An "inning pitched" constitutes a pitcher being officially entered into the pitching position. The pitcher will then be charged with pitching that inning even if that pitcher does not throw a pitch.
- d. Upon reaching the applicable individual pitching limit, the pitcher is immediately removed as pitcher.

EXCEPTION: When a game is suspended in mid-inning and continued on a future day, the pitcher of record is charged with an inning pitched just prior to suspension and also charged with an inning pitched immediately upon resumption of the game.

PENALTY: Upon discovery that the individual pitching limit has been exceeded, the pitcher is immediately removed and both the pitcher and head coach are ejected.

2. **BALKS** - In the 8:U, 9:U (60') CLOSED BASES and 10:U (60') CLOSED BASES age groups, balks WILL NOT be called.

3. **HEAD FIRST SLIDE** - Headfirst slides will be ALLOWED in ALL AGE GROUPS.

4. **BAT SIZE** - The 8:U, 9:U, 10:U (60'), 10U (65') 11:U (70'), 12:U (70'), 13:U (80'), 13U (90'), and 14:U (90') age groups shall not be limited by the High School Baseball Rules published by the National Federation of State High Schools (NFHS) regarding bat specifications.

5. **COACHES ATTIRE** - Coaches do not need to be in full uniform, but should be in **appropriate matching athletic attire, consistent with the team uniform.** (Such as collared shirts and coaches shorts, with athletic shoes.)

6. **10-RUN RULE / 15-RUN RULE (MANDATORY)** - In the 9:U, 10:U, 11U and 12:U age groups, the 10-run rule shall apply after four (4) innings (3 1/2 innings if the home team is ahead.) In all age groups 13:U and older, the 10-run rule shall apply after five (5) innings (4 1/2 innings if the home team is ahead). In all age groups, the 15-rule shall apply after three (3) innings (2 1/2 innings if the home team is ahead). The 10-run rule and 15-run rule shall apply in ALL National Championship games in ALL ROUNDS of play.

III. PLAYING RULES (continued)

7. **INJURIES INVOLVING BLOOD** - A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The reentry rule would NOT apply to players in case of a bleeding injury. If there is an excessive amount of blood on the uniform, it must be changed before that individual may participate.
8. **EJECTION (manager, coach or players)** - In all age groups, the first occurrence results in suspension for the rest of the game (removal from game site) in which ejection occurs and the next scheduled game.

The second occurrence during the same tournament results in suspension for the remainder of the tournament as well as possible further sanctions subject to the review of the District AAU tournament official for District and Regional competitions or the National AAU Tournament Official for National Championships.

If all coaches listed on the team's tournament roster are ejected during a game; then the team must forfeit upon the removal of the last coach.

9. **WITHDRAWAL OF TOURNAMENT ENTRY** - Deadline for withdrawal of a tournament entry will be the tournament entry deadline. If a team does not give notification of withdrawal prior to the deadline date, but the team does withdraw from the tournament, the head coach and/or entire team may be subject to sanctions, with due process.
10. **FORFEIT** - The National High School Federation rule shall apply and AAU tournament officials shall administer the rule so that any team which causes a forfeit will NOT benefit and may NOT advance to Championship pool or bracket play unless the tournament committee determines there were extenuating circumstances causing the forfeit. Teams that receive a forfeit shall be credited with a win, but runs scored and runs allowed will be based only on actual games played.
- Teams or coaches who fail to compete in ALL scheduled games are subject to sanctions, which may include suspension from current and future national championship play.
 - Coaches may NOT mutually agree to end a contest without first receiving the approval of the respective AAU Baseball tournament committee representative.
 - **If all coaches listed on the team's tournament roster are ejected during a game; then the team must forfeit upon the removal of the last coach.**
11. **COMPLETE GAME** - The 9:U, 10:U, 11:U and 12:U D1 and D2 age groups shall consider a game complete after four (4) innings (3 1/2 innings if home team is ahead). The 13:U, 14:U, 15:U, 16:U, 17:U, 18/19:U, D1 and D2 age groups shall consider a game complete after five (5) innings (4 1/2 innings if home team is ahead,) which is current with NFHS rules.
12. **CALLED GAME** - For all age groups, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with AAU tournament officials. AAU tournament officials will attempt to play all games to completion unless it becomes imperative to change the tournament format.
13. **LAST HALF INNING** - The bottom half of the last inning will **NOT** be completed solely for tie-breaker purposes once the home team has more runs than the visiting team in that inning.
14. **PROTESTS** - Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch. A fee of \$100.00 cash (refunded if protest is upheld) must accompany the protest. All decisions of the protest committee shall be final.

Only decisions involving the misinterpretation or misapplication of a rule may be protested. No protest shall be allowed in matters involving solely the official's judgment.

15. **BAT PERSONS** – Bat persons must be between the ages of 8 and 19 and registered as AAU non-athletes.

III. PLAYING RULES (continued)

16. DH and EP (Extra Player) - This is available at all ages and is optional for all games in all age groups.

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

At the beginning of a game, either the EP and and/or the DH may be elected.

- A. The Designated Hitter (DH) provision as covered in the rulebook published by the National Federation of State High School Associations (NFHS) applies. The Extra Player (EP) is listed in the batting order and may assume any of the nine defensive positions (including pitcher) without being counted as a substitution.

Under all of the following options, there are never more than the standard nine defensive positions.

1. Use neither DH nor EP, giving nine (9) players in the batting order and the same nine (9) players on defense.
 2. Use only the DH, not the EP, giving nine (9) players in the batting order, one of which is replaced by another line up player on defense.
 3. Use only the EP, not the DH, giving ten (10) players in the batting order of which nine play on defense.
 4. Use both the DH and EP, giving ten players in the batting order, but one of the nine (9) defensive players is replaced by the DH in that batting order. However, the DH can be removed during the game according to NFHS rules.
- B. The same number of players that are listed in the batting order to begin the game will continue throughout the game. If the game is started using an EP, the game must be finished using an EP.
- C. Players, not listed in the starting line-up, may serve as substitutes in the normal manner as covered in the rulebook published by the National Federation of State High School Associations (NFHS).
- D. In case of injury, the NFHS rule book applies except that if an EP is being used and injury prevents that slot in the batting order from being filled, an automatic "out" applies in that slot.

17. AAU Baseball Rain Policy (PREFERRED) - If rain occurs where the first game of the day will be affected, but games are able to start later in the day, those early games are usually moved to end of that day's schedule.

If rain occurs during a game:

- **The game will be suspended and picked up from that point if games are resumed (picked-up or started) later in that day.**
- **The game will become complete if the game has reached official status if games are unable to continue that day. (See ARTICLE 3 Below)**

For all divisions, the umpire may suspend a game, but not declare the game complete, in order to hold discussions with AAU tournament officials. AAU tournament officials will attempt to play all games to completion unless it becomes imperative to change the tournament format.

ARTICLE 3: If weather interferes with play so that the umpire suspends the game; it is a regulation game: if four (ages 12:U and below) or five (ages 13:U and above) full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns at bat.

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

18. TIME LIMIT (National Championships only, may be used at the District Chairman's discretion) - At National Championships, for ages 12:U and below, the time limit shall be 2 hours and 15 minutes. At ages 13:U and above, the time limit shall be 2 hours and 30 minutes. The time limit will not apply in any medal games in National Championship play (i.e. Championship Final 8 and Classic Finals.) No new inning shall begin after the time limit has been reached unless the score is tied. There will be NO ties in National Championship play.

AGE SPECIFIC PROVISIONS

8:U (60') AGE GROUP COACH PITCH RULES

- Base length will be 60 feet and pitching distance will be 40 feet.
- Pitcher's circle will be an 8 foot radius from the pitcher's plate.
- Pitching distance will be no less than 32 feet, and no more than 48 feet, or inside of the pitcher's circle.
- Preferred fence distance is 140-200 feet.
- Games will be five (5) innings in length.
- NO metal cleats are allowed.
- Runner may leave the base as soon as the ball crosses the plate. All runners shall be in contact with their bases and shall not leave their bases until the batter has hit the pitch. If a runner leaves the base before the ball is hit, the umpire shall signal to indicate the violation at the time it occurs. Once the play is dead, the runner leaving early **SHALL BE REMOVED FROM THE PLAYING FIELD WITH NO OUT OCCURRING**. If the runner would score, the run would not count.
- Player/pitcher must have one foot inside pitcher's circle when a batter makes contact. **PENALTY-BATTER WILL BE AWARDED FIRST BASE**.
- Each player gets 5 pitches or 3 swings unless the last pitch/swing is fouled off. There will be no walk or free bases. All coaches must pitch overhand. Once the ball is batted the coach must move to the nearest sideline until all play is dead. The umpires will rule upon any delay, interference, or obstruction by a coach.
- Each team may score a MAXIMUM OF 5 RUNS IN THE FIRST INNING. In the 2nd, 3rd and 4th innings the leading team may score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always even up the score, and score 5 additional runs, in the 2nd, 3rd and 4th innings only. In the 5th inning or any additional innings played, there are no scoring restrictions.
- The coach pitcher is limited to instructing the batter only. The coach pitcher may not instruct the base runners. The ball is dead until batted. No runner may advance until the batter hits the ball.
- You must have 10 players. Substitutions may occur at the coach's discretion. You must have at least eight (8) players start a game or game will be ruled a forfeit.
- Batting lineup must include 10 batters. If the lineup goes below 10 batters then an automatic out will recorded in the unfilled spot. **(EXAMPLE: TEAMS WITH 8 PLAYERS BATTING, THE 9 OR 10 BATTER WOULD BE CALLED OUT DURING HIS TIME AT BAT.)** Teams finishing with less than 10 players must still provide a catcher in the catcher position.
- The entire line up will bat. Players may be removed from defensive lineup during the game.
- All players will bat in a set batting order. Should a player bat out of turn, he will be called out. It is the responsibility of each team's scorekeeper to keep the batting order correct. Scorekeepers should also verify at each inning that the scorebooks agree.
- Bunting is permitted, NFHS rules apply. On bunts only, the coach/pitcher must take a knee in the pitcher circle. No fake bunts, player showing bunt may not fake bunt and swing in an effort to hit the ball. When the batter shows bunt the player/pitcher may leave the circle before contact. **PENALTY IS THE BATTER IS OUT, AND THE BALL IS DEAD.**
- If a batted ball hits the coach/pitcher before the fielder has the opportunity to field the ball, the ball will become dead. **The batter will re-bat with that pitch not being counted.**
- Any player who arrives late may enter the game immediately, but must be added as the last name of the batting order.
- Only 6 infielders may be used. Four (4) outfielders will be used and may NOT cover 2nd base for a put out.
- The catcher must wear all the proper equipment. The catcher position must be no more than six (6) feet from home plate at the start of the pitch.
- A safety line will be drawn 30 feet from home plate. No player may be inside of the safety line on contact of a batted ball. **PENALTY - BATTER WILL BE AWARDED FIRST BASE.**
- There is no infield fly rule.
- Offensively, only base coaches and the coach pitcher will take positions on the playing field during a game. The base coaches may instruct the base runners, not the coach pitcher. Base coaches are not allowed to touch a player in **any way** while the ball is in play except in case of obvious injury.
- Defensively, a coach may be positioned on each foul line in the outfield coaching box. An outfield coaching box must be marked half way from the outfield fence and third base. The outfield coach is confined to coaching the outfielders only.
- A coach in violation of the coaching box rule will be confined to the dugout. At no time may the coach step onto the playing field except in case of obvious injury.
- NFHS speed up rules will be used for the catcher only.
- Each team may receive one defense time out and offense time out per inning.

8:U (60') AGE GROUP PLAYER PITCH RULES

- Base length will be 60 feet and pitching distance will be 46 feet.
- Preferred fence distance is 140-200 feet.
- Games will be five (5) innings in length.
- NO metal cleats are allowed.
- Runner may leave the base as soon as the ball crosses the plate. NFHS speed up rules will be used for the catcher and pitcher.
- A pitcher may pitch in a cumulative maximum of three (3) innings in consecutive calendar days after which that player must not pitch the next calendar day. An inning pitched constitutes throwing one pitch to one batter or being officially entered into the pitching position. **PENALTY: THE INELIGIBLE PITCHER AND HEAD COACH ARE EJECTED**
- Each team may score a **MAXIMUM OF 5 RUNS THE FIRST INNING**. In the 2nd, 3rd and 4th innings the leading team may score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always even up the score, and score 5 additional runs, in the 2nd, 3rd and 4th innings only. In the 5th inning or any additional innings played, there are no scoring restrictions.
- You must have 10 players. Substitutions may occur at the coach's discretion. You must have at least eight (8) players to start a game or game will be ruled a forfeit.
- Batting lineup must include 10 batters. If the lineup goes below 10 batters then an automatic out will be recorded in the unfilled spot. **(EXAMPLE: TEAMS WITH 8 PLAYERS BATTING, THE 9 OR 10 BATTER WOULD BE CALLED OUT DURING HIS TIME AT BAT.)**
- The entire line up will bat. Players may be removed from defensive lineup during the game. **(EXAMPLE: ALL UNIFORMED PLAYERS IN THE DUGOUT MUST BAT. IF 15 PLAYERS ARE ON THE ROSTER AND PRESENT, ALL 15 MUST BAT, ETC.)**
- All players will bat in a set batting order. Should a player bat out of turn, he will be called out. It is the responsibility of each team's scorekeeper to keep the batting order correct. Scorekeepers should also verify at each inning that the scorebooks agree.
- Bunting: NFHS rules apply. No fake bunts. **PENALTY - THE BATTER IS OUT, AND THE BALL IS DEAD.**
- Any player who arrives late may enter the game immediately, but must be added as the last name of the batting order.
- Six (6) infielders may be used. Four (4) outfielders will be used and outfielders may NOT cover 2nd base for a put out.
- The catcher must be positioned no more than six (6) feet from home plate at the start of the pitch.
- A safety line will be 30 feet from home plate. No player may be inside of the safety line on contact of a batted ball. **PENALTY - BATTER WILL BE AWARDED FIRST BASE**
- A runner can steal second and third base but cannot steal home at anytime. A runner can only advance home from third base on a batted ball or if forced.
- There is no infield fly rule.
- Defensively, a coach may be positioned on each foul line in the outfield. The outfield coach must be half way from the outfield fence and the grass of the infield. A coach will be confined to the dug out in violation of this rule.
- Time outs per team. Each team may receive one defense time out and offense time out per inning.

9:U (60') AGE GROUP (CLOSED BASE)

- Base length will be 60 feet.
- Pitching distance will be 46 feet.
- Lead-offs will NOT be allowed.
- Preferred fence distance is 175-200 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.
- A runner may leave the base after the ball crosses the plate. Upon leaving the base early, an immediate dead ball will be called and the runner is out.
- On a dropped 3rd strike, the batter is out and base runners advance at their own risk.

10:U (60') AGE GROUP (CLOSED BASE)

- Base length will be 60 feet.
- Pitching distance will be 46 feet.
- Lead-offs will NOT be allowed.
- Preferred fence distance is 175-200 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.
- A runner may leave the base after the ball crosses the plate. Upon leaving the base early, an immediate dead ball will be called and the runner is out.
- On a dropped 3rd strike, the batter is out and base runners advance at their own risk.

9:U (65') AGE GROUP (OPEN BASE)

- Base length will be 65 feet.
- Pitching distance will be 46 feet.
- Lead-offs WILL be allowed.
- Preferred fence distance is 175-200 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.

10:U (65') AGE GROUP (OPEN BASE)

- Base length will be 65 feet.
- Pitching distance will be 46 feet.
- Lead-offs WILL be allowed.
- Preferred fence distance is 175-200 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.

11:U (70') AGE GROUP

- Base length shall be 70 feet.
- Pitching distance shall be 50 feet.
- The preferred fence distance is 250 -275 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.

12:U (70') AGE GROUP

- Base length shall be 70 feet.
- Pitching distance shall be 50 feet.
- The preferred fence distance is 250 -275 feet.
- Games will be six (6) innings in length.
- NO metal cleats are allowed.

13:U (80') AGE GROUP

- Base length will be 80 feet.
- Pitching distance will be 54 feet.
- The preferred fence distance is 275 - 325 feet.
- Games will be seven (7) innings in length.

13:U (90') AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 275 - 325 feet.
- Games will be seven (7) innings in length.

14:U (90') AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 275 - 325 feet.
- Games will be seven (7) innings in length.

15:U AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 300 - 350 feet.
- Games will be seven (7) innings in length.

16:U AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 300 - 350 feet.
- Games will be seven (7) innings in length.

17:U AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 350-400 feet.
- Games will be seven (7) innings in length.

18/19:U AGE GROUP

- Base length will be 90 feet.
- Pitching distance will be 60 feet 6 inches.
- The preferred fence distance is 350-400 feet.
- Games will be seven (7) innings in length.

IV. NATIONAL CHAMPIONSHIP (continued)

DETERMINING POOL PLAY ORDER OF FINISH AND PLACEMENT

The following procedure is to be used, at the conclusion of each round of pool play, when there is more than one team in the pool with the same win-loss record. Ties in each round of pool play are decided independently using this procedure:

A. When two (2) teams tie for a position:

1. The team, which defeated the other, is ranked higher. (HEAD TO HEAD)

B. When three (3) teams tie for a position:

1. If one of the three teams is 2-0 in games against the other 2 teams, that team is ranked higher.

If all three teams are 1-1 against each other: (see below)

- (a) The tied teams are ranked based on the least number of runs allowed in pool games between the tied teams. If two of the teams are still tied on this basis, use situation (A.1) to rank those two teams. If all three teams are still tied, proceed to (b).
- (b) The tied teams are ranked based on the least number of runs allowed in all pool games. If two of the teams are still tied on this basis, use situation (A.1) to rank those two teams. If all three teams are still tied, proceed to (c).
- (c) The tied teams are ranked based on the most runs scored in pool games between the tied teams. If two of the teams are still tied on this basis, use situation (A.1) to rank those two teams. If all three teams are still tied, proceed to (d).
- (d) The tied teams are ranked based on the most runs scored in all pool games. If two of the teams are still tied on this basis, use situation (A.1) to rank those two teams. If all three teams are still tied, proceed to (e).
- (e) The tied teams are based on a random draw.

EXAMPLE:

Team A	2 wins	1 loss
Team B	2 wins	1 loss
Team C	2 wins	1 loss
Team D	0 wins	3 losses

To break the tie to determine the pool winner, first look at the games played.

Team A results:

A vs. B	A - 2	B - 5
A vs. C	A - 11	C - 10
A vs. D	A - 7	D - 5

Team B results:

B vs. A	B - 5	A - 2
B vs. C	B - 4	C - 13
B vs. D	B - 6	D - 1

Team C results:

C vs. A	C - 10	A - 11
C vs. B	C - 13	B - 4
C vs. D	C - 8	D - 3

Since teams A, B and C are tied for first place with two wins and one loss each, and are 1-1 against each other and have allowed the same number of runs in games against each other, item B from above is used and least number of runs allowed in all pool games (including games with Team D) are considered. Total runs in the appropriate games are:

Least Runs
(Excluding Team D)
Least Runs
(Including Team D)

Team A	15	20
Team B	15	16
Team C	15	18

The order of finish is Team B, Team C, Team A, and Team D.

OFFICIAL AAU BASEBALL ROSTER

TEAM NAME: _____ AAU Club Number: _____ Age: _____ Division: I II III

	Player Name	#	AAU #	DOB	Address	City	State	Zip
1.)								
2.)								
3.)								
4.)								
5.)								
6.)								
7.)								
8.)								
9.)								
10.)								
11.)								
12.)								
13.)								
14.)								
15.)								
16.)								
17.)								
18.)								
19.)								
20.)								

	Name	AAU #	Name	AAU #
HEAD COACH			SCOREKEEPER	
COACH #2			BAT PERSON #1	
COACH #3			BAT PERSON #2	

Coach's Contact Information

Team: _____ Age: _____

Head Coach/Manager Information

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone (H): _____ Phone (W): _____

Phone (C): _____

Email: _____

Assistant Coach Information

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone (H): _____ Phone (W): _____

Phone (C): _____

Email: _____

Verification Statement

I, the undersigned, understand that according to AAU Baseball requirements, coaches are responsible to see that their team meets all eligibility requirements and I verify that this team meets those requirements.

Printed Name: _____

Signature: _____