

**Riverside-Bradford Baseball League
Triple A Division
Rules**

- 1. The pitching distance is forty-six feet at this level. Pitchers must be in contact with the rubber when they release the ball. Umpires will call an illegal pitch and a ball.**
- 2. At the umpire's discretion, a pitcher may hit only two batters in an inning and three in a game. Velocity, control and intent will be factors.**
- 3. A team may play the game with eight players, but the other team will play nine in the field. No player can sit on the bench longer than two innings.**
- 4. The batting order is continuous and the on-deck batter at the end of a game will bat first in the next game. A team must have the same order throughout the season, changing only once during the regular season and once more during the playoffs. The commissioner must be notified in any case.**
- 5. The umpire will issue one warning per team about throwing the bat. A second offense will result in an out.**
- 6. A batter will not square to bunt, straighten up and swing away. This is considered slash bunting and, due to safety concerns for the fielders, is not allowed.**
- 7. Runners must slide to avoid a tag or will be called out. A runner may not hit a defensive player in an attempt to dislodge the ball. Runners may not slide headfirst going forward into a base, but may dive returning to a base.**
- 8. Catchers and fielders cannot block a base. The runner must have access to the base. Fielder's interference will be called at the umpire's discretion.**
- 9. Runners can advance on all passed balls and overthrows when the ball stays in the field. Runners cannot advance when the pitcher has the ball on the mound OR if the catcher has the ball and the runner has retreated to the last occupied base, allowing a throw to the pitcher. The umpire will decide if the runner has retreated. The mound is defined as the circle, of 10-foot diameter, surrounding the pitching rubber. The umpire will use his best discretion.**
- 10. ~~Each team can successfully steal home once per inning.~~ A team can only advance home twice per inning when the ball is NOT hit into play or as a result of a bases loaded walk or HBP.**
- 11. The infield fly rule will be enforced.**
- 12. A maximum of five runs per inning is allowed. In the sixth inning, the team behind by more than five runs can score enough runs to tie the game but not go ahead. In the event runners score more than five runs due to a hit, the play will run its course but only five runs will be counted.**

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13. When a game is cancelled, the head coaches have two weeks to play the game during the home team's practice time. The home team's coach will initiate this process and contact the umpire-in-chief of the makeup date and time. If agreement cannot be reached, the commissioner and umpire-in-chief will be consulted. If the game cannot be made up, both teams take a loss. If it can be shown that one coach would not cooperate, that team will take a loss and the other team a win.

14. Umpires make final determination on ALL RULES. Little League rules prevail on any situation not covered above.