



Community Youth Baseball AAA Baseball League – Supplementary Rules

Revised & Approved: January 2026

AAA league play shall be governed by PONY League Baseball playing rules unless otherwise stated in these supplementary rules. The intent of Community Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

**MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY
RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER
REFERENCED DOCUMENTS OR RULES.**

I. LEAGUE ORGANIZATION

The American Sport Effectiveness Program (ASEP) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will fund ASEP and will advise all managers of their certification upon the successful completion of the course. New managers are required to complete the certification within one year of entering the baseball program. ASEP managers will be given first priority in team assignments.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

The AAA League consists of players who are in 7th grade and 8th grades at the time of registration. Any exception to this rule will be dealt with on a case-by-case basis by the League President and Vice-President.

II. TEAM ORGANIZATION

The number of players on each team will be determined by the League President and League Vice President based upon the number of players registered in the AAA League.

III. LEAGUE ORGANIZATION

The League may consist of teams from the Wheaton Park District Youth Baseball program, Winfield In Action, Warrenville Athletic Association, Lombard Baseball and other communities that may participate from time to time.

IV. ASSIGNMENT OF PLAYERS

- A. All players will be selected by their own community through a draft process. All teams will have their draft order determined by random drawing. A rostered player may not be on any type of Full-time or Part-time “Travel Baseball Team.”
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and are subject to a re-evaluation, if any, and as determined by each community’s own evaluation process. Please refer to Evaluations Section V below.
- C. Players may be assigned to a lower/higher League on an individual basis to be approved by each community’s President of AAA Baseball, League President and Administrator. Please refer to each communities Policies and Procedures for additional information regarding this topic. Official rosters including uniform numbers must be turned into the League Officers one (1) week before the start of the season.

V. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations. All other communities may use their own evaluation process for players participating in their program.

VI. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow AAA League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the AAA League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the AAA League President and League Vice President are required to decide on the case. Each community independently shall determine whether a registration refund should be granted.

VII. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the AAA League Vice President to decide whether such loss should be filled from the player waiting list if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary, the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs.
- A call up player **MUST** be clearly identified in the line-up card(s) exchanged **PRIOR** to the start of the game.
- A call up player may be used by the same team only three (3) times per season. Season shall be defined as all scheduled AAA League games including playoffs & tournaments.
- A call up player **MUST** sit an inning prior to any rostered player should there be 10 or more total players present for a game. For example, if 10 total players are present, the call up player **MUST** sit the first inning of the game. This does not apply to where there are only a total of 9 or less players present.
- A call up player may **NOT** play more innings than a rostered player.
- A call up player shall **NOT** pitch in the game.
- The call up player **MUST** bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the

batting order. In the event of a late arriving rostered player, the late arriving rostered player shall be inserted last in the line-up.

- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of Full-time or Part-time “Travel Baseball Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player **MUST** play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than two (2) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team **MUST** have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.
- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are allowed in AAA league games.

D. Baseball Bats Rules:

- 2 3/4” bats are not permitted.
- 2 5/8” diameter bats “stamped” USA Baseball of any drop weight are permitted.
- Non USA Baseball bats 2 5/8 diameter bats of a drop -5 weight or below are permitted.
- 2 1/4” diameter bats of any drop weight are permitted.
- All wooden bats are permitted.
- All other bats not meeting the above descriptions are prohibited.

IX. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers shall select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game. If a substitute is chosen to start the game, and an official umpire arrives late, the official umpire shall take charge immediately.

MANAGERS ARE RESPONSIBLE FOR CHECKING GAME SCHEDULES FOR FIELD AND STARTING TIME.

Games are to start on time.

- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.
- D. **HOME TEAM RESPONSIBILITIES:** The home team is designated on the

schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play.

- E. GAME DURATION: The game duration in all League games will be seven

(7) innings. The umpire shall be the sole judge of whether a game will be terminated before the end of the seventh inning. The umpire will determine when darkness, weather, field conditions, spectator action or any other factor may endanger players or otherwise prevent the continuation of play.

- F. TIME LIMIT: For all games for the entire season, the time limit for starting a new inning is 2 hours and 15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 7 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played, or due to the time limit.

- G. COMPLETE GAME: If a game ends for any reason prior to completion of the 7th inning, it is official if five (5) or more innings have been played, or the home team has scored more runs in four (4), and before it completes the fifth inning, than the visiting team has scored in five (5) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 6th or 7th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 6th or 7th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings.

- H. SUSPENDED GAME: A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster

addition rules described in Section VII. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.

- I. TWELVE RUN RULE: If the visiting team is ahead by twelve (12) or more runs after five or more complete innings have been played, or the home team is ahead by twelve (12) or more runs at any point after 4 ½ innings have been played, the game shall be terminated and the leading team declared the winner.
- J. PLAYING TIME: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). Example: If twelve

(12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.

- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- **Pitching Exception to Playing Time Rule: See Section X, Subparagraph B below.**

- K. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to ensure the safety of all players and officials.
- L. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- M. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- N. ALL PROTESTS shall be handled in accordance with ~~Please refer to the~~

X. PITCHING RULES

- A. Managers are responsible for monitoring their team's compliance with the pitching rules. The purpose of the rules to limit the amount of innings that any player may pitch in a game, day or week is twofold. First, and most important, is to prevent injury to the players from over-use. Second, these rules prevent the domination of the league by a single, advanced player and encourage participation and the team concept.

FAILURE TO ADHERE TO THE PITCHING RULES, HOWEVER UNINTENTIONAL, WILL RESULT IN FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURRED AND MAY, IF REPEATED, LEAD TO THE DISMISSAL OF THE MANAGER FROM THE PROGRAM.

- B. AAA League pitchers may not pitch in more than ten (10) innings per calendar week. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers. **The innings per week rule is waived for Championship Day and All-Star Day.**

1. A calendar week begins at 12:01 a.m. Monday and ends at 11:59 p.m., Sunday.
2. AAA League pitchers may not pitch in more than five (5) innings in one calendar day. When pitching in two (2) games in one (1) day a pitcher may pitch any combination of up to five (5) innings in those games. A pitcher who pitches four (4) or more innings in one (1) calendar day must have one (1) calendar day's rest before pitching again.
 - In the event that a AAA League team fields 13 or more players for any game, the starting pitcher will be allowed to pitch a full five innings and sit the final two innings (consecutively) of a 7 inning game. This is an EXCEPTION to the Playing Time Rule under Section IX Subparagraph J above. The consecutive innings rule will be waived under this scenario.

3. Any pitch thrown to a batter in any inning shall be counted as an inning pitched by that pitcher.
 4. A pitchers' innings pitched in any game must be consecutive. A player may not leave and re-enter the pitcher's position in the same inning or game.
 5. Only regular roster players may pitch. Under no circumstances may a player be brought up on a temporary basis to pitch in either league.
 6. In the event of the continuation of a suspended game, a player removed from the pitcher's position prior to the suspension of the game may not re-enter the pitcher's position. The rule limiting a pitcher to no more than five (5) innings pitched in a day applies to suspended games in the same manner as to regularly scheduled games.
 7. In the event a game is stopped for any reason the pitchers shall be charged with the innings pitched.
 8. A pitcher who hits three batters in the same game must be removed from pitching.
- C. Balks shall be called in all AAA League games. **No warnings will be given.** Balks shall be called as defined in the Official Baseball Rules with the following addition:
- A balk will be called if, with a runner or runners on base, the pitcher while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.
- D. If the league uses an on-line database such as (QuickScores) the manager or designee must enter names of pitchers and number of innings pitched along with final score of game. Also, names of any Call Up Players must be entered.
- E.

XI. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and last name, and a uniform number if available. Call up players **MUST** be clearly identified on the lineup card.
- C. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game, then the injured batter will be removed from the line-up and all batters will remain in their respective places in the batting order.
- D. If a player must leave a game because of injury or personal reasons before it is completed, that position in the battering order will be skipped for the balance of the game with no outs being recorded.
- E. The continuous batting order in all leagues shall consist of all players present at the beginning of the game. Call-up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- F. A half-inning will be complete when three outs are made.
- G. BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be **NO** warning for such an offense.

XII. DEFENSE AND BASE RUNNING

- A. The infield fly rule and dropped third strike rule are in effect.
- B. Leading off is **permitted** in league play.
- C. Base stealing of **all bases** is allowed in the AAA League.
- D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XIII)
- E. Safety on the base paths:
- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
 - In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalty may also be assessed by the Board of Control.
 - In the above situation the ball is dead, and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.
- F. Overthrows out of the playing field shall be handled as follows:
- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
 - All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
 - Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base.

XIII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIV. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held with the Winner of the Winner's Bracket playing the Winner of the Loser's Bracket for the Championship. No second Championship game will be played. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all AAA League level **shall** be at least seven (7) complete innings unless ended by the twelve-run rule.

If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games. Divisional championships and tournament seeds will be determined by the won and loss records of the teams. In the event of a tie for a Divisional Championship the winner will be determined by:

1. Head to head competition (best record in games between the tied teams).
2. The teams' record within their division.
3. Runs scored in head-to-head competition.
4. Coin toss.

XV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XVI. FIELD DIMENSIONS

AAA League:

- Bases.....80'
- Pitching.....54'

Any pre-game agreements made by managers regarding any rule changes **NOT** specifically authorized by the League Vice President shall be of no force or effect. No other WPDYB official or other community Program Representatives shall have the authority to authorize any changes other than the League VP.