

AA Rules & Guidelines 2026

Administrative Procedures

Summer Draft Procedures

The aim of the draft is to create competitive teams. After the draft concludes, managers can trade players. If it's found that the draft and trades have unfairly advantaged or disadvantaged any teams, the coordinator may enforce player transfers. Players who refuse to play for the team to which they were drafted will be considered as having left the league.

Administrative Procedures After Summer Draft

Assignment of New Players After Summer Draft

New players will be evaluated by the coordinator over at least three games as replacement players. The coordinator will then recommend player assignments via email to managers. Managers have 48 hours to respond, with non-responses considered as agreement. If there are disagreements among managers, further discussions may be needed.

New Players and the Playoffs

New players must participate in at least three consecutive games as replacement players and be assigned to a team before the playoffs. Players won't be added to team rosters after August 1st but can join the replacement pool as "New/Unassigned" and have priority in being selected from the substitute pool for the rest of the summer season, including the playoffs.

Rotating Players

All roster players present at the pregame draw should be included in the batting order and play approximately equal innings in the field. No player should sit out a second inning until all others have sat out at least one inning, excluding the pitcher. Managers may sit players for more than one inning if requested by the player due to health, fatigue, or minor injury, but must notify the home plate umpire and opposing manager. All players will take their turns in the batting lineup.

No Pitcher for Summer Game or Playoff Game

If a team knows in advance that they won't have a pitcher for a summer or playoff game, the manager should inform the coordinator as soon as possible. The coordinator will collaborate with the manager and other managers to find replacement pitchers from a pool of available pitchers.

Replacement Players and Pregame Draw

Prior to each game, teams can replace absent or injured players by drawing from a replacement pool with first and second priority players (as described below). If the total number of replacements needed to complete the replacement pool exceeds the number of players having

first and second priorities, players having third priority (as described below) will be selected randomly by the coordinator and added to the replacement pool. Players must sign into the replacement pool no later than 15 minutes before the game starts to be eligible as replacements.

Teams with fewer than eleven players will draw from the replacement pool until they have eleven players. Replacement players must bat at the bottom of the batting order after all rostered players. Players not drawn will not play as replacements unless they are needed for injured players.

Replacement Pool Priorities

1. **First Priority:** Players waiting to be assigned to a team have the first priority for the first game of the day.
2. **Second Priority:** On days when a team is not scheduled to play, its rostered players and members of the Field Prep Crew have second priority.
3. **Third Priority:** All other players have the third priority.

Players with first and second priorities who are not drawn can carry over their priority to subsequent games of the day but must sign up again for the games they wish to play. Priority can only be used once per game day.

Pregame Draw Process

The Division Coordinator (or their representative) will form the replacement pool from the sign-up list to provide each team with 11 players, as reported by managers, no later than 10 minutes before the game starts. The team with the best record draws last. If records are identical, the visiting team draws first. Teams alternate drawing replacements by name until both have eleven players.

Players who haven't signed up for a draw cannot play as replacements unless needed for injured players. If both managers agree, a random draw can select a replacement for an injured player. See INJURED PLAYER below.

Exception to Pregame Draw – Pitchers

If a team knows during the pregame draw that it won't have a pitcher, that team will use the first draw to select a pitcher, regardless of its won/lost record. All pitchers will be picked from the approved pitcher's pool and must pitch at least 4 innings.

Runs Awarded After Pregame Draw

Teams will concede one run for each replacement player drawn. Net runs will be added before the game starts and will not be changed by late-arriving rostered players. If a player leaves a game for reasons other than injury and a replacement is drawn, the team will concede an additional run. No run will be awarded if a player leaves due to injury and a replacement is provided.

If there are not enough replacement players signed up for the pre-game draw to get each team to a total of 11 players, the following rules will be followed:

1. **Both teams have less than 11 players:** Each team at bat will provide a catcher for the fielding team. No runs will be awarded for this situation.
2. **One team has less players than the other team:** The team with the most players will provide a catcher when the team with less players is in the field. The team with less players will not concede a run to the team providing the catcher.

Deadlines for Pregame Draw

Players interested in the pregame draw must sign up no later than 15 minutes before the game start time. The draw will be held precisely 10 minutes before the game start time.

Late Arriving Rostered Player

- If a rostered player arrives after the pregame draw has started but before a replacement player has been drawn, the rostered player is eligible to play.
- If the rostered player arrives after a replacement player has been drawn, the replacement player may choose to withdraw in favor of the late arriving rostered player, but is not required to do so.
- Should the replacement player decide not to withdraw, the rostered player may participate at the team manager's discretion.
- If the rostered player arrives after the game has commenced and the manager agrees to allow him/her to play:
 1. The rostered player must bat last in the batting order.
 2. The rostered player must alternate innings in the field with the replacement player.

Injured Player

If a player exits a game due to injury, a replacement player may be chosen by mutual agreement of the opposing managers.

If there are multiple replacement players available, a random draw can be used to select the replacement.

The replacement player will assume the injured player's position in the batting order.

Forfeits

A team must forfeit the game if fewer than six rostered players are present at the time of the pregame draw.

If both teams have fewer than six rostered players at the time of the pregame draw, a double forfeit is declared.

Post-Game Equipment Pickup

The team that is in the field at the end of the final game of the day is responsible for bringing in the outfield cones. The home team is responsible for ensuring all other equipment is picked up and locked away.

Dog Policy

Dogs are not allowed in dugouts or in the field of play before or after a game, per the City of Prescott. This policy will be strictly enforced.

Game Playing Rules -Modifications & Emphasis

Pitch Count

Batters are allowed 3 balls and/or 2 strikes.

Each batter starts with a count of 1 ball and 1 strike.

Three balls results in a walk.

One “waste foul” is allowed.

Sliding and/or Diving – Restatement of PSS Ruling for AA Division

Sliding and/or diving while advancing to any base is prohibited. A runner who slides or dives into a base is declared out and the ball remains live.

Sliding and/or diving while returning to a base is permitted.

Infield Fly Rule - §1.41

The infield fly rule is not applied.

Courtesy Runners - §8.5

Courtesy runners are only available upon request by the player. Managers and other players cannot force a player to request a courtesy runner. A player can request a courtesy runner from any base, but the request must be made before the first pitch to the next batter.

The same courtesy runner cannot be used more than once an inning, the penalty for doing so is that the courtesy runner will be declared out. If, however, the line-up turns over in the inning, a courtesy runner who previously served in that role may be used again.

A courtesy runner who is on base when their turn to bat arrives is out. The courtesy runner who is declared out will still be allowed to take their turn at-bat.

Fielder Positioning – Restatement of PSS Ruling for AA Division

At least four fielders must remain behind the outfield cones until the batter makes contact with the ball. If a team is playing with fewer than eleven fielders, three fielders must stay behind the outfield cones until the batter hits the ball.

Interference - §1.45

Interference occurs when an offensive player impedes or confuses a defensive player attempting to make a play. Base runners must avoid fielders making a play. Interference includes offensive players or base coaches shouting commands to confuse the defense. (Examples: “I got it” or “Safe!”) A warning will be issued for the first offense, and the player will be ejected from the game for a second offense.

Obstruction - §1.48

Obstruction happens when a fielder, who is not in possession of the ball, is not in the act of fielding a batted ball, or is not about to receive a thrown ball, impedes the progress of a runner or batter-runner legally running the bases. Defenders cannot legally block a base while waiting for a throw. To avoid an obstruction call, a defender must possess the ball or be in the act of fielding a batted ball.

Avoiding Collisions – §8.7(4)– Safety Concerns – (Special Note to Umpires)

Runners must make every effort to avoid colliding with defenders while running the bases. If, in the umpire’s judgement, a runner misses a base to avoid a collision, the runner will not be called out.

Weather Shortened Game - §5.4A

For a weather-shortened game to count as a regulation game in the standings, it must consist of at least 4 ½ innings with the home team ahead or 5 innings with the visiting team ahead.

Bats & Bat Attachments - §3.4(1)F §3.4(3)

All bats must have an approved BPF of 1.21 or less. Attachments like ‘donuts’ are not allowed on bats.

Wind Affecting Pitchers - §6.16

In significantly windy conditions, if the plate umpire determines that the wind is adversely affecting the accuracy of both pitchers, they may declare that only strikes count.

Number of Fielders - §4.3 As Modified for AA Division

Regardless of the number of players on a team, only 11 players will take the field at a time. Managers will rotate additional players to ensure equal playing time. All players will bat. (See page one for the rule regarding “Rotating Players”)

Flip Flop Rule - §5.5(2)

The flip flop rule applies when the visiting team is ahead by 10 or more runs at the start of the open inning. If the home team ties or goes ahead, the visiting team will take its turn at bat.

Batter’s Box and Batting Position - §7.3

The batter’s box, as defined by §1.5, is an area three feet wide by seven feet long. The batter is responsible for staying within this area while batting, even if it is only partially lined. If the plate umpire judges that the batter is not staying within this area, a warning may be issued. The batter must have portions of both feet inside the batter’s box at the start of any pitch. If a batter steps out of the batter’s box (defined as touching the ground completely outside of the lines) during the pitch and then hits the ball, whether fair or foul, the batter shall be called out. When directed by the plate umpire, the batter must take their position within ten seconds, or a strike will be called.

Pitching – AA League Rule

1. Pitching screens must be used in all games.
2. One leg of the pitching screen must be placed in the middle of the pitching rubber. The pitching screen will be placed on the second pitching rubber from home plate at the front of the “pitchers’ box.”
3. The pitcher must start their pitch from a position between the two lines that make up the pitcher’s box, either pitching over the screen or from either side.
4. The height of a legal pitch must be between six feet and twelve feet above the ground at its highest point.
5. If the batter hits the screen, it is a “foul” and counts as a strike.
6. If the pitcher hits the back of the screen with the pitched ball, a ball will be called.
7. If a ball thrown by a fielding player hits the back of the screen, it is treated as a live ball, as if it had hit an umpire or another player.
8. Pitchers must wear a mask AT ALL TIMES while pitching.

Intentional Walks – AA League Rule

Teams are limited to one intentional walk per player, per game. If, in the home plate umpire's opinion, a pitcher intentionally throws balls to walk a player after that player has already been intentionally walked, the umpire may award the batter second base, **if a third walk is intentional the batter will be awarded third base.** which may also advance any players already on base.

Game Time Limits – AA League Rule

All games are played 'on-the-clock'.

When a game starts the clock will be set at 65 minutes.

When the scoreboard clock reads 3 minutes remaining, the teams will complete the current inning, and the next inning will be declared the "open" inning.

Summer Playoff games will be a full 7 innings regardless of time.

Tie Breaker Runner AKA 'Ghost Runner' - §5.4(2)

Tie Breakers will only be played during Summer Playoff games; not during Cactus, Summer, or Fall regular games.

In the event of a tie after the open inning, each team starts their half-inning with a tie breaker runner (TBR) on second base. The TBR is the last batter who completed their turn in the previous inning. No substitutes or courtesy runners are allowed for the TBR until they reach third base. If the last batter cannot continue as the TBR due to injury or illness, they will be declared out, and the next previous batter will become the TBR.

Ejections - §4.8

If a player is ejected from a game, the ejected player must leave the playing field immediately.

If the ejected player's team does not have a substitute available on its roster, it must finish the game with only its remaining players.

An out will be recorded each time the ejected player's turn at bat arises.

The ejected player is suspended from participating in any capacity in his team's next game and may not participate in any PSS game until the next playing date following completion of the suspension.

Flagrant acts will be reported to the Coordinator of the league who will then send the issue up to the Competition Committee if additional actions are warranted.

Challenges During Games

Managers may challenge a ruling on the field only once per game.

League officials may interrupt a game to enforce an administration rule if necessary.

AAA Players in AA Games – AA League Rule

AAA players in AA summer games will only play defense. In spring and fall AA games, AAA players can play both offense and defense. AAA players may only pitch in AA playoff games and will otherwise play defense only.