

AWAA Rulebook

*All rules not specified will look to the NWLA rulebook.

Regulations:

1. Pitch counts will be 4 balls and 3 strikes.
2. The long mound will be 45 feet to home plate
3. The short mound will be 40 feet to home plate.
4. The strike zone will be 2.5 feet behind home plate.
5. Balls will be supplied. No cutting of the balls are allowed.
6. Games will be 5 innings long. There is no tie, extra innings are awarded until there is a winner.
7. The mercy rule per inning will be 7 runs. Can go over the mercy limit if a home run is hit.
8. The mercy rule per game will be 15 after 3 innings.
9. No mercy limit will be in place in the 5th inning and beyond.
10. If a team forfeits, the result of the game will be a 15-0 loss.
11. A minimum of 3 players and a maximum of 5 for league play.
12. A minimum of 4 players and a maximum of 6 for tournament play.
13. Finishing top half in league play grants access to the playoffs.
14. Finishing top 3 in any AWAA tournament grants access to the playoffs.

Pitching:

1.
 - a. For league play and tournament play, a pitcher may pitch every other game. Will reset every game day or tournament round/day.
2. If a pitcher pitches 2 innings or less, they are eligible for the next game.
 - a. A pitcher must indicate whether they will be pitching from the long or short mound prior to the inning beginning. They may switch mounds once a game, but not during an inning.
 - b. A pitcher may re-enter a game after being taken out multiple times only if it is a different inning and they are under the innings restrictions listed above.
3.
 - a. Pitching from the long mound has no speed limit.
 - b. Pitching from the short mound has a rough speed limit around 65 mph. Up to each team to determine speed limit.
 - i. If a pitch is thrown too fast it will be a no-pitch.
- c. There is no balking. Pitchers are able to pick-off baserunners leading off.

Batting:

1.
 - a. A maximum of 5 batters for league play is allowed. The max size for tournament play is 6.
 - b. No DH is permitted.
 - c. Extra hitters are allowed to fill out the remaining of the batting order. These players do not have to play the field.
 - d. If a player is injured or must leave, no penalty is given unless you are below 3 total batters. Then an automatic out will be given in place of that batter.
 - e. Batting out of order will result in an out. That batter will be skipped and the next batter will be up.
 - i. Batting out of order can only be called by the end of the next at bat.
 - f. The batter must be in the batter's box and have no body parts in the path of the strike zone. If a batter interferes, an automatic strike will be called. The second offence in a game will result in an out.
2.
 - a. If a long mound pitcher is throwing, all bats with a barrel of 2 5/8 inches or smaller and a total length of 40" or smaller is allowed.
 - b. If a short mound pitcher is throwing, only regulation yellow Wiffle™ bats will be allowed. No modifications will be allowed above the handle and grip.
 - i. During tournament play modified yellow bats are allowed with a length no longer than 38 inches.

Base Running:

1.
 - a. Ghost runners are allowed in league play. In tournament play teams must have a minimum of 4 players.
 - b. Only use for a pinch runner is if a baserunner is due at bat.
 - c. A ghost runner advances the same amount of bases as the next closest runner.
2.
 - a. Runners may not advance once the ball is possessed within the pitcher's circle. The baserunner either advances to the next bases or to their previous base depending on location when ball is returned. *See NWLA rule starting on line 215*
 - b. A runner may leadoff no further than the midway lines until contact is made.
3.
 - a. If a runner is pegged with the ball the play is pronounced dead and follows the baserunners location at peg.
 - b. If a runner interferes with a fielder, that runner will be pronounced out and the play will be dead.

Fielding:

1. Outs may be recorded the following ways
 - a. Ball is caught in the air before it touches the ground in the field of play.
 - b. A fielder fields the ball and steps on a base before a baserunner on force plays.
 - c. A fielder fields the ball within the pitcher's circle before a base runner advances to a base.
 - i. This applies to any play starting with the lead runner. A force out is not necessary.
 - ii. Play is dead once ball is possessed in the circle.
 - d. The baserunner is pegged with the ball in the air by either a fielder or batter.
 - i. Play is dead once a baserunner is hit with the ball.
 - ii. If hit by batter and the runner is out of play, it is a foul ball.
 - e. If a base with a force is hit with the ball by a fielder.
 - i. Considered a peg and play will be dead after out is made
 - f. If the strike zone is hit with the ball in the air by a fielder, or fouled into on the 3rd strike.
 - i. Considered a peg and play will be dead after out is made
2. A ball thrown out of play will grant all base runners the base they were heading towards plus one base.
3. Fielders in play
 - a. For league play, 1 pitcher and 2 fielders may be in the field. No more, no less.
 - b. For tournament play, 1 pitcher and 3 fielders may be in the field of play with a minimum of 1 pitcher and 2 fielders.