

2023 NBLL Rules for AAA (revised 03/19/2023)

1. A new inning may not begin after one hour and 45 minutes.
2. No player shall sit out more than two consecutive innings in any regulation game, except for cases of illness, injury, or disciplinary action by the manager or umpire. An inning is defined as 3 outs by any team or the conclusion of the game by the winning run scored or the time limit being reached.
3. Every player on the roster bats, even if not currently playing defense. Substitutions do not affect the batting order.
4. Stealing (or base runners advancing without the batter putting the ball into play) is permitted in AAA under the following circumstances, as described in the NBLL Bylaws. In AAA, base runners may advance without the batter putting the ball into play **ONLY** in the following situations:
 - a. A base runner may advance to 2nd and/or 3rd on a wild pitch and/or a passed ball where the ball leaves the catcher's box (within the catcher's reach). A base runner may advance on ANY loose ball (i.e., not in the catcher's control) that falls outside this designated area. A base runner may not advance if the ball is caught and in the catcher's control, even if the catcher is physically outside the catcher's box area.
 - b. A base runner may not advance to home plate on passed balls or overthrows back to the pitcher.
 - c. A base runner may not advance to 2nd and/or 3rd on an overthrow to the pitcher from the catcher.
5. Every inning has a 5-run rule. Specifically, once a team scores 5 runs in its half of an inning, their half of the inning is over and the opposing team shall have its turn to bat regardless of the number of outs recorded. There are NO open innings in AAA
6. There is no 15/10-run or Mercy rule in AAA. Play continues until the time limit has been reached, until 6 innings have been played, or until the game is suspended due to weather or darkness. Games may end in a tie.
7. Bunting is not permitted in AAA.

12. A base runner may continue to advance on an overthrow (or otherwise) except in the cases explicitly defined in 4b and 4c AND described here:
 - a. the defense attempts to return the ball to the pitcher who is reasonably near the pitcher's mound AND there is no attempt at a defensive play by the defense.
 - b. "time" is called.
 - c. Game Scenario I:
 - i. A batter puts the ball in play to the shortstop. The shortstop overthrows the 1st baseman. The base runner may advance to 2nd base at the base runner's risk. If the 1st baseman or any defensive player retrieves the ball and overthrows the infielder covering 2nd base, the base runner may advance to 3rd base at the base runner's risk. If any defensive player overthrows 3rd base in an attempt to get the base runner out, the base runner may advance to home.
 - d. Game Scenario II:
 - i. A batter puts the ball in play to the 2nd baseman. The 2nd baseman overthrows the 1st baseman. The base runner may advance to 2nd base. If a defensive player retrieves the ball and returns the ball to the pitcher who is near the pitcher's mound the base runner may not advance even in the case of an overthrow or error. The play shall be assumed "dead."