

2019 AAA FALL BASEBALL

1. Blacksburg Green (Kime Bears 320-7254)
2. Blacksburg Royal (Windell Jones 357-0057)
3. Blacksburg Red (Dave Gaskill 320-7254)
4. Pulaski County Braves (LA Woods 838-5808)
5. Pulaski County Yankees (Brad Barker 818-9699)

6. Christiansburg (Josh Akers 320-3088)
7. Christiansburg (Brent Jacobs 434-546-0335)
8. Radford Cubs (Darden Freeman 320-6144)
9. Newport Sandgnats (Dale Meredith 641-1886)
10. Auburn Blue (Adam Lloyd 449-1505)

Day and Date	Time	Teams	Location
Monday	5:45pm	2 v 1	Kipps
September 16th			

Day and Date	Time	Teams	Location
Thursday	6:00pm	5 v 8	Hodge
September 19th	6:00pm	4 v 9	Newport

Day and Date	Time	Teams	Location
Monday	6:00pm	10 v 4(DH)	RP2
September 23rd	6:00pm	1 v 8	Hodge

Day and Date	Time	Teams	Location
Wednesday	5:45pm	3 v 1	Kipps
September 25th			

Day and Date	Time	Teams	Location
Sunday	2:00pm	1 v 3	Kipps
September 29th			

Day and Date	Time	Teams	Location
Tuesday	6:00pm	3 v 4	RP2
October 1st	6:00pm	9 v 10	MMP

Day and Date	Time	Teams	Location
Thursday	5:45pm	5 v 1	Kipps
October 3rd			

Day and Date	Time	Teams	Location
Monday	5:45pm	10 v 6	HSC1
October 7th	5:45pm	5 v 3	Kipps
	7:30pm	9 v 7	HSC1

Day and Date	Time	Teams	Location
Wednesday	5:45pm	6 v 2	Kipps
October 9th	6:00pm	4 v 5	RP2

Day and Date	Time	Teams	Location
Friday	5:45pm	4 v 7	RP4
October 11th	7:30pm	4 v 6	RP4

Day and Date	Time	Teams	Location
Wednesday	5:45pm	2 v 7	HSC1
October 16th	7:30pm	3 v 6	HSC1

Day and Date	Time	Teams	Location
Wednesday	6:00pm	3 v 10(DH)	MMP
September 18th			

Day and Date	Time	Teams	Location
Sunday	5:00pm	3 v 2	Kipps
September 22nd			

Day and Date	Time	Teams	Location
Tuesday	5:45pm	2 v 3	Kipps
September 24th	6:00pm	9 v 5	RP2

Day and Date	Time	Teams	Location
Thursday	5:45pm	4 v 2	Kipps
September 26th	6:00pm	6 v 9	Newport
	6:00pm	5 v 10(DH)	MMP

Day and Date	Time	Teams	Location
Monday	5:45pm	1 v 7	HSC1
September 30th	7:30pm	8 v 6	HSC1

Day and Date	Time	Teams	Location
Wednesday	6:00pm	7 v 8	Hodge
October 2nd	6:00pm	2 v 5	RP2

Day and Date	Time	Teams	Location
Sunday	2:00pm	4 v 1	Kipps
October 6th	3:30pm	8 v 2	Kipps

Day and Date	Time	Teams	Location
Tuesday	6:00pm	3 v 8	Hodge
October 8th			

Day and Date	Time	Teams	Location
Thursday	5:45pm	8 v 9	Newport
October 10th	6:00pm	7 v 10(DH)	MMP

Day and Date	Time	Teams	Location
Tuesday	5:45pm	2 v 1	Kipps
October 15th	6:00pm	6 v 4	RP2
	6:00pm	10 v 8(DH)	Hodge

Day and Date	Time	Teams	Location
Thursday	5:45pm	1 v 9	Newport
October 17th	5:45pm	7 v 3	Kipps
	6:00pm	5 v 4	RP2

Day and Date	Time	Teams	Location
Saturday	2:30pm	10 v 2	Kipps
October 20th	4:00pm	9 v 3(DH)	Kipps

Day and Date	Time	Teams	Location
Tuesday	5:45pm	2 v 9	Newport
October 22nd			

Day and Date	Time	Teams	Location
Monday	5:45pm	1 v 2	Kipps
October 28th			

Day and Date	Time	Teams	Location
Wednesday	6:00pm	1 v 6	HSC1
October 30th			

Day and Date	Time	Teams	Location
Monday	5:45pm	5 v 6	HSC1
October 21st	6:00pm	1 v 10(DH)	MMP
	7:30pm	4 v 7	HSC1

Day and Date	Time	Teams	Location
Wednesday	6:00pm	7 v 5	RP2
October 23rd	6:00pm	8 v 4	RP1

Day and Date	Time	Teams	Location
Tuesday	5:45pm	10 v 7	HSC1
October 29th	7:30pm	10 v 6	HSC1

HSC 1, HSC 2, HSC 3 - Harkrader Sports Complex
Hodge Field
Kipps - Kipps Elementary
Newport Field
Motor Mile Park (MMP)
Randolph Park (RP)

1209 Buffalo Drive Christiansburg, VA, 24073
1014 Pendleton Street Radford, VA 24141
2801 Prices Fork Road Blacksburg, VA 24060
641 Blue Grass Trail, Newport VA 24128
2306 Tyler Road Christiansburg, VA 24073
5100 Alexander Road Dublin, VA 24084

AAA Rules

- Games will consist of 6 full innings. In order to keep games on time, no new inning will start after an hour and 30 minutes. Coaches are STRONGLY encouraged to ask the umpire for the official start time. Additionally, umpires should notify both teams when a potential time limit may come into play.
- There will be a drop dead time limit of one hour and 45 minutes. Umpires will keep games moving and not let teams unnecessarily delay games. Managers will get one warning, and then the penalty will be ejection of the manager.
- In order to keep the games moving and give teams more offensive opportunities, there will be a 5 run rule limit per inning, with exception of the last inning. Teams can score as many runs as necessary to come from behind in the last inning only. However, 2 hour drop dead time limit is still in effect.
- Per Dixie rules, teams may play up to one extra inning if tied after six innings, and time permits. Drop dead time limit rule is in effect.
- Fifteen run rule in effect after 3 innings, and ten run rule in effect after 4 innings, per Dixie Youth rules.
- Teams must use a continuous batting order.
- A team can play with eight players. Teams may "borrow" one player to make nine. Teams can borrow up to two players only. Anything less than seven regular team players, must be forfeited or re-scheduled. If you borrow a player, they must bat at the end of the batting order, play in the outfield, and cannot pitch. Teams **cannot** borrow players if they have nine players.
- Free substitution on defense.
- Teams may use 4 outfielders, if desired.
- All players must play at least 2 innings in the field and bat one time. Players do not have to play consecutive innings.
- If the umpire witnesses lightning, each area shall wait at least 30 minutes from the last lightning strike. Christiansburg, Radford, Pulaski all have lightning detection systems, and are mandated by their system policies and will not divert from their respective systems. No area shall permit players to return to the field less than 30 minutes from the last visible lightning strike.

PLEASE NOTE DIXIE PITCHING RULES in Dixie rulebook, pages 67-68. Six inning per week (M-S) still applies as well as new pitch count rules. "no pitches" as called by the umpire count towards the overall pitch count. Warm up pitches do not. It is the obligation of the Home book to track the pitch count of each team. We highly encourage each manager to check with the **OFFICIAL** scorekeeper before innings to insure both teams have the same pitch count recorded. However, if there is a discrepancy of some sort, the **HOME** book will be the official book, just like it is for the regular scorebook.

Coaches / scorekeepers may use any method to track pitch counts. For your convenience, Dixie has provided a pitch count worksheet

<https://s3.amazonaws.com/files.leagueathletics.com/Images/Club/22268/2017%20DYB%20PITCH%20COUNT%20LOG.pdf>

PLEASE NOTE DIXIE PITCHING RULES in regards to pitchers and catchers:

1. *All USA Baseball affiliated leagues (Dixie, Little League, Babe Ruth, Cal Ripken & etc) have implemented pitch count rules in order to protect pitcher's and catcher's arms. Tommy John Surgery has now become the #1 youth sport injury surgery. Research has proven that arm damage is cumulative in nature and typically does not show up until later. Thus, it is imperative that we follow these rules to protect our youth.*
2. *Pitchers warming up between innings shall be given no more than eight warm up pitches (page 65). However, any new pitcher summoned to the game will be given as many pitches as an umpire deems necessary (page 65).*

Contrary to the rulebook, no jewelry or break away necklaces will be permitted in any local games. Exception is any medical brace or necklace.

All players must wear a face mask on their helmet. This is a Virginia Dixie Youth Rule.

Per Dixie Rules "courtesy runners" are not permitted for pitchers and catchers.

All other rules shall follow Dixie Youth Baseball, or if not listed in Dixie Youth Rulebook, follow USA Baseball

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