



# 2010 General Baseball Rules

## (for all levels of play)

The mission of the Arapahoe Youth League baseball program is to provide the best fields, umpires, and competition for the development of youth athletes within the AYL boundary, while maintaining the spirit of neighborhood teams competing against each other.

To support this mission, AYL offers competitive Major and AAA divisions as well as developmental AA & A divisions. At the discretion of the Baseball Board, the Majors division will be limited to the top eight (8) teams, the AAA division will be limited to twelve (12) teams, and the AA Continental division limited based upon field availability (REV 2008), within the age group determined by automatic births and a seeding tournament. The AAA division will consist of all remaining teams participating in the AYL Competitive League. The AA & A developmental divisions are open to all remaining players who wish to participate.

The AYL Baseball rules are governed by the AYL By-Laws and General Principles of Operation which take precedence over these rules.

**The current edition of the "National Federation of High School Associations Baseball Rule Book" shall govern all situations not addressed by the AYL General, Division & Age Specific Baseball Rules.**

**All non-baseball league rules are addressed in the AYL General Principles of Operation (GPO). All references to the Board will mean the AYL Baseball Board and/or its Delegates.**

### **Rule 1 Scheduling and Postponing Games**

- 1.1 The date, time and location for all league games will be determined by the Board.
- 1.2 The Board is the only entity that may reschedule postponed games.
- 1.3 With the consent of the Board, games may be postponed for any reason by an official of the home field club (or an official of the club whose field is being used), provided that such postponement is communicated to the affected teams delegate at least two hours prior to game time. A game may be postponed by such official due to inclement weather any time before the game commences. Once a game begins, the umpire is the only person who may call the game due to inclement weather.

### **Rule 2 Umpires**

- 2.1 The Board shall determine the number of paid umpires that will normally be supplied for regular season & playoff games. Games in which two umpires are scheduled may be played with only one umpire.
- 2.2 Umpires must be in full uniform. Only AYL umpires may umpire a game (see exceptions in A & AA 6- 8 year old divisions).
- 2.3 When only one umpire umpires a game, such umpire shall work from behind home plate.

### **Rule 3 Scorekeepers**

- 3.1 Each team must supply one scorekeeper; the home team's scorekeeper shall be the official scorekeeper.
- 3.2 Scorekeepers shall check with each other at the end of each complete inning to verify the correct score and discuss any other relevant matters.
- 3.3 Visiting coach & umpire must sign home team scorebook at the end of the game.

### **Rule 4 Rosters & Player Eligibility**

- 4.1 Rosters must have a minimum of 7 in-territory players unless otherwise determined by the Board. (REV 2007)
  - 4.1.1 The area in which the youth is associated (home or in-territory) will be determined by the youth's home address or by the location of the Public/Private or Charter School the youth attends.
- 4.2 All players must adhere to the Roster and Age requirements as outlined in Rules 4 & 18 of the AYL General Principles of Operation.



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- 4.3 All team rosters must be submitted on the official AYL roster form and submitted in with final payment. Players may be added or dropped (using the ADD/DROP form) until the add/drop deadline with board approval. Releases will be granted on season ending injuries or parents relocating.
- 4.4 Players must be on an approved AYL Roster PRIOR to participating in any AYL games.
- 4.5 Players may only be rostered on one (1) AYL baseball team during the season.
- 4.6 All teams must be submitted through the AYL Club Boundary representative.
- 4.7 All players must reside in the State of Colorado.
- 4.8 Teams violating Rule 4 may be subject to game forfeitures in the Board's discretion.
- 4.9 A player's age on May 1<sup>st</sup> will determine the player's age division.
- 4.10 A copy of the official AYL roster and player add/drop forms must be available upon request by the opposing team. Clarification: rosters are not exchanged, however must be presented upon demand.

### Rule 5 Uniforms

- 5.1 A player may not play in a game unless he is in full uniform and matches all his teammates.
- 5.2 Full uniform means knee-length baseball pants, team jersey with number on back, and matching cap.
- 5.3 No duplication of numbers is permitted.
- 5.4 In Divisions 6 to 8, all players may wear jackets over their jerseys during inclement weather. In Divisions 9 to 14, players other than the pitcher may wear jackets over their jerseys. All players wearing jackets over their jerseys must show their jersey number upon request.
- 5.5 Players may not wear jewelry items during games. The first offense shall result in an out when such player hits; the second offense in the same game shall result in such player being ejected.
- 5.5.1 **Exception: Medical alert bracelets & necklaces may be worn and be visible provided they are secured (taped) to the individual. Religious medals may be worn but must be secured (taped) to the individual and under the uniform (not visible).**

### Rule 6 Sportsmanship/Ejections

- 6.1 Each club is ultimately responsible, and each head coach is directly responsible, for the conduct and sportsmanship of their coaches, players and parents.
- 6.2 The Board retains broad discretion to impose sanctions on clubs, coaches, players and parents for inappropriate or unsportsmanlike conduct.
- 6.3 Coaches, players, parents or other spectators who are ejected from a game may not attend the next scheduled game played by that team. Any person who is ejected twice during the season may not attend any more games during that season without approval from the Board.
- 6.4 If any player or coach uses profane or obscene language, or the given names of the opposing players, the officials shall issue him a warning. Upon a second offense by a player, the player shall be immediately removed from the game and not allowed to return. A coach who commits a second offense shall cause his team to forfeit the game.
- 6.5 If any coach, player or spectator is ejected during the final game of the season, the club affiliated with the ejected person shall be subject to a \$100 fine.

### Rule 7 Reporting Game Results

- 7.1 Head coaches for both the home and visiting teams must report game results to AYL at the online game reporting page at [aylsports.com](http://aylsports.com).

### Rule 8 Number of Games in a Regular Season

- 8.1 The number of regular season games scheduled for each team shall be determined by the Board. Games that are postponed for any reason may be rescheduled in the Board's discretion.
- 8.2 No refunds will be given to clubs, teams or parents based on the number of games played during the season.

### Rule 9 Forfeits

- 9.1 A team that cannot field 8 players within 10 minutes of the scheduled game time shall forfeit its game.
- 9.2 If at any time during the game a team cannot field at least 8 players, the team shall forfeit the game.



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- 9.3 Between innings, teams must appear on the field promptly. Any unnecessary or willful delay will result in forfeiture of the game.
- 9.4 A team that does not show up for a game shall both forfeit the game and pay all umpires fees for such game.
- 9.5 The AYL may fine a club up to \$100 for each of its teams that forfeit its last game of the season without having given prior notice to the AYL that such game would be forfeited.

### Rule 10 Equipment

- 10.1 All age divisions will play with the approved baseballs supplied by the AYL. Divisions 6 and 7 will play with an approved RIF 5 baseball. Divisions 8 to 14 will play with an approved regulation baseball. The home team must supply two new game balls to the home plate umpire prior to the start of the game.
- 10.2 With respect to bats, all Little League, Senior League & High School approved baseball bats shall be deemed approved bats for use in the AYL (softball bats may not be used).
- 10.3 Batters, runners and catchers must wear NOCSAE approved protective helmets in good condition with full ear coverage at all times when in the field of play.
- 10.4 Replaceable or fixed nylon (plastic) cleats must be worn by players in Divisions 6 to 12. Metal Cleats are allowed in Divisions 13 to 14. Metal cleats are also not allowed on Metzlers #3 at anytime regardless of age **(REV 2010)**.

### Rule 11 Pitching

11.1 Weekly Pitching Limits:

Age Division	8 AAA	9	10	11	12	13	14	C-Prep
Innings/Week	5	5	5	5	6	6	6	N/A
Max Innings/Day A & AA	N/A	3	4	4	4	5	5	N/A
Max Innings/Day AAA & Majors	3	N/A	N/A	N/A	N/A	N/A	N/A	N/A

- 11.2 Calendar week is Monday at 12:00 AM through Sunday at 11:59 PM.
- 11.3 A new week starts on Monday at 12:00AM
- 11.4 One pitch constitutes an inning.
- 11.5 Any pitcher may re-enter a game (one time) as a pitcher as long as he does not exceed his allotted innings. Once a pitcher is removed as a pitcher for the second time he may not pitch again in that game. Clarification: a pitcher re-entering in the same inning will be charged for another inning pitched.
- 11.6 Coaches must track (record) innings pitched for each pitcher on a weekly basis and upon request by opposing coach or official present such record. A pitching violation will result in an immediate forfeit.
- 11.7 If a pitcher hits 4 batters during the same game, the pitcher must be removed as pitcher for the rest of the game.
- 11.8 For the A/AA level, balks will be enforced for ages 11 and up. For age 11 A/AA only, each pitcher shall receive one warning for committing a balk, after which the balk rule shall be enforced.

Age Division	6, 7 & 8 A / AA	9 A / AA	10 A / AA	11 A / AA	12 A / AA	13/14 A / AA
Balks Called?	N/A	NO	NO	YES	YES	YES
Balk Warning?	N/A	N/A	N/A	YES	NO	NO

- 11.9 For the AAA/MAJORS level, balks will be enforced for ages 9 and up.



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Age Division	8 AAA	9	10	11	12	13
<b>Balks Called?</b>	NO	YES	YES	YES	YES	YES
<b>Balk Warning?</b>	N/A	NO	NO	NO	NO	NO

### Rule 12 Batting, Substitution & Playing Time

- 12.1 All players present will bat in full rotation at all levels of play.
- 12.2 Free substitution will be observed at all levels of play.
- 12.3 Subject to Rule 12.3.2, the **Minimum Play Rule** shall apply to all divisions and levels of play.
  - 12.3.1 A minimum of 6 (six) of the first 15 (fifteen) defensive outs must be played by all players present.
  - 12.3.2 The minimum-play rule does not apply to:
    - A. Players who are injured, ill or subject to disciplinary measures concerning the members attitude and attendance provided that the names of these players are communicated to the opposing team prior to the game.
    - B. Players who become unable to finish a game due to illness or injury.
    - C. Any games that are called because of inclement weather, darkness or the ten-run rule (provided that 15 outs have not been recorded against the opposing team).
  - 12.3.3 Teams violating the **Minimum Play Rule** shall forfeit the game and the Board may suspend the head coach of such team for one game. 12.4 Each team may supply one team monitor to monitor up to four players from the opposing team. Any team that chooses to monitor another team's players shall check with the other team at the end of each inning to ensure compliance with the minimum-play rule.
- 12.5 A team must have a minimum of eight (8) players to start a game.
  - 12.5.1 If a team plays with eight (8) players the 9<sup>th</sup> spot in the batting order will be an automatic out when that spot is due to bat.
- 12.6 A player who arrives late to a game may be added to the bottom of the line-up provided his team's lead-off hitter has not batted twice in the game.
- 12.7 If a team starts a game with nine (9) or more players and because of illness, injury or ejection the line up drops to 8 players, the team may continue to play with the eight (8) remaining players with a penalty of an out when the last removed player is due to bat. The sick, injured and ejected players may not return to the game.

### Rule 13 Dugouts

- .1 The home team shall occupy the 3<sup>rd</sup> base dugout and the visiting team the 1<sup>st</sup> base dugout at all games.

### Rule 14 Field Dimensions

- 14.1 Age specific field dimensions:

Age Division	A & AA 10 and under	A & AA 11 thru 14 AAA & Majors (all ages)	C PREP
<b>Regulation Game</b>	6 Innings or 1 hour 30 minutes	6 Innings or 1 hour 45 minutes	7 Innings or 2 hours
<b>Official Game</b>	4 Innings (3.5 if home team is ahead)	4 Innings (3.5 if home team is ahead)	4 Innings (3.5 if home team is ahead)



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Age Division	6 & 7	8 A & AA	8 AAA	9 & 10	11 & 12	13 & 14	C-Prep
<b>Pitching Distance</b>	35'	46'	40'	46'	50'	54'	60'6"
<b>Base Distance</b>	50'	65'	65'	65'	70'	80'	90'

## Rule 15 Official/Regulation Game

- 15.1 The following table summarizes a regulation & official game at all levels of play however, The Board may change the time limit of a game subject to field specific issues. Official game (REV 2008):
- 15.2 At the start of the game, the umpire shall notify both coaches of the official start time.
- 15.3 In the event of inclement weather or darkness, an official game shall consist of four innings, or three and one-half innings if the home team is ahead at the time.
- .4 No new inning may be started if time has expired unless:
- 15.4.1 **A & AA** - If the game is tied and an official game has not been played (REV 2007).
- 15.4.2 **AAA & Majors** - If the time has expired and the game is tied, one (1) extra inning using the modified California tie breaker will be played to determine a winner (see RULE 21).
- .5 A new inning starts immediately after the 3<sup>rd</sup> out is made in the bottom of the previous inning.
- .6 An official game must be umpired by at least one (1) AYL certified umpire. Any game played without AYL certified umpires will be deemed "no contest" and rescheduled by the Board. (See exceptions for 6-8 year old A & AA divisions.)

## Rule 16 Suspended Games

- 16.1 If a game is suspended **AND** is **NOT** an official game (see RULE 15), at the discretion of the AYL Baseball Board, the game will be continued from the point where the game was suspended, resuming at a later date with the original lineups.
- 16.2 If a game is suspended **AND** it **IS** an official game:
- 16.2.1 The home team is leading AND at bat, the game is over.
- 16.2.2 For all other situations, the score will revert back to the previously fully completed inning to declare the winner. If the game is tied at the end of the previously fully completed inning, at the discretion of the AYL Baseball Board, the game will be continued from the point where the game was suspended, resuming at a later date with the original lineups.

## Rule 17 Protests

- 17.1 Coaches may protest a game if they believe an umpire has misinterpreted a rule or for roster/participation violations. **Judgment calls by umpires may not be protested.**
- 17.2 Illegal Rosters: If a head coach wants to protest another team's roster for having less than the 7 boundary players (REV 2007) required, minimum playing time or pitching violation, a protest must be filed with the league. If the protest is found valid the \$100.00 will be returned and the offending team will be allowed to stay in the league but all games where said violation occurred will be forfeited. If the protest is found invalid, the \$100.00 will not be returned.
- 17.2.1 Offending A & AA teams will still be eligible for the post season championship tournament.
- 17.2.2 Offending AAA & Major teams will not be eligible for any post season tournaments sponsored by AYL Baseball.
- 17.3 Game Protest Procedures:
- 17.3.1 Time must be called and the game must be stopped before the next pitch.
- 17.3.2 After appealing to the umpire-in-chief, the protesting coach shall inform the umpire-in-chief that his team is playing the game under protest.



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- 17.3.3 Both scorebooks must be marked at the exact point of protest and signed by both head coaches and the umpire-in-chief with the elapsed game time noted; Provided, that if either team refuses to have their scorebook marked, or the umpire-in-chief refuses to sign, the protest shall not be invalidated by such reason, and the Protest Committee shall determine the validity of the protest based on the information submitted and its own investigation.
- 17.3.4 The game then needs to continue and come to a conclusion.
- 17.3.5 The umpire-in-chief shall report, in writing, the protested situation and his ruling to the Protest Committee, through the Umpires' Association, within 48 hours of the beginning of the disputed game. Umpires failing to make such a report, within the time specified, of an officially protested game shall not be paid for that game.
- 17.3.6 The protesting coach shall submit to their delegate within 72 hours, in writing citing the specific rule (s) in question, a detailed explanation of the basis for the protest and any other information the league may require along with \$100.00 and the team's scorebook where it is marked and signed (a copy of the scorebook will suffice).
- 17.3.7 Teams shall be designated as "Team A (protesting) and Team B" with no Club or Team designation. Players shall not be designated by name.
- 17.3.8 If a protest is upheld, the protest fee will be returned and the teams will be notified of the game result/continuation as determined by the Board.
- 17.3.9 If a protest is denied, the protest fee will be forfeited and the game result will stand.

### **Rule 18 Unnecessary or willful delay**

- 18.1 Teams must appear on the field promptly and any unnecessary or willful delay will result in forfeiture of the game.

### **Rule 19 Tiebreakers**

- 19.1 If two or more teams are tied at the end to the season, the following are the tie-breaking rules that will be followed without exception:
  - 19.1.1 Head to Head in equal games against common opponents
  - 19.1.2 Run differential between the teams during the games they played against each other.
  - 19.1.3 Fewest runs allowed (REV 2007)
  - 19.1.4 Play-Off game

### **Rule 20 Run Rule / Mercy Rule**

- 20.1 For ages 9 and under, teams may not exceed the maximum number of runs allowed for the first 4 innings. During the final 2 innings, there is no run limit; the fielding team must get 3 outs to retire the side.
- 20.2 The game shall end due to mercy rule if either team is losing by an excessive number of runs. If the losing team is losing by the number of mercy rule runs after the (4<sup>th</sup> or 5<sup>th</sup>) inning (at bat) is complete, the game is over. Please note that the inning does not need to be complete to invoke the mercy rule.

Age Division	6, 7 & 8 A / AA	9 A / AA	8 & 9 AAA / Majors	10	11	12	13/14
<b>Max Runs per Inning</b>	7 (First 4 innings)	10 (First 4 innings)	N/A	N/A	N/A	N/A	N/A
<b>Mercy Rule</b>	20 runs (After 5 innings)	10 runs (After 5 innings)	10 runs (After 4 innings)	10 runs (After 4 innings)	10 runs (After 4 innings)	10 runs (After 4 innings)	10 runs (After 4 innings)



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## Rule 21 Tie Games

- 21.1 For all A / AA age division regular season games, if at the end of regulation (see RULE 15) the game is tied, the game will be declared a tie. For A / AA playoff games, RULE 21.2 will be used until a winner can be declared.
- 21.2 For all AAA / Majors & AA Continental age division games, if at the end of the regulation time (see RULE 15) the game is tied, the Modified California Tiebreaker will be used. If the game is still tied at the end of 1 modified California tiebreaker inning, the game will be declared a tie. For AAA / Majors playoff games, RULE 21.2 will continue until a winner can be declared.

### Modified California Tiebreaker:

The last due up in the order for the extra inning is placed on second base and the inning is played with no outs. Each team will have three outs for their turn at bat.

**Clarification on "last due up":** If the 4<sup>th</sup> batter in the lineup is the next due up, the last due up in that inning is the 3<sup>rd</sup> batter in the lineup, which is placed at 2<sup>nd</sup> base to start the tiebreaker inning. The last due up represents the last player to bat before the entire lineup has hit in the inning.

## Rule 22 Pre-game

- 22.1 Line-up sheets shall be exchanged 15 minutes prior to scheduled game time to each team's official scorekeeper. The sheet will include the player's full name and number that is on the AYL Baseball Roster. If requested the team must produce the official AYL roster.
- 22.2 The home team score book is the official book of record in the event of a dispute.
- 22.3 No Infield practice prior to the start of the game.

## Rule 23 General Play

- 23.1 The hidden-ball trick shall not be allowed.
- 23.2 Saying "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.

Age Division	6, 7 & 8 A / AA	8 AAA	9 & 10 A / AA	9 & 10 AAA / Majors	11	12	13	C PREP
<b>Leadoff Allowed?</b>	NO	NO	NO	YES	YES	YES	YES	YES
<b>Sealing Allowed?</b>	NO	YES	YES	YES	YES	YES	YES	YES
<b>Infield Fly Rule in effect?</b>	NO	YES	NO	YES	YES	YES	YES	YES
<b>Dropped 3<sup>rd</sup> strike in effect?</b>	NO	NO	NO	YES	YES	YES	YES	YES
<b>Bunting Permitted?</b>	NO	YES	YES	YES	YES	YES	YES	YES

## Rule 24 Post Season Berths

- 24.1 At the discretion of the Board, the top three (3) teams in each age group AAA & Majors only will qualify for post season play (rev 2004). A team must have a winning percentage of .500 or better to qualify for post season tournament play. The AYL will pay the tournament entry fee directly to the league approved sanctioning body not to exceed \$450. A team will not be compensated the entry fee, nor will a team be



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reimbursed by the AYL for tournament fees already paid. If a team has already paid for a post season tournament, the team must contact the tournament director for a refund.

## **Rule 25 Qualifying (Seeding) Tournament**

- 25.1 At the discretion of the AYL Baseball Board a Qualifying Tournament may be held for the AAA & Majors divisions to determine the top teams in each age division.
- 25.2 There are no waivers for this qualifying tournament. Any team that does not compete in the qualifying tournament may be removed from the competitive league at the discretion of the Board (REV 2007).
- 25.3 Qualifying tournament team seedings will be at the discretion of the Board.

## **Rule 26 Field Use Policy**

- 26.1 Do not jump the fence if the gate is locked. Contact the baseball administrator.
- 26.2 Fields are closed if snow or standing water is present. Do not shovel off snow.
- 26.3 Do not **prepare the field in any way**. Local municipality is responsible for fields.
- 26.4 Lights are automatic; do not tamper with the lighting controls.



# 2009 General Baseball Rules (specific by age & division)

## A & AA - AGE DIVISION 6 & 7 - COACH PITCH

### Rule 1 Hitting & Pitching

- 1.1 Coaches must pitch overhand to their players and must be in contact with the pitchers plate. Players do not pitch in this division.
- 1.2 Each batter will receive up to 7 pitches from his coach. A batter who fouls off the 7th pitch shall continue to receive pitches until he hits the ball into fair territory or misses the pitch.
- 1.3 A coach may pitch from one knee provided that his back knee is on the pitching rubber.

### Rule 2 Coaches in the Field

- 2.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
- 2.2 At no time may the fielding team's coaches be in the infield during play.
- 2.3 At no time may the fielding team's coaches touch the ball while in play.

### Rule 3 Defensive Players

- 3.1 While in the field, a team may play 10 players. The 10th player must be used as an outfielder.
- 3.2 The pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.
- 3.3 All outfielders must be a minimum of 15 feet behind the closest base or closest infielder.

### Rule 4 Base Running

- 4.1 When a ball is hit into the outfield, the following rules shall apply:
  - 4.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder who is no more than 3 feet outside of the baseline. (However, see Rule 8.2 regarding overthrows from the infield)
  - 4.1.2 Runners who are less than half-way to the next base must return to the previous base once the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).
  - 4.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.
  - 4.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. **This is not an arguable rule.**
  - 4.1.5 Runners may advance on an overthrow from the outfield at their own risk. (REV 2007)
- 4.2 Runners may not advance an extra base on an overthrow to any base by an infielder.
- 4.3 There are no lead-offs. A runner may advance only after the ball is hit. If a runner leaves too soon and the batter hits the ball, there will be no penalty against the runner unless three warnings have already been issued to the hitting team. In such instance, the lead runner shall be called out.

### Rule 5 Coaching Base Runners

- 5.1 The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.
- 5.2 A base coach who physically assists a runner when a ball is in play shall be given one warning by the umpire. Upon a second offense, the involved runner shall be declared out.

### Rule 6 Umpires

- 6.1 In the event that AYL umpires are unavailable the game should be played with parent volunteers from each team.



# 2009 General Baseball Rules (specific by age & division)

## A & AA - AGE DIVISION 8 - COACH PITCH

### Rule 1 Hitting & Pitching

- 1.1 Coaches must pitch overhand to their players and must be in contact with the pitchers plate. Players do not pitch in this division.
- 1.2 Each batter will receive up to 10 pitches from their coach. A batter strikes out if he misses 3 pitches. A batter who fouls off the 10th pitch (or the third pitch he swings at, whichever occurs first) shall continue to receive pitches until he hits the ball into fair territory or misses the pitch.

### Rule 2 Defensive Players

- 2.1 While in the field, a team may play 10 players. The 10th player must be used as an outfielder.
- 2.2 The pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.
- 2.3 All outfielders must be a minimum of 15 feet behind the closest base or closest infielder.

### Rule 3 Base Running

- 3.1 When a ball is hit into the outfield, the following rules shall apply:
  - 3.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder who is no more than 3 feet outside of the baseline.
  - 3.1.2 Runners who are less than half-way to the next base must return to the previous base once the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).
  - 3.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. In other words, the fielding team may make a play on the runner.
  - 3.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. **This is not an arguable rule.**
- 3.2 Runners may not advance an extra base on an overthrow to any base by an infielder.
- 3.3 There are no lead-offs. A runner may advance only after the ball is hit. If a runner leaves too soon and the batter hits the ball, there will be no penalty against the runner unless three warnings have already been issued to the hitting team. In such instance, the lead runner shall be called out.

### Rule 4 Coaching Base Runners

- 4.1 The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.
- 4.2 A base coach who physically assists a runner when a ball is in play shall be given one warning by the umpire. Upon a second offense, the involved runner shall be declared out.

### Rule 5 Umpires

- 5.1 In the event that no AYL umpires are available for the game the game should be played with parent volunteers from each team.



# 2009 General Baseball Rules (specific by age & division)

## AAA - AGE DIVISION 8 - KID PITCH

### **Rule 1 Field Dimensions**

- 1.1 The bases shall be sixty (65) feet apart.
- 1.2 The pitching distance shall be forty (40) feet.

### **Rule 2 Pitching**

- 2.1 No player may pitch more than three (3) innings in one (1) day or five (5) innings in one week
- 2.2 The balk rule does not apply.

### **Rule 3 Base Running**

- 3.1 Leading off is not permitted.
- 3.2 Runners on base cannot advance when the pitcher is on the pitching mound (10 foot diameter circle around the pitchers plate) with the ball in possession.
- 3.3 After the ball passes the home plate the runner can advance at their risk.
- 3.4 If the runner tries to advance before the ball passes the home plate the following rules apply:
  - 3.4.1 If he arrives safe, he is returned to the original base.
  - 3.4.2 If he is tagged before he arrives at the base, the runner is out.
  - 3.4.3 If the ball is hit by the batter, the runner is awarded with one base more than the batter.
  - 3.4.4 Each team will receive 1 warning. Subsequent infractions will result in the lead running being called out (REV 2007)
- 3.5 No runner may advance from third to home unless he is batted home or forced by a base on balls. The runner on third cannot advance on a wild pitch or passed ball.
- 3.6 After a missed third strike, the batter cannot advance to first.

### **Rule 4 Bunting**

- 4.1 Bunting is allowed



# 2009 General Baseball Rules (specific by age & division)

## A & AA - AGE DIVISION 9

### Rule 1 Base Running

- 1.1 No leading off. The runner may not leave the base until the ball crosses the plate. (3 team warnings before runner is called out).
- 1.2 A runner may steal once the ball has crossed the plate. The base runner cannot advance two bases on a steal under any circumstances (i.e. if the player steals 2nd base and the catcher throws the ball into center field; the runner cannot advance to 3rd base).
- 1.3 The base runner on 3rd base cannot come home unless the ball is hit or forced home by a walk or hits batsman. The runner cannot advance to score a run on a passed ball. The runner cannot steal home.
- 1.4 The runner may not continue to second base on a walk.

### Rule 2 Defensive Players

- 2.1 The defense uses 9 players in the field.
- 2.1 No coaches in the field of play.

## A & AA - AGE DIVISION 10

### Rule 1 Base Running

- 1.1 No leading off. Runners may not leave the base until the ball crosses the plate (3 team warnings before runner is called out).
- 1.2 Runners may steal bases and may continue to advance in their discretion on overthrows.
- 1.3 Runners may advance in their discretion on passed balls.
- 1.4 Runners may continue to second base on a walk.
- 1.5 Runners may steal home.



# 2009 General Baseball Rules (specific by age & division)

## C PREP

### **Rule 1 Age of Players**

- 1.1 All players must not turn 16 before August of 1<sup>st</sup> of the current baseball season.
- 1.2 All players must be in the 7<sup>th</sup> or 8<sup>th</sup> grades.

### **Rule 2 Playing Rules**

- 2.1 Teams can play straight High School Rules (bat 9, play 9) or Free Substitution for all players defensively. Teams must declare before the start of the game.
- 2.2 All Colorado High School rules are in effect with the exception of the bat size. There are **no bat restrictions** about drop between ounces and length. The -3 for high school is not in effect.

### **Rule 3 Pitching Rules**

- 3.1 No pitching rules, it is left up to the coach's discretion. Please remember this is a developmental league.

### **Rule 4 Dugouts**

- 4.1 The home team will occupy the 3<sup>rd</sup> base dugout for each game.

### **Rule 5 Innings per Game**

- 5.1 7 innings is a full game, no new inning will begin after 2 hours.
- 5.2 A single tie breaker inning will be played if the game is tied at the end of regulation (7 innings) or the expiration of the time limit.

### **Rule 6 Protests**

- 6.1 No protests period, the umpire in charge of the game will handle all disputes.