



## 2023-2024 AYBS Boys AAA Baseball Rules

### **Mission Statement:**

Since 1954, the purpose of AYBS has been to develop young players in a positive and supportive environment, while making sure all players have fun and enjoy the sport. The objective of AYBS is to implant the ideals of good sportsmanship, honesty, loyalty, courage, and reverence into the children of the community, so that they may be finer, stronger and happier children. This objective will be achieved by providing supervised, competitive and athletic games.

All supervisors and volunteers shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary to the prime objective of molding upstanding adults of the future. It is our goal that each team will win some games with no single team dominating.

These Rules will not be amended during the current league year and will remain in force until repealed or amended by succeeding rules. All leagues will play according to official "Little League" rules except as noted below.

### **1.1 Game Play**

- 1.2 A game shall consist of six (6) innings.
- 1.3 A team in the field consists of ten (10) defensive players (4 outfielders). A team may play with less than ten (10) players but must start the game with at least seven (7) players; otherwise, a forfeit is declared (score 1-0). A 5-minute grace period applies - if a team is not ready to play at that point, the game will be forfeited. In the event of injuries occurring during the game causing a team to have fewer than seven (7) players, the game may be rescheduled from the point play was stopped.
- 1.4 All players shall be in the batting lineup for the entire game.
- 1.5 Each team must field its own catcher.
- 1.6 Base runners may steal all bases, leaving the base once the ball crosses the plate. No lead-offs are allowed. If the umpire determines a base runner has left early, the team is allowed one (1) warning – any further violations by the same team will result in the runner being called OUT.
- 1.7 A pitcher may pitch no more than three (3) innings per game and a rolling maximum total of five (5) innings over two (2) consecutive games. One (1) pitch equals one (1) inning. If a starting pitcher is pulled after starting an inning and is later re-inserted to pitch again in that same inning, that pitcher is considered to have pitched two (2) innings for the purposes of this rule. Subject to Rule 3.4, only the starting pitcher may come out and return to the mound in the same game.
- 1.8 Each team must use a 9U pitcher(s) in each game to pitch a minimum of one (1) inning (3 outs) per game. More than one 9U pitcher can pitch the 3 consecutive outs but they must start and end the same inning. To avoid any gamesmanship of this rule

(e.g. holding out the 9U pitcher in hopes time will run out before the 6<sup>th</sup> inning), the 9U pitcher(s) must pitch no later than the 4<sup>th</sup> inning. For clarification: an inning shall consist of 3 outs or 5-run rule. Violation of this rule will result in a forfeit or loss of the game and scored 0 - 1.

- 1.9 A base runner must return to the base once the pitcher has possession of the ball and is positioned anywhere on the mound – no “dancing” on the bases is allowed.
- 1.10 A base runner must slide in any close play at any base or home. Headfirst slides are not allowed, except when returning to a base. A base runner may be called OUT if he does not slide or attempt to get around a fielder that has the ball and is waiting to make the tag. The base runner must make an attempt to avoid contact with the fielder. The intent of the rule is to protect the base runner and the fielder from injury. A player not sliding may be considered OUT in the judgment of the umpire and the play is considered “dead” at which point all other base runners must return to their previous bases and may not advance. A base runner attempting to score at home plate must slide unless in the umpire’s judgment contact is not likely.
- 1.11 Any base runner interfering with a defensive player while the defensive player is fielding a hit ball is OUT automatically.
- 1.12 Defensive players must remain out of the base path and not block a base or home plate. If a defensive player not fielding a hit ball interferes with a base runner or intentionally blocks a base or home plate, the base runner is automatically awarded the base or home.
- 1.13 A maximum of five (5) runs may be scored per half-inning including all playoff games.
- 1.14 The dropped third strike rule will NOT apply.
- 1.15 The Infield Fly Rule will NOT apply.
- 1.16 Bunting (limited) is allowed - each team is allowed a maximum of three (3) bunts per game and no player may bunt more than once per game.
- 1.17 A base coach may not assist or touch a base runner between the bases during live play - any violation is an automatic OUT.
- 1.18 Overthrows landing in out-of-play territory shall result in the base runner(s) advancing a single base only.

## **2.1 Speedy and Safe Play**

- 2.2 To keep games moving along, the following guidelines apply:
  - a. There are 11 field changes each game. Have your team ready - saving time adds up.
  - b. Have your catcher ready with his gear on - coaches warm up the pitcher.
  - c. A pitcher is allowed five (5) warm-up pitches between innings. A new pitcher entering the game in the middle of an inning is allowed seven (7) warm-up pitches.
  - d. Have your batters ready (preferably your next two (2) batters). Any player out of his dugout during his team’s at-bat must wear a helmet.
- 2.3 An inning cannot start more than 1 hour 45 minutes after the start of the game. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.4 If the team that is behind in the score has no chance to win because of the 5-run per half-inning limit and the time limit has passed, the game shall be considered over and play stopped immediately. This applies to any regular season game.
- 2.5 If the score is tied after six (6) innings and the time limit has not passed, in any extra inning(s) each team will start their at-bat with a base runner on second base and one

out.

- a. If the time limit has passed, the game ends after the last out of the current inning.
  - b. Regular season games can end in a tie.
- 2.6 A courtesy base runner may be allowed for the catcher on base with two (2) outs. Managers are encouraged to follow this rule, but it is not mandatory. The actual base runner replaced must catch the complete next half inning (barring injury or illness). The courtesy base runner shall be the last batter not to have reached first base safely.
- 2.7 Catchers **MUST** wear a protective cup.
- 2.8 When a team is at bat, all players are to be in the dugout except the batter at the plate and the on-deck batter.
- 2.9 Throwing of bats or helmets by a player is dangerous and is not tolerated at AYBS. Umpires will warn the team on the first offense. On the second offense by the same team, the offending player is automatically OUT. *Note the second offense by any player on the same team will result in an automatic OUT.*
- 2.10 **USA Baseball Bat Standard** required for play.
- 2.11 Metal spikes are NOT permitted.
- 2.12 The team manager is responsible for the conduct of his coach(es), players and fans. Foul language will not be tolerated. Good sportsmanship must be displayed at all times. A team may be forced to forfeit a game for repeated violations of conduct.
- 2.13 Warming-up relief pitchers in the bullpen area require a player/catcher wearing a mask and a spotter who must likewise wear a helmet.
- 2.14 All players will wear their jerseys tucked in and hats worn forward while on the field or batting.

### 3.1 Substitutions

- 3.2 All players must play a minimum of three (3) innings per game (except for injury or illness). One of the mandatory innings may be the bottom half of the last inning.
- 3.3 Barring injury or illness, no player shall sit out two (2) consecutive innings unless the player arrives late or elects to leave early.
- 3.4 A manager may visit the mound to meet with the pitcher no more than once per inning; the pitcher must be removed upon a second trip in a single inning. If during a game a third trip to the mound is made to the same pitcher, that pitcher must be removed. Any pitcher (excluding the starting pitcher) removed in the middle of a defensive inning (while his team is in the field) may remain in the game at another position but may not pitch again in that same game.
- 3.5 A pitcher must be removed from the position if he hits two (2) batters in the same inning or hits three (3) batters within the same game. The pitcher removed can remain in the game at another position - he may not re-enter the game at the pitcher position. Other defensive substitutions shall be unlimited.
- 3.6 A pinch runner is allowed when replacing a player who has left the field due to injury or illness. The pinch runner shall be the last batter not to have reached first base safely.
- 3.7 A player removed from the game due to illness or injury may re-enter the game.
- 3.8 Any player that is removed from the game, for any reason, will not have his place in the batting order result in an automatic out. Each batter following a removed player simply moves up in the batting order.
- 3.9 Any base runner sustaining injury while on the bases may be replaced on base by the last batter not to have reached first base safely.
- 3.10 AYBS encourages a rotation or "call up" of players from Minors to field a AAA

team when necessary. Any AAA Manager wishing to call a player up must first get approval from the AAA Commissioner - ALL CALL-UPS MUST GO THROUGH THE AAA COMMISSIONER. Replacements for absent players may be called up only through the following procedure:

- a. Each Minors Manager will submit to the Minors Commissioner before the first game of the season the names of two (2) stronger players from his team for “call up” to the AAA division. That list will define the “Call Up” list for the AAA and will be maintained by the AAA and Minors Commissioners. The Minors Managers are encouraged to continuously evaluate their two (2) nominated players throughout the season and amend those designations when appropriate.
- b. No player may be called up more than once until all other players on the Call Up list have been offered the opportunity to play up (in other words, the same player or players may not repeatedly be called up to play).
- c. A team can only call up a player if they have 10 or fewer players - 11 players will be the maximum number a team can play with any call-up player(s).
- d. Each player called up must play a minimum of three (3) innings in the field. One of the mandatory innings may be the bottom half of the last inning.
- e. If more than one player is called up by a given team for a single game, each player called up should have equal playing time to the extent possible.
- f. Any player called up shall play in the outfield only and be placed last in the batting order.

#### **4.1 Umpiring**

- 4.2 An umpire’s call is final. An umpire’s judgment call may not be overruled. Managers and coaches may not argue or become vocal about the umpiring - it is not something we should be teaching our kids. Managers and coaches are also responsible for their team’s parents and fans in that same regard.
- 4.3 If there is a rule interpretation or discrepancy, the managers and coaches should attempt to resolve it among themselves and the umpire. Please be considerate - if an agreement cannot be reached, any AYBS League Commissioner or Board Member should be consulted.

#### **5.1 Pre-Game and Post-Game Procedures**

- 5.2 The home team will follow the opening procedure for preparing the field for play, such as lining the diamonds, raking the field, etc. The home team will be considered the official scorebook for that game and will occupy the third-base dugout.
- 5.3 The visitor’s team will follow the closing procedures for each field including raking the field.
- 5.4 Each team is allowed 10 minutes of infield before the game. Shorter infield may be necessary to keep that or any subsequent game(s) on schedule.
- 5.5 After each game, a coach from both the winning and losing teams is responsible for updating the designated website/app with the following information:
  - a. The final score
  - b. A brief evaluation of the umpires
  - c. Any incidents of unacceptable or poor sportsmanship and the person(s) involved
- 5.6 Both the home team and the visitors shall clean up their dugouts and the surrounding areas after each game and practice.
- 5.7 The following tie-breaker system will determine seeding for the post-season

tournament:

- a. Overall record
- b. Head-to-head record
- c. Fewest runs allowed
- d. Most runs scored
- e. Coin toss

## 6.1 Bad Weather

- 6.2 If lightning is sighted in the area, all teams must suspend play or practice and seek shelter immediately. If it starts raining or lightning is seen during a regular season or tournament game before four (4) innings have been completed, the game may be postponed or delayed upon agreement between the managers. If four (4) innings have been completed during a regular season game, the game is considered a full game (3 ½ innings if the home team is ahead). After the start of the 5th inning of a regular season game, if play is stopped in the middle of an inning, the game is considered complete and the final score is the score as of the end of the last full inning. Any tournament game so suspended shall be continued from the point play was stopped until six (6) innings have been completed (5 ½ innings if the home team is ahead).
- 6.3 The weather line should be monitored closely on game days of inclement weather – 317-578-5450.

## 7.1 Playoff Rules

- 7.2 There is no time limit for playoff games.
- 7.3 Playoff games cannot end in a tie.
- 7.4 The 5-runs per half-inning limit applies through the 5th inning. Beginning in the 6th inning, a 10-run rule will apply for all remaining innings.
- 7.5 If the score is tied after six (6) innings, each team will start their at-bat with a base runner on second base and one out for each subsequent inning.
- 7.6 **USA Baseball Bat Standard** required for playoffs.