

2023 TYA Minors Rules; Edited April 10th, 2023 for 9 and 10 Year Olds

GAME FORMAT

- 1) 46 ft pitching / 60 ft distance between bases
- 2) 6 inning games - no extra innings in regular season; playoff rules provide for extra innings
- 3) Time limit –
 - a) Games shall be limited to **2 hours and 15 minutes (135 minutes total)**
 - b) The game should start on time and fit within the allotted time slot if another game is immediately after. c) Official game is deemed to be 3 innings during regular season and 4 innings in playoffs.
 - d) Record & confirm your official start time with opposing coach & umpire.
- e) No new innings shall occur after 1hr and 55 minutes from the official start of the game. The "final" inning of regulation must be discussed and agreed upon by head coaches and umpire before the 1hr and 55 minute mark. For example, the "final" inning could be the 4th, 5th or 6th inning. There are no extra innings during the regular season.
- 4) Roster, lineups & batting order
 - a) All players shall be included in the batting order
 - b) Ten players play the field on defense....4 outfielders (All outfielders must be on the outfield grass)
 - c) Unlimited substitutions and re-entry, except for the position of pitcher:
 - i) A player removed as a pitcher may not pitch again in the same game
 - d) Game can be played with a minimum of 7 players
 - i) If any of the 7 players are "call-ups," the game will be played but officially forfeited
 - ii) If a player shows up during the 4th inning, he CANNOT play in the game.
- 5) A half inning shall be complete when one of the following occurs, whichever comes first:
 - a) Three (3) put outs are achieved by the defense
 - b) Six (6) runs are scored
 - i) In the "final" inning, there is NO run limit
- 6) Mercy Rule: If a team is losing by twelve (12) runs after 4 at bats, the game is complete and official.
- 7) General:
 - a) No leading, no balks
 - b) No dropped 3rd strike rule
 - c) No infield fly rule
 - d) No slash bunts (squaring to bunt, then pulling back and swinging the bat)
 - e) No head first slides towards any base
 - f) Stealing is permitted and discussed in the base-running rules

PITCHING

- 8) A pitcher cannot pitch more than 2 innings (or 6 outs) in one game. An inning is considered 3 outs. a) In addition, a pitcher cannot pitch to more than **15 batters** in a game. The assumption is that total batters faced is a proxy for pitch count and that each batter faced equates to 5 pitches regardless of the actual number of pitches thrown (15 batters x 5 pitches per batter = 75 pitches).
- 9) Rest rules:
 - a) If a Pitcher faces 13-15 batters in a game, three (3) full calendar days of rest must follow
 - (1) Ex: Pitch on Wednesday to 13-15 batters – not eligible to pitch until Sunday
 - b) If a Pitcher faces 9-12 batters in a game, two (2) full calendar days of rest must follow
 - (1) Ex: Pitch on Wednesday to 9-12 batters – not eligible to pitch until Saturday
 - (2) Ex: Pitch on Thursday to 9-12 batters – not eligible to pitch until Sunday
 - c) If a Pitcher faces 5-8 batters in a game, one (1) full calendar day of rest must follow
 - (1) Ex: Pitch on Wednesday to 5-8 batters – not eligible to pitch until Friday

- (2) Ex: Pitch on Thursday to 5-8 batters – not eligible to pitch until Saturday
- d) If a Pitcher faces 1-4 batters in a game, no (0) rest is necessary
- 10) If a player pitches in game, he may only play the position of catcher for a max of 3 innings in same game.
- 11) Coaches must keep track of the total number of batters faced by pitchers for both teams. The total number of batters faced by all pitchers must be tracked by using Game Changer. The coaches must provide a record of the names of each pitcher and the number of batters faced.
 - a) A Pitching & Scoring summary will be provided to the umpire who will then submit to the league commissioner for recording on the “TYA baseball “ website
- 12) Hit By Pitch - If a pitcher hits two batters in one inning, he must be replaced immediately.
- 13) No re-entry for pitchers
 - a) Once a pitcher is removed from the game as a pitcher, he cannot return to the position of pitcher during the same game
- 14) Visits to the Mound –
 - a) A visit to the pitcher by either the coach or an assistant coach is considered one visit.
 - b) If there are three (3) visits to the same pitcher within a game, the pitcher must be removed.
- 15) Pitching Distance to Home Plate - the pitching distance is 46 ft from the front of the rubber to the back tip of home plate.

BASE RUNNING

- 16) The ball is “live” on all batted balls and runners can advance as many bases as possible
- 17) No leading. The base-runner must be on the base when the pitcher is on the rubber.
- 18) Stealing is allowed once the pitched ball crosses the plate.
 - a) A base-runner may steal any base EXCEPT home base .
 - b) The base-runner may not take another base on an overthrow associated with an attempted steal or for any other reason until another pitch has been thrown....(e.g. only one base per pitch)
 - c) No stealing on throwback from catcher to pitcher (a delayed steal.) However, any return throw to the pitcher that is not caught by the pitcher and is loose on the ground will be a “live” ball and runners may advance at their own peril with the exception of home plate, which may not be stolen on an errant throw from catcher to pitcher.
 - d) If the pitcher has the ball within the “vicinity of the rubber” or the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base. No standing or dancing off the base to bait a throw from the pitcher or catcher.
 - e) A batter who becomes a base-runner upon receiving a walk (base on balls) may not steal second base until another pitch has been thrown to a new batter (the turnpike play is not permitted)
 - f) If a team is leading by 7 or more runs, no stealing. SHOW GOOD SPORTSMANSHIP.
- 19) Overthrows – If the ball goes out of play as a result of an overthrow, the ball is “dead” and the base-runner(s) will receive one additional base from the base he possessed at the time the ball goes out of play
- 20) Time –
 - a) The umpire is the only person who can stop the game with “Time.” Players and coaches may request “Time” from the umpire, but it shall be granted ONLY when all action on the field has ceased and at his discretion. For example, fielders CANNOT expect to get “Time” when there are runners between the bases.
- 21) Sliding and Avoiding Contact
 - a) All base-runners must try to avoid contact with fielders during plays at the bases.
 - b) A base-runner may go into 1st, 2nd or 3rd base standing up but must avoid contact.

- i) If a base-runner runs into a defensive player without sliding, he will be called out if in the opinion of the umpire he could have avoided contact.
 - c) Sliding during a play at the plate is situational and should be discussed with both coaches and umpires before the game.
 - d) Runners shall be called **out if they slide head first** into any base
 - e) A runner may slide headfirst **ONLY** when returning to a base.
- 22) Obstruction -- A fielder, while not in possession of the ball and not in the act of fielding the ball, may not impede the progress of any runner.
- a) Note: Obstruction is not the same as Interference; obstruction is typically committed by a defensive player against an offensive player, while interference is typically committed by an offensive player against a defensive player.
 - b) Immediate "dead ball" obstruction -- If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance to the bases they would have reached, in the umpire's judgment. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction.
 - c) Delayed "dead ball" obstruction -- If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and award bases to nullify the act of obstruction, if any.
- 23) Offensive Interference -- Any runner is out when they hinder a fielder attempting to make a play on a batted ball or intentionally interfere with a thrown ball.
- a) Any runner is out if they make contact with a batted ball that did not go through or by a fielder

GROUND RULES

- 24) All outfield fences are in play.
- a) Any batted ball that bounces over an outfield fence is a ground rule double.
 - b) Any batted ball that hits the right field fence on Field 2 is in play
 - c) On Field 1, any batted ball on the fly that goes over the 4 ft fence with the yellow protective guard is a home run. If it hits the soft safety netting in left field, it is a home run.
 - d) On Field 2, if a batted ball hits any part of the scoreboard in center field on the fly it is a home run.
- 25) Failure to follow the TYA ground rules will result in forfeiture of the game.

PLAYOFF RULES

- 26) If the game is tied after the "final" inning of regulation, an "extra" inning can start after 1hr and 55 minutes
- 27) There is NO run limit in the "final" inning or "extra" innings.
- 28) In the event of a tie after the "final" inning of regulation, use the following tie breaker system:
- a) "extra" innings shall be played with the last batted out from the prior inning at 2nd base and one (1) out
 - b) The game is over once a team is ahead after an "extra" inning.
- 29) At the discretion of the Minors Commissioner(s), extra innings in the championship game can be played by normal rules and the tie-breaker system in rule #28 is waived.
- 30) Suspended Game: If a playoff game is suspended for any reason (if not official), the game must be played from its point of interruption. Note: If a suspended game DOES NOT complete one (1) full inning, that particular game will be re- played in its entirety.

MISCELLANEOUS

- 31) Develop additional pitchers and catchers when opportunities arise. Try 5-6 pitchers.
- 32) Strike zone - discuss with umpire before the game.
- a) Make sure all are on the same page. Minor League strike zone is (line to line; knees to chest).
- 33) UMPIRES – Are to be respected at all times. Proper decorum is required. Any coach or parent disrespecting an umpire will be asked to leave the playing field and his/her return will be subject to the TYA Board.

- 34) Scoring – Each coach must keep score by using Game Changer, which will track the following:
- a) Runs scored and outs per inning
 - b) Batting order
 - c) Defensive fielding roles for players
 - d) Pitchers & number of pitches thrown and batters faced for each pitcher
- 35) Please limit only 3 adults in the dugout per team; players must remain in dugout during game unless they are on-deck or warming up in bullpen.
- 36) Lastly, please help prepare the fields before the game and rake, drag and clean fields/dugouts after the game.