**CYB AAA Baseball Rules - Spring 2018**

1. AAA pitches from 42’. It is the responsibility of each coach to measure the mound distance before each game. The kids should pitch from the mound whenever possible; a kid can be moved up to a minimum 40’ distance, if needed. This should be the exception.

2. Each team is required to keep pitch counts for their pitchers. At the end of each inning you must tell the opposing team the pitch count. Pitch counts should also be reconciled when a pitcher is removed from the game. Managers should declare ineligible pitchers to opposing manager before the game. Please follow the pitching rules outlined in the attachment.

3. If 4 balls are thrown by a player pitcher, a coach from the hitting team will come into pitch.   If the pitcher walks 3 batters in an inning, the coach will pitch the remainder of the inning. The coach must also pitch from the pitcher’s mound (42’).  Once there is 4 balls and the coach comes in a strike is taken away from the batter if the batter has 2 strikes (Note: a strike is removed only if the batter has 2 strikes when the coach comes in to pitch).  At three strikes (swinging or called) from either a player or coach pitcher, the player strikes out.

4. A batter hit by a player pitch will take first base. A batter hit by the coach is not allowed to take the base.

5. A pitcher must be removed from the game if he hits two batters in an inning or three batters in a game.

6. Six inning games with no inning to start after two hours unless there is no game on the field afterwards (in which case the coaches will decide whether to play on or not after two hours). An inning starts immediately upon the third out of the bottom of an inning.

7. Maximum four runs per at bat/half inning unless last inning, in which case bat until there are three outs in top or bottom (if necessary) of the last inning. However, should a home run be hit over the fence in any inning, including the last, all runs driven in by the home run will count. In the event of a tie, unlimited runs are allowed in extra innings. Managers decide on extra innings. This is not necessary. Gauge the kids.

8. Continuous batting order. Everyone bats.

9. No penalty for batting out of order.

10. Coaches/parents preferred as base coaches. If kids must coach a base, they must wear helmets – maximum one kid coaching at any one time.

11. Kids catching during a game or while warming up a pitcher on the mound or in the bullpen must wear a mask with a dangling throat protector at all times.

12. Two steals ball per inning. This can include one double steal, i.e. runners on 1st and 2nd or two single stolen bases

13. No stealing home or going home on a wild pitch or passed ball.

14. No delayed steal.

15. One base advancement on an overthrow during a steal attempt – No going home on an overthrow.

16. Maximum one base on a wild pitch or a passed ball (except from third where no advancement home is allowed).

17. A coach should be used to back up the catcher to keep play moving. If a steal attempt is possible, the coach should leave the back-up catcher spot. After a steal or advancement on a wild pitch/passed ball, a coach may return to back up the catcher to help retrieve further wild pitches/passed balls.

18. A player is allowed to try for additional bases on balls hit into the outfield (in the air or on the ground). Play will be considered dead once the ball is in control of the pitcher or any other infielder and/or the base runner has stopped his forward progress.

19. No advance on an overthrow.

20. Emphasis on slide OR avoid. It will be a judgment call by the umpire whether or not to call the runner out on plays the umpire deems warranted a slide or avoid.

21. One base on a tag up.

22. No infield fly rule.

23. No slashing (faking a bunt and then swinging away on same pitch) – slashing will result in the batter being automatically called out and any runner or runners being returned to the base or bases occupied prior to the slashing.

24. No intentional headfirst sliding – automatic out for head first slides. Exception: going back to a base.

25. Emphasis on hurry up on and off the field.

26. Coach option: “Hurry up” rule for catcher (if catcher is on base with two outs, a pinch runner may be used so the catcher can put on the catcher’s gear; the pinch runner shall be the batter who made the last out).

27. 10 players will be correctly positioned on the field (1st, 2nd, 3rd, SS, pitcher, catcher, and 4 outfielders). A team can play with less than 10 players. The outfielders must be placed 2 steps on the outfield grass. The outfields are not allowed to run into the infield to cover 2nd base. If a ground ball goes to the right field side, the short stop needs to cover 2nd. If a ground ball goes to the left field side, the 2nd baseman needs to cover second base.

28. All players must sit 1 inning prior to any player sitting for a 2nd inning

29. Managers are encouraged to rotate the kids from infield to outfield and into different positions taking safety into consideration. This is not mandatory but each kid should have the opportunity to play every position throughout the season.

30. Each defensive team is allowed one coach in the field to assist defensive players.

31. There are absolutely **NO** on deck batters at any time. Only the player batting is allowed to have a bat in his/her hands.

32. The umpire's call is final. A judgment call cannot be contested in any manner. In the event of a clear rule violation, both managers may approach the umpire for a rulebook review. Only the manager may discuss an umpire’s call (fair or foul, safe or out, etc.). There shall be no arguing balls and strikes.

33. No protests; all disagreements must be worked out on the field by the coaches and umpire.

34. Unsportsmanlike behavior by players, coaches, parents, etc. will not be tolerated; head coaches are responsible for controlling the behavior of their assistant coaches, players, fans, players’ parents, etc.

35. While chanting is allowed, there shall be no chanting or other actions that disrupt any pitcher, batter, fielder or base runner. Any other chanting must stop once the pitcher has the baseball and is in contact with the pitching rubber.

36. An umpire may stop and/or forfeit a game for behavior that in the umpire’s belief constitutes unsportsmanlike behavior that either continues unabated after one warning or warrants no warning.

37. Anyone ejected from a game must sit out the next game. (Both teams’ head coaches need to report an ejection to the age-division coordinator).

38. Anyone ejected twice during the season is out for the season.

39. Playoff seedings will be determined via random drawing upon completion of the regular season schedule. Regular season records do not count toward playoff seedings - give your players opportunities to try different positions during the regular season.

\*\* Little League rulebook and common sense for other undeclared rulings.