



## 2018 Frontier Youth Baseball League Playoff Rules

- The 2018 Frontier Playoffs will take place May 14 - June 2
- All AA, AAA, and Major Division teams will participate.
- No pool players are allowed. If a team cannot field 9 players at the start of the game, it is a forfeit. A team can end the game with only 8 players.
- Pitchers are allowed to throw a maximum of 6 innings per 2 games. A pitching log will be maintained by each team's manager.
- If a player must leave the game for any reason, their next at bat will be recorded as an out. There will be no penalty for subsequent missed at bats.
- In the very rare instance that a manager wishes to protest an umpire's interpretation of a rule (not judgement calls such as balls, strikes or outs) or a violation of the rules by the opposing manager (ineligible pitcher, minimum play), that protest should be resolved before play continues. It is the responsibility of the protesting manager to show the umpire and opposing manager the written rule in question. If the protest cannot be resolved at the field, then the Tournament Director, Vice President or League President must be contacted for an immediate ruling in that order of
- If game is tied after 6 innings or time expires (whichever is first), the California tie-breaker rule will be used. Last out will be placed on 2nd base to start the inning with one out until a winner is determined.
- The higher seeded team will have the option to select home/away.
- The home team will provide a scorekeeper.
- The league will provide two new baseballs for each game. They will be in the equipment shed.

## **Major Division**

- Leadoffs and dropped 3rd strike
- 50' mound, 70' bases
- No new inning after 2 hours (no drop dead time)
- Unlimited scoring, home plate always open
- 10 run mercy rule after 4 innings, each team must have equal number of at bats, unless home team is leading by 10 after 4 before the mercy rule is called.
- Teams must bat the entire lineup (all players in attendance)
- Free substitution on defense
- No player can sit defensively for consecutive innings
- No balk warnings

## **AAA Division**

- Leadoffs and dropped 3rd strike
- 46' mound, 65' bases
- No new inning after 2 hours (no drop dead time)
- Unlimited scoring, home plate always open.
- 10 run mercy rule after 4 innings , each team must have equal number of at bats, unless home team is leading by 10 after 4 before the mercy rule is called.
- Teams must bat the entire lineup (all players in attendance)
- No player can sit defensively for consecutive innings
- One balk warning per pitcher.

## **AA Division**

- No leadoffs until ball crosses home plate. No dropped 3rd strike.
- 46' mound, 60' bases
- No new inning after 2 hours (no drop dead time)
- Unlimited scoring, home plate always open (Stealing of home will only be allowed on a pass ball behind the catcher, overthrow of a ball thrown back to the Pitcher, or a throw attempt on a base runner at 3B. Stealing of home, when a Catcher throws the ball back to the Pitcher, when the Pitcher successfully catches that returned throw, will not be allowed.)
- 10 run mercy rule after 4 inning, each team must have equal number of at bats, unless home team is leading by 10 after 4 before the mercy rule is called.
- Teams must bat the entire lineup (all players in attendance)
- No player can sit defensively for consecutive innings
- Each player must play the infield for one full inning by the fourth inning. No player can play the infield for more than 3 consecutive innings.
- No infield fly rule.

**Any violations of rules, will result in an automatic forfeit. No exceptions.**

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