

## **Frontier Youth Baseball League AA Division Rules**

- Age Guidelines/Eligibility: Ages 7 to 9 years old. 10-year olds are encouraged to play AAA.
- Player Evaluations: All players in this division will participate in player evaluations in order to ensure proper division placement.
- Team Formation: Teams will be formed via a draft process. Refer to FYBL Rules governing the draft.
- Player Protection: Limited to children of the manager and two (2) coaches only.
- Uniform/Equipment: Players will keep their League-issued hat and jersey.

### **Regular Season Game Rules**

- Time limit / innings: AA Division will play a maximum of 6-innings and no new inning starts after one hour and thirty minutes. There shall be a 1hour 45 min “drop dead” time limit for all games. If the inning is not completed when “drop dead” time occurs, then the score will revert back to the last full completed inning.
- Pool Players: A minimum of nine (9) players are required to start the game. A team may finish the game with (8) players due to injury. If a team does not expect to field a team of nine (9) players, the Player Agent must be contacted before the game and notified which pool player(s) will be used or to request assistance in obtaining pool players.
- The Pool Player shall not pitch in that game, can only play outfield and must bat last in the batting order. In the event a team is unable to field nine players (a minimum of seven players from the team and two pool players) a forfeit is declared.
- Field Preparation: The Home team is responsible for the preparation of the field. Bases shall be placed at a distance of 60’.
- Pre-Game Paperwork: Prior to the game, managers will provide opposing team and official scorekeeper with lineup listing players first and last name, jersey number, and starting position.
- At all games hosted by Frontier, Managers will also provide the official scorekeeper with their pitching log. The scorekeeper will return the updated log at the end of the game.

## Scores / Standings:

There shall be a five (5) run limit per half inning allowed. Even if more runs would have scored on the final play of the inning, a maximum of five (5) runs will be scored. An unlimited number of runs may be scored during the last inning. The last inning must be determined before the inning begins and agreed on by both Managers and umpire. Games can end in a tie.

If a minimum of 4 innings has been played, the 10-run “mercy rule” will be followed as long as both teams have had equal times at bat or the home team is leading.

Standings will be kept for Frontier vs. Frontier games only beginning after game 4 of the season. These standings will determine seeding for the FYBL post-season tournament.

## Pitching:

The pitching distance is 46'. The second visit of a manager or coach to the pitcher in the same inning will cause the pitcher's automatic removal from the mound. A pitcher must be removed after hitting three (3) batters in a game. A pitcher once removed from the mound may not return to pitch in that game.

No pitching machines will be utilized the entire season. This is a player/coach-pitch youth baseball division. Players will pitch to opposing batters until the ball is hit, the batter strikes out or four (4) balls occur. In the first **three** games, if ball four occurs, the offensive coach will come in to pitch to the hitter. The hitter will receive three (3) pitches from the coach. If after three (3) pitches from the coach the ball has not been put into play, the hitter will be declared out. The coach must be no closer than the front edge where the mound meets the grass when coach pitching. Beginning with Game 4 of the schedule, after ball four the batter will then be awarded 1st base.

Player pitchers and coach pitchers, must pitch from the nearest pitching mound (46-feet from home plate) while pitching to opposing hitters during the game. It is asked that the Coach pitch assimilate the pace and trajectory of the player pitch and to keep one foot/knee on the pitcher's mound.

FYBL will be participating in a pitch count program that has been authorized by Babe Ruth League, Inc. The rules for this program are listed below and will be strictly adhered to.

### **Maximum Pitch Count per Player**

- 7 – 8 years old: 50 pitches max per game
- 9 – 10 years old: 75 pitches max per game

### **Required Days of Rest**

- 1 – 20 pitches: 0 days of rest
- 21 – 35 pitches: 1 days of rest
- 36 – 50 pitches: 2 days of rest
- 51 – 65 pitches: 3 days of rest
- 66+ pitches: 4 days of rest

Once a pitcher has reached his/her limit, the scorekeeper will notify the umpire. The umpire will then notify the manager that the pitcher must be removed. *Note: if the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.*

Failure of the scorekeeper to notify the umpire or failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible to pitch.

Violation of this rule may result in a protest of the game by the opposing manager.

**Batting:** For regular season games, teams will use a continuous batting order (all players in attendance). Runners will be removed if called out. Normal three (3) outs per side will be observed in any inning.

Bunts may be utilized the entire season. However, Babe Ruth League has now prohibited the Fake Bunt-Slash Bunt. A batter will be called out when the player fakes a bunt and then takes a full swing. This eliminates a player from fake bunting and then slap-hitting the ball. The penalty for this action is the batter is out, the ball is dead, and no runners may advance.

**Stealing:** For the first **three** games of the season, no stealing is allowed at any time. Beginning with **Game 4**, stealing of 2<sup>nd</sup> or 3<sup>rd</sup> base will be allowed. Beginning with **Game 7**, stealing of 2<sup>nd</sup>, 3<sup>rd</sup>. and home will be allowed.

**Sliding:** All sliding must be done feet first. No head first slides (except when returning to a base). One warning will be given per game. No collisions at home plate (the league will **always** protect the catcher). The runner must attempt to slide. If a collision occurs where the runner initiated contact, the runner is called out.

**Injured Player Rule:** If any player becomes injured or sick during a game and is unable to continue, the player will be an automatic out for only the **first time**

they come up in the batting lineup. Any remaining plate appearances will simply be skipped without recording an out.

**Pinch Runner Rule:** Pinch runners will be utilized to help keep games moving smoothly. A pinch runner may be inserted in place of an upcoming pitcher/catcher for the next inning and for a batter that is sick or injured only when there are two outs. The pinch runner shall be the last recorded out. Manager asking for a Pinch Runner must declare the position the kid being run for will play next inning (pitcher or catcher). Enforceability will be the opposing Manager's responsibility.

**Infield Fly Rule:** The infield fly rule will not be enforced by the umpire.

**Player Rotation:** The goal of player rotation in the AA Division is to provide ALL players the maximum amount of opportunities to experience as many defensive positions as possible.

A player cannot sit a second inning until all other players have sat one inning and cannot sit two consecutive innings of a six-inning game. Bench time should be evenly distributed between all players on the team (with the exception of player injury).

No player can play any infield position more than three (3) innings in a row in any game; they must rotate to an outfield position or the bench before returning to the infield.

All players must play one "complete" inning at an infield position by the 4<sup>th</sup> inning.

No player can play the outfield position more than two (2) innings in a row in any game; they must rotate to the infield before returning to the outfield.

If a coach believes a safety issue exists that would prevent a player from playing the infield, it must be identified and agreed to by the Player Agent. At the umpires meeting prior to the start of the game, the manager with such a player must inform the opposing manager of the situation.

**Late Arrivals:** Do not penalize players arriving late to games. Encourage parents to get their child to the game early to allow for proper warm-up. If a player arrives late, add them to the bottom of the batting order and insert them into the defense as originally scheduled.

**Coaching:** A maximum of two (2) coaches will be allowed on the field to assist with defense for the **first game only**. Thereafter, **no more than three (3) total coaches are allowed on the field and in the dugout**

**combined at any time.** At least one coach must be in the dugout at all times that a player is in the dugout.

Manager Selection will be determined by FYBL Rules and approved by the Board of Directors. All coaches who are on the field during games must have successfully completed the Babe Ruth League online coaching certification. All adults who are on the field or assisting in the dugout must have successfully cleared the FYBL approved background screening process.

Umpiring:

Normal balls and strike counts will be used throughout the entire season. A large strike zone is encouraged to get the bats off the player's shoulders and get the ball in play.

The league will provide umpires for games. Two game balls should be provided to the umpire by the home team, with a back-up ball provided by the visiting team if needed. The official scorekeeper is to be supplied by the home team for all games.

Post Season:

At the conclusion of regular season play, there will be a FYBL tournament.

FYBL will also participate in Cal Ripken All Star tournaments.

Post season tournament rules, player selection, and schedules will be published in a separate document.