

ABYB LEAGUE AND DIVISIONAL RULES AND GUIDELINES

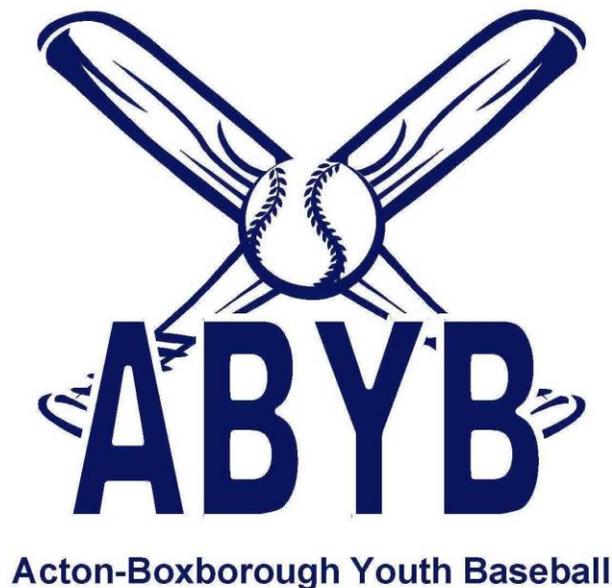


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1.0 Acton-Boxborough Youth Baseball League Rules

1.1 Eligible Players

- Acton-Boxborough Youth Baseball (ABYB) carries insurance that requires each player to be registered each season in an age- and skill-appropriate division. Therefore, only registered players may participate in any ABYB practice, scrimmage, or game.
- Players must reside within the town boundaries of Acton or Boxborough. Exceptions are handled on a case-by-case basis.

1.1.1 Medical Release

- Each Player or player's Caretaker (i.e., parent or guardian) must provide a Medical Release form to the Head Coach at the first team meeting or practice. The Medical Release form is found on the ABYB website.

1.1.2 Uniforms and Gear

- All players shall wear the following, at a minimum: protective cups (boys), pants, team shirts, and team ball cap. In Minor B and above, baseball pants are recommended; shorts are not permitted.

1.2 Coach, Caretaker and Player Code of Conduct

- Coaching and caretaking is a high-visibility role that influences how athletes conduct themselves during this baseball season, and for their entire lives. It's a big responsibility. When competition gets heated or things are going wrong, we sometimes forget that it's all about the kids having fun and developing their skills and sportsmanship.
- ABYB strives to assure that the coach/caretaker influence is a positive one that helps to maximize player development - physically, mentally, socially and emotionally. Besides knowing how to coach and care for a baseball player effectively, there's another role ABYB requires of you: Role Model.
- ABYB wants every one of our coaches-head coaches, assistant coaches, volunteers, caretakers and players to know going into each season that ABYB expects you to uphold certain high ideals of sportsmanship during practice and games, and whenever representing and participating in ABYB Baseball.
- A Coach, Caretaker and Player Code of Conduct was adopted on January 3, 2005. Please refer to the ABYB website to obtain the Code of Conduct. Coaches are strongly encouraged to review the Code of Conduct with their Players

1.2.1 Conduct Committee

- ABYB selects a Conduct Committee to review coach, caretaker, and player conduct as it relates to ABYB's Code of Conduct. Board members, coordinators, coaches, umpires, or parents can raise issues to this committee for review and action.

1.3 CORI Forms and Little League Volunteer Applications

- Any volunteer who works directly with players (e.g., coaches, assistant coaches, division coordinators, team managers) must complete the Criminal Offender Record Information (CORI) process and submit a Little League (“LL”) Volunteer Application form once each calendar year prior to participating in ABYB activities.
- CORI forms are not transferable between organizations (e.g., ABYB and Acton or Boxborough Public Schools) and there is no facility to complete these electronically. CORI forms must be completed by hand, scanned and sent by e-mail, or mailed to ABYB.
- Part of the CORI process includes submitting a copy of your driver's license or other state-issued photo identification. You can scan your license and send by e-mail, or photocopy and mail this.
- Finally, you are required to complete the current year's Little League Volunteer Application. You can fill it out as a PDF form, save it, and e-mail it; or you can print this form, fill it out by hand, then scan and send by e-mail; or you can print this form, fill it out by hand, then send this by mail.
- All three documents listed above can be e-mailed to cori@abyb.org

2.0 Safety

- All Coaches, Managers and Umpires should be familiar with the ABYB Safety Manual located on the ABYB website.

2.1 Lightning

- If a coach, parent, player or umpire hears thunder or sees lightning, the umpire must stop the game and all participants must leave the field. Players, coaches, and spectators should seek shelter away from chain link fences, trees, dugouts and bleachers. Fifteen (15) minutes after the last visible lightning strike or audible thunder, the game can resume. In a game where there is no umpire (Minor B, Minor C, T-Ball), the coaches will take the place of the umpire in the above rule.
- If lightning or thunder is observed during the waiting period, the 15 minute waiting period starts over again from that point.
- If a game is delayed by more than 30 minutes, the game must be canceled and can be rescheduled.

2.2 On-deck Rule

In all Little League divisions (Majors and younger), batters are not allowed to take warm-up swings while “on deck” for safety reasons even at fields equipped with specific on deck area. Batters must wait until reaching the batter’s box before swinging the bat.

2.3 ABYB Incident/Injury Tracking Report

- In the case of an injury during a practice or game, coaches are required to complete an ABYB Incident/Injury Tracking Report. This form is found in the Safety section of the ABYB website. Any incident that causes any player, coach, umpire or volunteer to receive medical treatment and/or first aid must be reported within 48 hours of the incident.

3.0 Playing Field Maintenance

- ABYB receives permits for field use granted by Acton-Boxborough Community Education, Acton Recreation Department, and Boxborough Recreation Department. While these organizations are ultimately responsible for the quality of the fields, as primary users of many of these facilities, ABYB contributes to the ongoing maintenance and sustainability of these resources both financially and through volunteer labor.
- Coaches, parents, and other volunteers are encouraged to participate in field maintenance activities.
- Many of the following playing field maintenance guidelines apply to the fields used in the Minor B and higher divisions. Stone-dust or grass fields may not need the same care or have the same equipment available.

3.1 Practices and Games

- Fields must be properly prepared before all games and practices and raked at the end of all games and practices.

3.2 Game-Day Responsibilities

- ABYB traditionally has made the home team responsible for field maintenance: properly preparing the field by removing water, raking, and lining the field pre-game. However, ABYB is a community. Offer to help.
- Coaches should solicit parent volunteers early in the season and ask these individuals to arrive early to take on field maintenance tasks.
- Both teams should participate in post-game cleanup.

3.3 Field Maintenance Guide

- To maintain our fields in the best possible playing condition, it is important to learn how to properly prepare a field before and after play. Please visit the ABYB website to view a detailed brochure on "best practice" field care techniques as well as the Field Maintenance Guide.

3.4 Water Removal

- Please follow the Golden Rule: Never scoop, shovel, push, sweep, plow, drag mat or otherwise move infield mix, mud or muddy water to the edge of the skin or onto the grass playing surface, including foul territory. Pick up and remove mud and water from the skin and dump it off the play area. You will cause damage to the field that is very expensive to repair, if you do not follow this rule!

3.5 Raking Fields

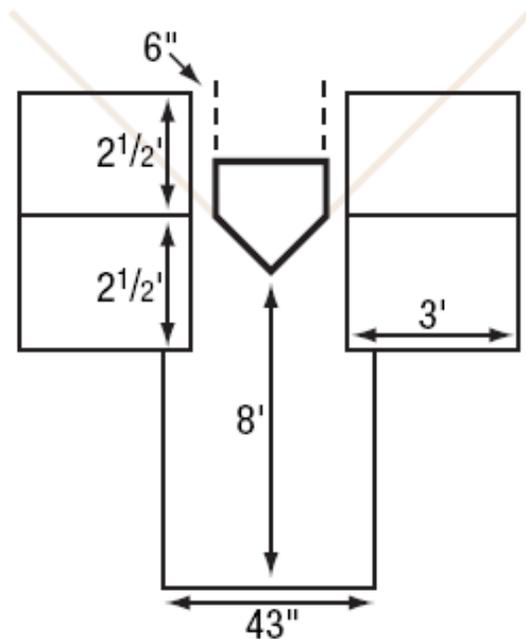
- Before you start to rake, remember the Golden Rule: never rake infield clay towards a grass edge.
- Fields should be raked prior to lining a field and after each practice and game. Rake the base paths, home plate area, and pitcher's mound.
- Rake the base paths in the direction of the runners, not across the runner's path. This

will keep infield mix within the base paths and not cause lips if dirt is raked into the edge of the grass.

- Rake around the edge of the circular home plate area, not into the grass surrounding the area, and then rake within this circle.
- Rake from the edges of the pitcher's mound towards the rubber, pulling dirt into the mound as opposed to down the mound towards the grass.

3.6 Lining Fields

- Fields should be lined prior to each game. Lining includes marking batter's boxes and foul lines.
- Line marking powder is stored in bulkheads at the field and must remain dry to be usable.
- Load the line machine with just the amount of line marking powder that you need to complete the job. Dumping a full bag of line marking powder into the machine is way more than you need! Overloading will cause the machine to jam on the next application.
- Using the batter's box template as a guide, scrape lines in the dirt making a batter's box as follows:
-



Catcher's and Batter's Boxes

www.turface.com

- Use the line marker to draw batter's boxes and catcher's box.

ABYB League and Divisional Rules

- Using a stake at the back corner of home plate, stretch the string along each baseline past the outside edge of each base (remove the base if possible) to the edge of the outfield grass. Scrape a line in the dirt along this marked line, then remove the string. Line from the edge of the batter's box up each foul line. Replace bases.
- Throw out empty bags of line marking powder in trash container.
- Place line marking machine and unused line marking powder under cover when you are done. Wet line marking powder will jam in the machine!

3.7 Tarps

- When the field is not in use, tarps should be on home base and the pitchers mound at all times. A couple hours in the sun will dry out the clay making it loose. The tarp keeps moisture in the clay during sunny dry weather and prevents over saturation during humid wet weather.
- Prior to a game or practice, remove tarp spikes and place in a bucket. Please keep the spikes together so they don't get lost in the grass. Fold tarps (when conditions are dry fold them in place rather than dragging them off the field) and place them safely off the playing surface away from players baseball cleats, protected from the wind and off the grass play area (so the grass won't die under the tarp in the hot sun).
- After you are done with play and prior to replacing the tarp, rake the skin surface at home and the mound. Rake from the grass edge towards the center of the circle. Never bring infield mix to the grass edge! When conditions are dry lightly wet the infield mix (if water is available) around home and the mound.
- Replace the tarp on the center of the home base and mound circle. Do not overlap the tarp onto the grass. The tarp will kill the grass or get damaged by a mower if it is off center.
- Place spikes evenly around the edge to secure tarp. Realign the tarp if it is overlapping onto the grass surface.

3.8 Bulkheads

- Bulkheads area available at most fields to store field maintenance equipment and supplies. Please keep bulkhead doors **closed** when not attended. The safety latch is easily damaged if you lean on the open door. Replace or remove what you need from the bulkhead and then release the safety latch and close the door.
- Use care in operating the doors. The torsion rod mechanism provides ease of operation. When the doors are fully open, the safety latches guard against accidental closing. To close each door, lift the operating arm (located on the inside of the door) to release the safety latch.
- Doors will become damaged if the doors are forced closed without first releasing the safety latch!
- At some fields, ABYB locks bulkheads. Lock combinations are available from the Division Coordinators.

3.9 Trash

- ABYB is responsible for properly disposing of trash at the fields we use. Depending on the facility, ABYB may be responsible for removing trash as well. The towns and schools do not provide staff hours to pickup trash left on the field by ABYB.
- Each field should have one or more trash barrels nearby. There are trash bags in the bulkhead or storage bin at each field. If you notice that there are no trash bags available, please email fields@abyb.org.
- Prior to any event, make sure each trash can has a trash bag in it. It is not a fun job to empty a full trash can that did not have a trash bag in it! When you empty a trash can put a new liner in. If you are the last team leaving a field on a given day, turn the can upside down so it won't fill with water if it rains.
- Full bags need to be moved to designated areas at each field. After every game it is the coach's responsibility to assign someone from the team (parents or players) to clean the bench area and empty the trash can nearest the bench.
 - Veterans Field - ABYB teams are responsible for moving bagged trash from the field area up to the right of the shed. The Town of Acton will pick up trash (at the shed) on Mondays, Wednesdays and Fridays.
 - Conant School fields (MacPherson) - Bring full bags of trash to the top of the access road to each field. The Town of Acton will remove bagged trash from this area.
 - McCarthy-Towne and Douglas fields - trash placed in the green metal barrels provided by the schools will be removed by the schools. Removing trash placed in other receptacles remains the responsibility of ABYB. Use the dumpsters near each school.
 - Flerra and Liberty – place trash in receptacles provided by the Town of Boxborough.
 - If your team generates excessive or bulky trash (e.g., pizza boxes after a team party at a field), it is recommended that you remove these bulky items and dispose of them yourself.

4.0 Game Preliminaries

4.1 Game Balls

- The home team supplies at least one game ball (T-Ball, Minor C, Minor B) or two game balls (Minor A, Majors, Babe Ruth) provided by ABYB.

4.2 Payments

- The home team is responsible for paying umpires.

4.3 Benches

- The home team shall occupy the first base bench.

4.4 Pre-game Meeting

- Before the start time of each game, umpire(s) and both head coaches must confer to review ABYB divisional rules and ground rules for the field. Coaches should have copies of these rules and Little League's "Official Regulations and Playing Rules" at each game.

4.4.1 Umpire-in-Chief

- Little League rules require that each game have a designated "Umpire-in-Chief" who is over 18 years of age and is capable of managing safety issues (e.g., postponing a game due to weather or darkness) and gravitas issues (e.g., a coach being aggressive towards an umpire).
- At any game officiated by one or more umpires over the age of 18 years, one umpire of age is designated as the "Umpire-in-Chief."
- At any game officiated by umpire(s) who are under the age of 18 years, an adult must be designated as the Umpire-in-Chief and has authority to postpone/cancel a game, eject a coach, or take other actions as necessary. The Umpire-in-Chief needs to be present at the game, but is not required to be officiating on-field.
- The home team will designate an Umpire-in-Chief for that game. If a non-coaching parent before the game has volunteered to be the Umpire-in-Chief, that home team shall be the Umpire-in-Chief.

5.0 T-Ball Division Rules

5.1 Overview

- The T-Ball division is for our youngest players in pre-kindergarten and kindergarten. In T-Ball, expect:
 - Coaching instruction by parent volunteers, teaching the basics of baseball: an introduction to batting, fielding, throwing, base running, and defense.
 - This division emphasizes participation, learning and having a fun team sports experience. Therefore, wins/losses and team standings are not recorded.
 - One weeknight practice on the same night each week, lasting 60-75 minutes.
 - T-Ball is moving to more of an interactive player development model. The weekends will include a 50% mix of two types of formats: One type of format will be an intra-team scrimmage of 5v5 or 6v6 (with fielders playing infield positions only), while the other 50% will be the more traditional full-roster games between two opposing teams.
 - One 3-inning game on half of the Saturdays in the season, lasting 70-90 minutes. (If games rain out, make-ups might be scheduled on Sundays or on weekdays).
 - Practices and games are primarily at Douglas School and Holiday Inn field 1 with 45- to 50-foot base paths.
 - Each player bats once per inning, 3 times per game, hitting from a batting tee. Intra-team scrimmages will allow players to bat more than three times, as each batting lineup will be half a regular team.
 - Players play all defensive positions during the season but players do not pitch and catchers are not in full gear.
 - Coaches and players are assigned to teams by the T-ball division coordinator. Coordinators typically try to group schoolmates together if possible.
 - Players receive team shirts and hats and an end-of-season participation trophy.

5.2 Safety

- Coaches must maintain safe conditions during practices and games. When scrimmaging or playing, the catcher, pitcher, first baseman, and third baseman are all required to wear batting helmets.
- Coaches may be stationed on the field defensively to attempt to keep players in position and focused on the game. A coach stationed near the pitcher should knock down hard line drives that are potentially dangerous to an inattentive pitcher.
- Coaches must not leave the field until every team member has been picked up.

Notify parents if their child has been injured. If there was an injury, make sure an incident report is filled out and sent to the safety coordinator.

5.3 Length of Game

- Three innings are scheduled to be played. No new innings may be started after 1 hour and 45 minutes after the scheduled game start time.

5.3.1 Innings

- A half-inning consists of each offensive player batting once.
- Outs and runs are not tallied. Players who are put out return to the bench.

5.4 Playing Time

5.4.1 Number of Players

- There are 10 players on the field with 4 players in the outfield.

5.4.2 Bench Players

- No player can sit out more than one inning in one game.

5.4.3 Infield vs. Outfield

- A full rotation of players is expected unless the coach chooses not to put a player at first base due to weak catching skills making play at that position unsafe.

5.5 Live Play

- Once the fielder is in possession of the ball the runner advancement is stopped.
- There is no stealing or advancement on a base overthrow.

5.6 Pitching

- A pitcher plays as a defensive player, but does not pitch.

5.7 Batting

- All players bat once per inning only using the batting tee.
- Coaches may assist players into position in the batting box and should adjust the tee to an appropriate height. Once fielders are ready, the coach places the ball on the tee.

5.7.1 Batting Order

- The batting order should be rotated each game, potentially starting at a different player and ending at a different player each inning, so children have the opportunity to bat first, last, and elsewhere in the batting order.

5.7.2 Bats

- Little League bats are used. Each team is provided with bats, however players may use their own wood or metal bat. Metal bats must have the **USA Baseball logo** to meet bat standards for 2018 and beyond.

5.7.3 Balls and Strikes

- As there are no pitches, there are no called balls and strikes.
- Players are permitted as many swings as necessary to put the ball into play.
- Coaches should use their discretion on balls hit to only within a few feet of the tee. The coach helping batters at home plate may declare a “dead ball”, then will replace the ball on the tee for another swing.

5.7.4 Bunting

- Not applicable.

5.8 Sliding

- Sliding is discouraged in this division.

5.9 Infield Fly

- Not applicable.

5.10 Scoring and Standings

- The score is not kept.

5.11 Official vs. Suspended Games

- Not applicable.

5.12 Umpires

- Coaches or parent volunteers serve as the game’s umpires.

6.0 Minor C Division Rules

6.1 Overview

- The Minor C division is for our first-grade players. In Minor C, expect:
 - Coaching instruction by parent volunteers, teaching the fundamentals of batting, fielding, throwing, defense, and base running, with an emphasis on fun as players develop.
 - This division emphasizes continued learning and having a fun team sports experience. Therefore, wins/losses and team standings are not recorded.
 - One weeknight practice on the same night each week, lasting 60-75 minutes.
 - Minor C is moving to more of an interactive player development model. The weekends will include a 50% mix of two types of formats: One type of format will be an intra-team scrimmage of 5v5 or 6v6 (with fielders playing infield positions only), while the other 50% will be the more traditional full-roster games between two opposing teams.
 - One 3-inning game on half of the Saturdays in the season, lasting 70-90 minutes, possibly with make-up games on Sundays or weekdays.
 - Practices and games are primarily at McCarthy-Towne School and Holiday Inn field 2 with 50-foot base paths.
 - Each player bats once per inning, 3 times per game, with a coach pitching. Some players may be required to bat from a batting tee after a number of missed swings. Intra-team scrimmages will allow players to bat more than three times, as each batting lineup will be half a regular team.
 - Players play all defensive positions during the season. Pitchers do not pitch but play defense, and catchers retrieve pitches from the coach.
 - Coaches and players are assigned to teams by the Minor C division coordinator. Coordinators typically try to group schoolmates together if possible.
 - Players receive team shirts and hats and an end-of-season participation trophy.

6.2 Safety

- Coaches must maintain safe conditions during practices and games. When scrimmaging or playing, the catcher, pitcher, first baseman, and third baseman are all required to wear batting helmets.
- Coaches may be stationed on the field defensively to attempt to keep players in position and focused on the game. A coach stationed near the pitcher should knock down hard line drives that are potentially dangerous to an inattentive pitcher.
- Coaches must not leave the field until every team member has been picked up.

Notify parents if their child has been injured. If there was an injury, make sure an incident report is filled out and sent to the safety coordinator.

6.3 Length of Game

- Three innings are scheduled to be played. No new innings may be started after 1 hour and 45 minutes after the scheduled game start time.

6.3.1 Innings

- A half-inning consists of each offensive player batting once. Outs and runs are not tallied. Players who are put out return to the bench.

6.4 Playing Time

6.4.1 Number of Players

- There are 10 players on the field with 4 players in the outfield.

6.4.2 Bench Players

- No player can sit out more than one inning in one game.

6.4.3 Infield vs. Outfield

- A full rotation of players is expected unless the Coach chooses not to put a player at first base due to weak catching skills making play at that position unsafe.

6.5 Live Play

- Once the fielder is in possession of the ball the runner advancement is stopped.
- There is no stealing or advancement on a base overthrow.

6.6 Pitching

- Pitching is performed by a coach. Coaches can choose to pitch from a standing position or a kneeling position. A coach pitches from whatever distance is comfortable for the coach and the batter.

6.7 Batting

- All players bat once per inning only. Coaches may assist players into position in the batting box.

6.7.1 Batting Order

- The batting order should be rotated each game, potentially starting at a different player and ending at a different player each inning, so children have the opportunity to bat first, last, and elsewhere in the batting order.

6.7.2 Bats

- Little League bats are used. Each team is provided with bats, however players may use his own wood or metal bat. Metal bats must have the **USA Baseball logo** to meet bat standards for 2018 and beyond.

6.7.3 Balls and Strikes

- With coach pitch, there are no called balls and strikes.

ABYB League and Divisional Rules

- Players are permitted 5-7 swings to put the ball into play.
- Once a batter has taken these swings and has not put the ball in play, a coach must use a batting tee and set the ball for the player to put the ball in play. There is no limit to the number of swings a player may take at a ball on the tee to put the ball in play.

6.7.4 Bunting

- Bunting is not permitted.

6.8 Sliding

- Feet-first sliding only is allowed.

6.9 Infield Fly

- Not applicable.

6.10 Scoring and Standings

- The score is not kept.

6.11 Official vs. Suspended Games

- Not applicable.

6.12 Umpires

- Coaches or parent volunteers serve as the game's umpires.

7.0 Minor B Division Rules

7.1 Overview

- The Minor B division is for our second-grade and many third-grade players. Third graders are assigned to Minor B or to Minor A based on coaches evaluations of players. In Minor B, expect:
 - Coaching instruction by parent volunteers, teaching the fundamentals of batting, fielding, throwing, defense, and base running. Coaches introduce pitching and catching at this level, as well as defensive strategy.
 - There is a focus on fun in a structured team-oriented environment. Scores are kept during games, but standings are not kept.
 - The Division Coordinator assigns coaches to teams, and players are assigned to teams during a player draft, with a goal of creating balanced teams.
 - Expect one weeknight practice on the same day each week, lasting 60-75 minutes.
 - Expect one 6-inning game each Saturday, lasting 90-120 minutes, with potential for games on Sundays or weeknights.
 - Games and practices are held primarily at Liberty field with 60-foot base paths (standard Little League field dimensions).
 - Batters hit coach-pitch for the first part of the season and hit a blend of player-pitch and coach-pitch for the second half of the season.
 - Players play most defensive positions during the season, with pitching and catching introduced.
 - Players receive team shirts and hats and an end-of-season participation trophy.

7.2 Safety

- Coaches must maintain safe conditions during practices and games. When scrimmaging or playing, the pitcher, first baseman, and third baseman are all required to wear helmets.
- A catcher receiving pitches must wear properly-fitting protective gear, including a helmet with attached facemask, chest protector, and shin/knee guards. All male players are required to wear a protective athletic cup, and no male player may play catcher without this equipment.
- Coaches must not leave the field until every team member has been picked up.

Notify parents if their child has been injured. If there was an injury, make sure an incident report is filled out and sent to the safety coordinator.

7.3 Length of Game

- Games are 6 innings while played within the time allotted. No new “full” innings shall be started after one hour and forty-five minutes after the scheduled start time of the game. A new inning starts as soon as the 3rd out is made in the bottom half of the

previous inning.

7.3.1 End of a Half-Inning

- A half-inning ends after any of:
- three defensive outs;
- when there are five runs scored in a half-inning; or
- when a team has batted through its order. Exception: If a batting team has fewer players present than the opposing team, the batting team is allowed to bat as many players as the opposing team has.

7.4 Playing Time

7.4.1 Number of Players

- A defensive team consists of 10 players.
- A team must be able to field at least 8 players, and has until 10 minutes past scheduled start time to do so. If unable to do so at this point (or at any time during the game), the opposing team can provide additional defensive players.

7.4.2 Bench Players

- No player can sit out more than two innings in one six-inning game, and no player can sit out two consecutive innings.
- No player can sit out a second inning in a game until every player has sat out once.

7.4.3 Infield vs. Outfield

- During a game, each player must play at least two innings in the infield and at least one inning in the outfield. Ability must not preclude a player from playing a particular position. The positions of pitcher and catcher are considered to be infield positions.

7.5 Live Play

- The ball is considered “live” until the fielder releases the ball towards the intended location. At this time, all runners must not advance past the base they are either on or running toward. If the ball goes out of field play, runners are not allowed to advance.
- Leading and stealing are not allowed. A runner is allowed to leave the base once the ball crosses home plate.
- A runner must attempt to avoid a collision by trying to go around the fielder between bases or sliding at the base. The umpire can call the runner out for failure to adhere to this rule.
- The first baseman may not block the base while receiving throws. The umpire can call the runner safe if the first baseman commits this infraction and this affects the runner’s ability to reach base.

7.5.1 Out of Play

- The umpires shall call balls in or out of play. When a ball goes out of play, runners must stop at the base towards which they are advancing at the time the ball is called

'out of play.'

7.6 Pitching

7.6.1 Coach Pitch vs. Player Pitch

- During the first four games of the season, all pitching is done by a coach or parent from the batting team. During the remaining games of the season, players pitch for the first four innings of each game and coaches complete any remaining innings.
- NO CURVEBALLS ARE ALLOWED TO BE PITCHED.

7.6.2 Warming up a Pitcher

- Pitchers who warm up between innings must do so in the bullpen or other designated area away from the field (i.e., not next to the foul lines in foul territory). Catchers must wear, at least, a mask.

7.6.3 Balls and Strikes

- Batters hitting against coaches do not have called balls nor called strikes. Foul balls and swinging strikes are counted.
- Batters hitting against players do have an umpire calling balls and strikes. The width of the strike zone is defined by the plate width; the height is measured from the batter's knees to letters.

7.6.4 Removing a Pitcher

- If a pitcher throws four balls to four batters in one inning (consecutive or not), the fourth batter that is thrown four balls will not advance to first base, and shall be pitched to by a coach starting with a zero-strike count. The coach will then pitch the remainder of the inning, with the relieved pitcher remaining on the field playing defense should the ball be hit to the pitching mound area.
- Also, if a pitcher hits two batters in one inning or three in one game, the pitcher must be removed. Whenever a player is removed as pitcher, he/she can remain in the game but cannot pitch again during that game.
- A player may not pitch more than two innings in one game. At the same time, coaches need to monitor pitch counts and strive to limit total pitches thrown to no more than 50.

7.6.5 Pitching and Catching

- Based on the limited physical requirements of pitching and catching in Minor B, there is no restriction on pitching and catching in the same game.

7.7 Batting

7.7.1 Batting Order

- Every player attending the game is assigned a spot in the batting order and bats in that order, regardless of when they play in the field. Players arriving late must be put at the end of the batting order.

7.7.2 Bats

- Little League bats are used. Each team is provided with bats, however players may use their own wood or metal bat. Metal bats must have the **USA Baseball logo** to meet bat standards for 2018 and beyond.
- Any tape or grip cannot exceed 16 inches from the handle.
- If a batter reaches base with a bat that is determined to be illegal, the batter is out and runners are put back to their original bases.

7.7.3 Bunting

- Bunting is NOT allowed.

7.8 Sliding

- Feet-first sliding only is allowed. A player may slide head first **only** when going back to a base.
- ABYB adopted the “Force Play-Slide Rule” (NCAA Baseball Rule 8, Section 4). The intent of this rule to ensure the safety of the defensive player by encouraging base runners and defensive players to avoid unnecessary and violent collisions. In summary: on a force play at any base, including home plate, the runner must slide on the ground and in a direct line between the two bases. With fewer than two outs, the batter/runner may also be called out at the umpire’s discretion. Sliding into 1st base is not required.

7.9 Infield Fly

- Not applicable.

7.10 Scoring and Standings

- Although the score is kept it is de-emphasized. As noted above, a half-inning ends after the play on which a team scores its fifth run in that half-inning.

7.11 Official vs. Suspended Games

- Not applicable.

7.12 Players as Base Coaches

- Players may occupy a position as a base coach but must wear a batting helmet when doing so.

7.13 Umpires

- Coaches or parent volunteers serve as the game’s umpires. During coach-pitch situations, the coach who is pitching and base coaches are responsible for making decisions. During player-pitch situations, an umpire may be stationed behind the catcher or behind the pitcher to call balls, strikes, and make other calls.
- Umpires should officiate for at least one full inning, umpiring both halves of one inning. Each team provides umpiring coverage for two of the typical four innings of player-pitch. It is advised not to umpire in the inning(s) where your child is pitching.

8.0 Minor A Division Rules

8.1 Overview

- The Minor A division is for some of our third-grade, all fourth-grade, and some fifth-grade players. Third graders and fifth graders are assigned to Minor A based on coaches evaluations of players. In Minor A, expect:
 - Coaching instruction by parent volunteers, teaching batting, fielding, throwing, defense, pitching, catching, and base running. Coaches introduce offensive and defensive strategy.
 - The Division coordinator assigns coaches to teams, and players are assigned to teams during a player draft, with a goal of creating balanced teams.
 - In the Minor A level, scores are kept which provides strategic opportunities in some games, but records are not kept.
 - Expect one weeknight practice each week, lasting 75-90 minutes.
 - Expect one 6-inning game each Saturday, lasting 90-120 minutes, and possibly a few Sunday or weeknight games during the season.
 - Games and practices typically are held at MacPherson field (Conant School) and Flerra field with 60-foot base paths.
 - Players pitch from a 46-foot distance, and pitchers are limited by pitch counts and innings per game.
 - Batters can bunt and runners can steal once the pitch crosses the plate. This allows the pitcher to concentrate on pitching and allows the offense and defense to be more dynamic than in younger divisions.
 - With a live ball, catchers become an integral part of the game. Game savvy is valued.
 - Players play most defensive positions during the season. During the season coaches endeavor to ask most players to pitch in a game, however some players may not pitch in a game during the season.
 - ABYB assigns umpires to officiate Minor A games.

8.2 Safety

- Coaches must maintain safe conditions during practices and games.
- A catcher receiving pitches must wear properly-fitting protective gear, including a helmet with attached facemask, chest protector, and shin/knee guards. All male players are required to wear a protective athletic cup, and no male player may play catcher without this equipment.
- No other defensive players are required to wear protective helmets when fielding.
- Coaches must not leave the field until every team member has been picked up.

Notify parents if their child has been injured. If there was an injury, make sure an incident report is filled out and sent to the safety coordinator.

8.3 Length of Game

- Games are 6 innings while played within the time allotted. No new inning can start after one hour and 45 minutes past the scheduled start time. A new inning starts as soon as the 3rd out is made in the bottom half of the previous inning.

8.3.1 Extra Innings

- Minor A does not play extra innings in regular season games, regardless of the time played or when the next game is scheduled to start.

8.3.2 End of a Half-Inning

- A half-inning ends after any of:
- three defensive outs; or
- when a team has batted through its order. Exception: If a batting team has fewer players present than the fielding team, the batting team is allowed to bat as many players as the fielding team has.

8.4 Playing Time

8.4.1 Number of Players

- A defensive team consists of 9 players.
- A team must be able to field at least 8 players, and has until 10 minutes past scheduled start time to do so. If unable to do so at this point (or at any time during the game), the team forfeits.
- However, so that kids can play baseball, the game should be played as a scrimmage. The opposing team may provide additional fielders on defense and those players can bat with their own team, or coaches can decide to mix teams.
- Pitching rules, pitching eligibility, and pitch counts remain in effect and are recorded if the game is played as a scrimmage. If an umpire is present and is paid, the umpire is responsible for officiating this scrimmage.

8.4.2 Bench Players

- No player can sit out more than two innings in one six-inning game, and no player can sit out two consecutive innings.
- No player can sit out a second inning in a game until every player has sat out once.

8.4.3 Infield vs. Outfield

- Coaches are required to play each player a minimum of one inning in the infield and one inning in the outfield.

8.5 Live Play

- When the pitcher is on the dirt circle of the pitching mound with possession of the baseball, runners can only attempt to advance as far as the base to which they were heading when the pitcher received the ball.

8.5.1 Stealing Bases

- Stealing is allowed. Leading is not allowed: a runner may not leave a base before the ball crosses home plate.
- At the umpire's discretion, the player may be called out or may be asked to return to the base he left. If the ball is put in play, the umpire determines the result of the play in his own judgment.
- Stealing home is allowed *. Coaches may not suspend this rule on a per game basis.

8.5.2 Stealing Home

No runner may score on a passed ball or wild pitch while their team holds a lead of 8 runs or more.

8.6 Pitching

8.6.1 Warming up a Pitcher

- Pitchers who warm up before a game or between innings must do so in the bullpen or other designated area away from the field (i.e., not next to the foul lines in foul territory). Catchers must wear, at least, a mask.

8.6.2 Balls and Strikes

- Umpires call balls and strikes with a strike zone typically from the letters to the knees and as wide as home plate. The umpire will review the strike zone in the pre-game conference.

8.6.3 Relieving a Pitcher

- A Minor A pitcher must be removed as follows:
- A pitcher may NOT come back in to pitch once he's been removed from pitching in that game.
- A pitcher who hits 2 batters in one inning, or 3 batters in a game, must be removed.
- A pitcher who walks five batters in one inning (hit batsmen count as walks) must be removed.
- A pitcher must be removed if a coach makes two trips to the mound in one inning, or three trips in a game to visit the same pitcher. A trip to the mound is any stoppage in play where coach is consulting with his pitcher.
- A pitcher must be removed if he pitches 3 innings in one game.
- A pitcher must be removed if he throws 60 or more pitches in one game.

8.6.4 Pitch Counts

- Coaches are responsible to compare and agree on the number of pitches thrown after each half-inning. Coaches need to monitor pitch counts and limit total pitches thrown to 60 pitches per game per pitcher.
- NO CURVEBALLS ARE ALLOWED TO BE PITCHED.

8.6.5 Pitchers and Substitutions

- Each pitcher is limited to six innings per week. The “pitching week” starts on Sunday and ends on Saturday. Any inning in which a player makes at least one pitch constitutes an inning. A complete day of rest is required after a game in which a player pitches at all.

8.6.6 Rest Days

- A pitcher must have at least one complete day of rest, based on pitch count:
- 1-20 pitches: 1 full calendar day of rest
- 21-40 pitches: 2 full calendar days of rest
- 41+ pitches: 3 full calendar days of rest

In determining pitch counts, if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. The reported pitch count will be the threshold reached, and not the actual number of pitches thrown.

8.6.7 Pitching and Catching

- ABYB follows Little League Regulation VI regarding pitching and catching, as modified on March 15, 2010. Key elements of this regulation are:

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

ABYB imposes an additional restriction on the referenced Little League rule. For any player who plays both the position of pitcher and catcher in one game, the cumulative pitching and catching cannot exceed 40 pitches thrown AND cannot exceed 3 innings playing the position of catcher. A pitcher may finish pitching to a batter once reaching the pitching threshold of 40 pitches, and the pitch count will be recorded as 40 pitches.

8.6.8 Pitching Violations

- A pitching violation occurs only after a live pitch is thrown (warmups or taking the mound are not a violation). That means if you know someone is making a mistake - don't let him. Get the ineligible pitcher removed before it happens. - discreetly.

8.6.9 Umpires and ABYB Pitching rules

- IT IS NOT the umpires' job to manage ANY of ABYB's specific pitching rules. He doesn't know or care who's eligible or not and he's not counting pitches! Coaches are required to monitor compliance with these rules.

8.7 Batting

8.7.1 Batting Order

- Every player attending the game is assigned a spot in the batting order and bats in that order, regardless of when they play in the field.
- Players arriving late will be put at the end of the batting order.

8.7.2 Bats

- Little League bats are used. Each team is provided with bats, however players may use their own wood or metal bat. Metal bats must have the **USA Baseball logo** to meet bat standards for 2018 and beyond.
- Any tape or grip cannot exceed 16 inches from the handle.
- If a batter reaches base with a bat that is determined to be illegal, the batter is out and runners are put back to their original bases.

8.7.3 Bunting

- Bunting is allowed. Slash-bunting is NOT allowed. Slash bunting is defined as squaring to bunt as to draw infielders in, and then pulling the bat back to swing away. Penalty is ejection for the player and the head coach. As some players are relatively inexperienced, the umpire may issue a warning if he feels this was not done intentionally and infielders were not at risk of injury during the play.

8.8 Sliding

- Feet-first sliding only is allowed. A player may slide head first **only** when going back to a base.
- ABYB adopted the “Force Play-Slide Rule” (NCAA Baseball Rule 8, Section 4). The intent of this rule to ensure the safety of the defensive player by encouraging base runners and defensive players to avoid unnecessary and violent collisions. In summary: on a force play at any base, including home plate, the runner must slide on the ground and in a direct line between the two bases. With fewer than two outs, the batter/runner may also be called out at the umpire’s discretion. Sliding into 1st base is not required.
- On plays at the plate resulting from passed balls or wild pitches, it is mandatory that a runner attempting to score slide into home plate if a play at the plate or throw to the plate is possible.
- No blocking of bases is allowed by any defensive player covering any base.

8.9 Infield Fly

- The infield fly rule is in effect at the umpire’s discretion. The umpire will announce this in the pre-game conference.

8.10 Scores and Standings

- Each team is responsible to keep score, and it is recommended that details be kept to resolve any discrepancies. Scorekeepers should confer regularly to check that scorebooks agree. The winning team is responsible for sending game results and pitch counts to the league coordinator.
- Games may end in a tie and will be counted as such in league standings.
- Scores are not posted online. However, Minor A coaches are required to keep records to submit with end-of-season evaluations.

8.11 Official vs. Suspended Games

- If a regular season game is called by weather, it will be considered official after 3 ½ innings if the home team is ahead, or 4 innings if the away team is ahead.
- If the game is suspended before that, the score will revert back to the last complete inning and picked up at that point when rescheduled. Please contact the league coordinator to reschedule postponed or incomplete games.

8.11.1 Pitching eligibility for suspended games

- Eligibility will be observed based on the new date of the game. That is, if a player **WAS** eligible to pitch in the original game, but pitched the day before the rescheduled game - he is **NOT** eligible to pitch in the rescheduled game.
- Pitchers who pitched and were removed during the original game, can not pitch in the rescheduled game, regardless of their eligibility on the date of the rescheduled game
- The pitcher of record in the original game may continue to pitch in the rescheduled game (assuming he's eligible to pitch on the new day), but he must assume the pitches already thrown in the original game.
- 1. Example: Johnny threw 33 pitches in the original game and was on the mound when lightning was seen. He can start the rescheduled game, but only has 52 pitches left to throw in that game (he may throw up to 85 that day if there is another game)

8.12 Players as Base Coaches

- Players may occupy a position as a base coach but must wear a batting helmet when doing so.

8.13 Umpires

- Umpires are assigned by ABYB to officiate each game.

9.0 Majors Division Rules

9.1 Overview

- In Majors expect:
 - The Majors division is for some of our fifth-grade, all sixth-grade, and some seventh-grade players. Fifth-grade and seventh-grade players are assigned based on many criteria, including coaches' evaluations of players and input from League Player Agent and Division Coordinators.
 - 9 year-old 3rd-grade players who were selected for the Bay State C Summer All-Star team (and played a minimum of three games during the Bay State season) will be invited to play in the Majors division as a fourth grader.
 - The spring season is more competitive with playoffs and an All-Star game. Coaches are still expected to balance development of their players with the desire to win every game. In the playoffs, it is an expectation that teams will put the "best team on the field" to compete for the championship.
 - The fall season is specifically instructional and developmental so the emphasis should be on kids learning baseball and not as much on winning games.
 - Coaching instruction by parent volunteers, teaching batting, fielding, throwing, defense, pitching, catching, and base running. At this level there is an increased focus on strategy and teamwork.
 - Expect one weeknight practice each week
 - Games and practices are typically held at the two diamonds at Veterans Field with 60-foot base paths.
 - ABYB assigns umpires to officiate Majors games.

9.2 Safety

- Coaches must maintain safe conditions during practices and games.
- A catcher receiving pitches must wear properly-fitting protective gear, including a helmet with attached facemask, chest protector, and shin/knee guards. All male players are required to wear a protective athletic cup, and no male player may play catcher without this equipment.
- No other defensive players are required to wear protective helmets when fielding.
- Coaches must not leave the field until every team member has been picked up.

Notify parents if their child has been injured. If there was an injury, make sure an incident report is filled out and sent to the safety coordinator.

9.3 Length of Game

- Games are 6 innings while played within the time allotted. No new inning can start after one hour and 45 minutes past the scheduled start time. A new inning starts as soon as the 3rd out is made in the bottom half of the previous inning.

9.3.1 Extra Innings

- If a game is tied after 6 innings and the game clock has not passed the 1:45 mark, then extra innings can be played until the game length clock has passed the 1:45 mark. This allows subsequent games on that field to keep to the schedule for the day.
- Majors does play extra innings if necessary in playoff games to determine a winner. No time limit will apply. Pitching rules, pitching eligibility, and pitch counts remain in effect.

9.3.2 End of a Half-Inning

A half-inning ends after three defensive outs. Unlike lower divisions, there are no runs-ahead or “mercy” rules.

9.3.3 Game Mercy Rule

If one team has a lead of 15 runs or more any time after 4 innings (or after 3-1/2 innings if the home team is leading), the game is officially over under the mercy rule.

9.4 Playing Time

9.4.1 Number of Players

- A team must be able to field at least 8 players, and has until 10 minutes past scheduled start time to do so. If unable to do so at this point (or at any time during the game), the team forfeits. A forfeit will be recorded as a 6-0 score.
- So that kids can play baseball, the game can be played as a scrimmage if the teams decide to do so. The forfeit will be recorded and pitching rules, pitching eligibility, and pitch counts remain in effect and are recorded if the game is played as a scrimmage.

9.4.2 Call-Ups

- In certain circumstances, teams who foresee that they will not be able to field a team must contact the Majors Division Coordinator to arrange to “call up” players from the Minor A division to fill a roster. Note, however, that only players registered in ABYB are permitted to participate in any ABYB practices or games.
- **<NEW FOR 2017>** Minor A call up players cannot play the position of pitcher or catcher and must bat at the bottom of the order.

9.4.3 Bench Players

- No player can sit out more than two innings in one (six inning) game, and no player can sit out two consecutive innings.
- No player can sit out a second inning in a game until every player has sat out once. Exception: A player who is pitching does not have to sit out until he/she is no longer pitching; the rule then applies to that player.
- It is expected that in an extra-inning game, no player will sit out a third inning until every player has sat out twice, and so forth.

9.4.4 Infield vs. Outfield

- Coaches are strongly encouraged to play each player a minimum of one inning in the infield and one inning in the outfield.

9.5 Live Play

- When the pitcher is on the pitching rubber with possession of the baseball, and catcher is in the catcher's box and in position to receive a pitch (he does not have to be in a crouch), the runner must be touching the base. The ball is live in all other situations and the runner does not have to be on the base until these conditions are met.

9.5.1 Stealing

- Leading is not allowed. Stealing is allowed. A runner may not leave a base before the ball crosses the plate. Stealing home is allowed. Coaches may not suspend this rule on a per game basis.

9.6 Pitching

9.6.1 Warming up a Pitcher

- Pitchers who warm up before a game or between innings must do so in the bullpen. Catchers must wear, at least, a mask.

9.6.2 Removing Pitchers

- A pitcher must be removed as follows:
- A pitcher may NOT come back in to pitch once he's been removed from pitching in that game.
- A pitcher who hits 2 batters in one inning, or 3 batters in a game, must be removed.
- A pitcher who reaches the maximum pitch count must be removed according to the section below.
- A pitcher must be removed as pitcher if a coach makes two trips to the mound in one inning, or three trips in a game to visit the same pitcher. A trip to the mound is any stoppage in play where coach is consulting with his pitcher.

9.6.3 Pitch Counts

- A player may not pitch in more than one game per day.
- An eligible pitcher can throw up to 85 pitches maximum per day in Spring Majors. If he starts pitching to a batter having thrown fewer than 85 pitches, he can continue pitching to that batter until the batter reaches base or is put out.
- <NEW for 2018> - For development purposes, the pitch count maximum per day is 60 for Fall Majors.

Opposing coaches are responsible to agree on the number of pitches thrown after each half-inning.

9.6.4 Rest Days

- Determining days of rest is based on calendar days. Calendar day means just that – Pitching on Saturday morning does not mean you can pitch on Sunday night.
- A pitcher must have at least one complete calendar day of rest, based on pitch count:
- 1-20 pitches: 1 full calendar day of rest. This is a calendar day, NOT merely 24 hours. A player CAN NOT pitch on back-to-back days. Example: Johnny throws 4 pitches in relief on Saturday. Therefore, he CAN NOT pitch on Sunday. He can pitch on Monday and can pitch up to the 85-pitch maximum.
- 21-40 pitches: 2 full calendars day of rest. Example: Johnny throws 29 pitches on Saturday. He CAN NOT pitch on Sunday or Monday. He CAN pitch on Tuesday.
- 41-60 pitches: 3 full calendar days of rest. Example: Johnny throws 55 pitches on Saturday. He CAN NOT pitch Sunday, Monday or Tuesday. He CAN pitch on Wednesday.
- 61+ pitches (Spring Majors only): 4 calendar days of rest. Example: Johnny throws 83 pitches through 5 innings on Saturday. He starts the 6th inning, throws 9 pitches to the first batter before the batter reaches base. (Throwing 92 pitches in this scenario is allowed since he started pitching to the batter with fewer than 85 pitches thrown.) He then must be removed and is now subject to substitution rules. Additionally, he CAN NOT pitch on Sunday, Monday, Tuesday or Wednesday. He CAN pitch on Thursday.

In determining pitch counts, if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. The reported pitch count will be the threshold reached, and not the actual number of pitches thrown.

Pitches	1 - 20	21 - 40	41 – 60	61 - 85+
Calendar Days of Rest	1	2	3	4

9.6.5 Pitchers and Substitutions

- The only exception to the ABYB substitution rule—that no player can sit 2 innings before all others sit once—is for a starting pitcher.
- A starting pitcher may complete the game as long as he is within his pitch count limit for the day, without having to sit on the bench.
- If a starting pitcher is removed in the late innings and has not yet sat out, he should sit out and a bench player should be put in the field.

9.6.6 Pitching and Catching

- ABYB follows Little League Regulation VI regarding pitching and catching, as modified on March 15, 2010. Key elements of this regulation are:

ABYB League and Divisional Rules

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

ABYB imposes an additional restriction on the referenced Little League rule. For any player who plays both the position of pitcher and catcher in one game, the cumulative pitching and catching cannot exceed 40 pitches thrown AND cannot exceed 3 innings playing the position of catcher. A pitcher may finish pitching to a batter once reaching the pitching threshold of 40 pitches, and the pitch count will be recorded as 40 pitches.

9.6.7 Pitching Violations

- A pitching violation occurs only after a live pitch is thrown (warmups or taking the mound are not a violation). That means if you know someone is making a mistake - don't let him. Get the ineligible pitcher removed before it happens. - discreetly.

9.6.8 Umpires and ABYB Pitching Rules

- IT IS NOT the umpires' job to manage ANY of ABYB's specific pitching rules. He doesn't know or care who's eligible or not and he's not counting pitches! Coaches are required to monitor compliance with these rules.

9.6.9 Pitching Eligibility

- Pitching eligibility is determined by pitch counts ONLY!
- There is no longer the concept of a "pitching week" or innings per week. Pitching eligibility is determined by the required days of rest based on how many pitches thrown.

9.6.10 Pitching Outside the ABYB Program

It is not possible to enforce any mandatory rest days for pitching activity occurring outside of the ABYB program (i.e. AAU). It is up to the coaches/parents to self-regulate each player's pitching and do what's best for that player. Parents will need to notify coaches when their child pitches outside of ABYB and the coach will have to take that information into consideration when planning the game lineup.

9.6.11 Curve Balls and Off-Speed Pitches

In Majors, some players will begin to experiment with new pitches such as breaking pitches, off-speed and curve balls. For the safety of players' young developing arms, no curve ball pitch can have a wrist-snapping motion (called the 12-6 pitch). It is up to the coach to communicate this rule to his players and enforce it in practices and games.

9.7 Batting

9.7.1 Batting Order

- Every player attending the game is assigned a spot in the batting order and bats in that order, regardless of when they play in the field.

ABYB League and Divisional Rules

- Players arriving late must be put at the end of the batting order.

9.7.2 Bats

- Little League bats are used. Each team is provided with bats, however players may use their own wood or metal bat. Metal bats must have the **USA Baseball logo** to meet bat standards for 2018 and beyond.
- Any tape or grip cannot exceed 16 inches from the handle.
- If a batter reaches base with a bat that is determined to be illegal, the batter is out and runners are put back to their original bases.

9.7.3 Bunting

- Bunting is allowed. Slash-bunting is NOT allowed. Slash bunting is defined as squaring to bunt as to draw infielders in, and then pulling the bat back to swing away. Penalty may be ejection for the player and the head coach. As some players are relatively inexperienced, the umpire may issue a warning if he feels this was not done intentionally and infielders were not at risk of injury during the play.

9.8 Sliding

- Feet-first sliding only is allowed. A player may slide head first only when going back to a base.
- ABYB adopted the “Force Play-Slide Rule” (NCAA Baseball Rule 8, Section 4). The intent of this rule to ensure the safety of the defensive player by encouraging base runners and defensive players to avoid unnecessary and violent collisions. In summary: on a force play at any base, including home plate, the runner must slide on the ground and in a direct line between the two bases. With fewer than two outs, the batter/runner may also be called out at the umpire’s discretion. Sliding into 1st base is not required.
- On plays at the plate resulting from passed balls or wild pitches, it is mandatory that a runner attempting to score slide into home plate if a play at the plate or throw to the plate is possible.
- No blocking of bases is allowed by any defensive player covering any base.

9.9 Infield Fly

- The infield fly rule is in effect.

9.10 Score Reporting and Standings

- Each team is responsible to keep score. Scorekeepers should confer regularly to check that scorebooks agree.

9.10.1 Reporting Scores and Pitch Counts

- Score and pitch count reporting is done through the ABYB website. See separate documentation for a description of these tools.

Reporting responsibilities need to be fulfilled within 24 hours. These include:

- The winning team is responsible for posting game results and pitch counts for BOTH

teams.

- Pitch counts need to be reported in order to determine which players are eligible to pitch in subsequent games. If this task is not done, ABYB must assume that a pitcher is NOT eligible to pitch unless his eligibility can be validated.

9.10.2 Standings

- League standings are kept up to date on the ABYB website. Standings include wins, losses and ties: games may end in a tie and will be counted as such in league standings.

9.11 Official vs. Suspended Games

- If a regular season game is called due to weather, darkness, or curfew, the game will be considered official after 3 ½ innings if the home team is ahead, or after 4 innings if the visiting team is ahead.
- If the game is suspended before that, the score will revert back to the last complete inning and picked up at that point when rescheduled. Please contact the league coordinator to reschedule postponed or incomplete games.
- On fields in Acton, there is a 10:00 PM curfew.

9.11.1 Pitching eligibility for suspended games

- Eligibility will be observed based on the new date of the game. That is, if a player WAS eligible to pitch in the original game, but pitched the day before the rescheduled game - he is NOT eligible to pitch in the rescheduled game.
- Pitchers who pitched and were removed during the original game, can not pitch in the rescheduled game, regardless of their eligibility on the date of the rescheduled game
- The pitcher of record in the original game may continue to pitch in the rescheduled game (assuming he's eligible to pitch on the new day), but he must assume the pitches already thrown in the original game.
- Example: Johnny threw 33 pitches in the original game and was on the mound when lightning was seen. He can start the rescheduled game, but only has 52 pitches left to throw in that game (he may throw up to 85 that day if there is another game)

9.12 Players as Base Coaches

- Players may occupy a position as a base coach but must wear a batting helmet when doing so.

9.13 Umpires

- Umpires are assigned by ABYB to officiate each game.

10.0 Babe Ruth Division Rules

10.1 Overview

- The Babe Ruth division is for players aged 13 (Patriot), 13 to 16 (Minuteman). In Babe Ruth, expect:
 - In the spring, there is a Babe Ruth 13's division, for 13-year-olds moving up to the full-sized (90 foot) diamond for the first time. Additionally, there is a Babe Ruth division for all 13- to 16-year-olds, although there are limits to the number of 16-year-olds per team. 13-year-old players can participate in both.
 - Games are played on full-sized diamonds at Acton-Boxborough Regional High School with 90-foot base paths, as well as in other towns participating in the Minuteman League.
 - There are specific rules for playing time and pitching that all teams in the Minuteman League follow. See [MMBRL.com](http://www.mmbrl.com) for the Minuteman Babe Ruth Rules.

10.2 Minuteman Babe Ruth Rules

Spring season is governed by Minuteman Babe Ruth League Rules. Refer to <http://www.mmbrl.com/> for information.

In the fall, ABYB Babe Ruth follows Minuteman Rules except that:

- No one player can pitch more than 3 innings in one game.
- The combined number of innings pitched by 16-yr-olds per team per game shall not exceed 3
- 13-yr-old players are allowed to use bats with at most a -7 length to weight difference ("Drop 7"). In the spring, Minuteman rules allow only a Drop 3 bat, regardless of age.