

# Quakertown Youth Baseball Association

Updated: February 2010

## Major League Rules

### **GENERAL RULES**

#### **1. Teams**

1. The Major Division will consist of seven teams.
2. Any returning Major League player is guaranteed to remain in the Major League.
3. Returning Head Coaches will remain with the team name they were associated with the year before.
4. No smoking is permitted within the fence surrounding the field, or in the dugouts. No smoking on Quakertown School District fields or grounds used for practice.
5. No profane, vulgar or obscene language will be tolerated.

#### **2. Coaches**

1. If there is not a returning head coach for a particular team, a new one must be selected by the board.
  - a. Coaching candidates must notify the QYBA Board of Directors before the December Board Meeting of their interest.
  - b. The Board will consider all factors in choosing Major League Head Coaches, including but not limited to Assistant Major League Coaches, Minor League Coaches, seniority with QYBA, and coaching experience.
  - c. The Board will vote on all Major League coaching vacancies in the January Board meeting.
2. No longer will there be any securing of players for purposes of securing an Assistant Coach...the Assistant coach can only be assigned after the draft.
3. Head Coaches are only permitted to coach one team in QYBA. They will not be permitted to coach one team in the Major Division, and another in a different division.
4. Coaching responsibilities include:
  - a. Attending mandatory Coaching Clinics and Player Tryouts.
    1. QYBA recommends all coaches become a certified "Double-Goal Coach" through the Positive Coaching Alliance.
  - b. Always following the QYBA Code of Conduct.
  - c. Assigning a Team Mom.
  - d. Securing umpires for ALL games their team is scheduled to ump.
  - e. Assure League playing time rules are strictly followed.
  - f. Secure team participation in "Field Work Day", a day designated by the QYBA Board of Directors to prepare the fields for the upcoming baseball season.
  - g. Enforce Code of Conduct with your team's players, parents and coaches.
  - h. All Head Coaches must produce a Pennsylvania State Background check to the Board before the Major League Draft.
    1. Assistant Coaches must produce a Pennsylvania State Background check to the Board before the first Major League game.
  - i. Gathering all signed "Code of Conduct" forms from their coaches, players, and parents and handing them into a

Board member.

### 3. **Player Eligibility**

1. All eleven and twelve year olds are eligible to play in the Major Division. Players must be 11 before May 1<sup>st</sup>, and must not be 13 before

## **DRAFT**

### 1. **General**

1. It is mandatory for each Head Coach to be present at the draft. The Blind Draft will be held after player tryouts, but no later than 4 weeks prior to Opening Day.
2. Head Coaches must be chosen before draft begins by the Board.
3. The top 84 players, as determined by the Major League Draft Board and the head coaches will enter the Blind Draft. There are no exceptions.
  - a. Returning players that played in the major division last year are guaranteed to play in the Major League the next year.
  - b. All 11 year olds and 12 year olds who have not played in the majors should participate in tryouts.
4. An "Available Player List" and "Player Evaluations" will be made available to each coach before the draft begins.
5. Any siblings in the same division will be locked onto the same team, unless the parent requests otherwise. Once one sibling has been picked the other sibling will be assigned to the same team and the other coach's will assess his ability and assign him to the appropriate blind draft round.

### 2. **The Blind Draft**

1. The goal of the Blind draft is to have a balanced, competitive league by having each coach draft a team that will in all probability not be their team. Each Head Coach will have an incentive to make sure that all teams are equal in talent.
2. The Blind Draft will be conducted by The Major League Draft Board which will consist of the League President, the Vice President and the Major League Coordinator. If a Draft Board member is a Head Coach in the Major division, then the board will choose an independent third party replacement.
3. Each Head Coach's child prior to the draft will be assigned a draft ranking as voted on the by the Head Coaches and Major League Draft Board. If a Major Head Coach does not have a child he will be assigned a child based upon the average ranking of the other Head Coaches children's ranking.
4. Each Head Coach will be assigned a team to draft but final Coaching assignments will be determined by lottery after the top 11 players per team are drafted. Each Head Coach's Child or assigned player will be assigned to the same team at that time.
5. The first two rounds will be for assigning the top pitchers evenly among the teams. This will be assigned in a snake format, i.e., 1 and 14, 2 and 13 etc and the placement will be determined by the Head Coaches and Major League Draft Board.
6. After the first two rounds each coach will draft in snake order to fill the roster. All picks will need the majority vote of the other coaches and in a tie the Draft Board will vote.
7. Draft order will be determined by the Major League Draft Board based on the assessment of the talent assigned in the first two rounds.
8. At the end of the draft the Major League Draft Board will reassign players based on the draft rankings of the coach's child. This is to correct any disparity of the teams created by the assigning of the coach's sons at the end of the draft.
9. The draft will start promptly at 7:00pm on the date designated by the QYBA Board of Directors.
10. Only the top 84 players will be drafted.
  - a. Rounds will continue until each team has 11 players. Once 11 players are reached on the team roster, the team's drafting will be completed.
  - b. Any eligible 11 and 12 year-old players not drafted will be assigned to the Minors for drafting and placement on a team.

11. Once the draft is completed, rosters will be distributed to each team.

## **PRE-SEASON**

### **1. General**

1. Each team, upon completion of the draft, will have no more than twelve players.
2. Each coach is responsible for calling all players on their roster. Each coach should communicate the following to each player:
  - a. Introduce themselves.
  - b. Tell each player the time and location of the first practice.

### **2. Practices**

1. Coaches are responsible for securing their own practice fields; the league will not assign practice fields.
2. Once the QYBA fields have been prepped for the season, a schedule of practice games and practice times on these fields will be distributed.
  - a. The Major League Representative will be responsible for preparing and distributing the practice schedule.
  - b. Teams may schedule their own practice games based on field availability.
  - c. The team that was assigned the field for a particular time is responsible for returning all equipment, raking the field, picking up trash, and locking up.
3. Each team is encouraged to practice at least two to three times per week.
4. Each team is encouraged to continue practices after the start of the season.

### **3. Opening Day**

1. The QYBA Board of Directors will designate opening day. It will generally be on the third Saturday of April.
2. All teams are required to be part of Opening Day ceremonies at the QYBA Major League Fields.

## **GAMES**

### **1. General**

1. Schedules will be created and distributed prior to opening day.
2. The QYBA Board of Directors will designate opening day. It will generally be on the third Saturday of April.
3. The Major League Representative will distribute two schedules to each team. A Major League game schedule and an Umpire Schedule.
  - a. The Major League will contain the dates, times, and field locations for games to be played, the home team, the visiting team, and the scheduled umpires for every game.
  - b. The Umpire schedule will dictate the date and the field that your team is responsible for supplying umpires.
4. An official game is 6 innings. If rain or darkness occurs, every attempt will be made to complete the game. If the game must be halted before the home team has completed the 4<sup>th</sup> inning, the game is postponed and must be continued from that point ASAP. If it is halted after the home team completes the 4<sup>th</sup> inning, the game will be considered official.
5. Pre-Game warm-up starts at least one hour before any scheduled game. The Home Team uses the field first and must be completed warm-ups 25 minutes before the scheduled game start, and then the Visiting Team gets the field until game time.

### **2. Game Sportsmanship**

1. Good Sportsmanship will be expected during all games
2. Each Head coach is responsible for enforcing the QYBA Code of Conduct for his team.
3. Arguing, nagging, and harassing of umpires will not be tolerated. The umpire is required to give one warning, and then he /

she may eject the offending player or coach.

4. Arguing and harassing of opponents will not be tolerated. The umpire is required to give one warning, and then he / she may eject the offending player or coach.
5. Any player or coach that is ejected for any reason will automatically be suspended from their team's next game.
  - a. Any incident warranting an ejection of a coach, player or fan will be brought to the attention of the Major League Representative and the President of QYBA. If deemed necessary by the President, the Disciplinary Committee may be contacted to review and make a recommendation for further punishment based on QYBA's Code of Conduct.
6. Coaches are expected to make every attempt at controlling fans from harassing umpires or opposing players.
7. Although QYBA recognizes that winning is important, running up the score is highly discouraged. Every attempt must be made to ensure that an opponent is not embarrassed in a game.
  - a. There is a 12 Run Rule in effect for the Major Division. If a team is winning by 12 or more runs by the end of the 4<sup>th</sup> inning, the game will end. If the Home team is winning by 12 or more at the middle of the 4<sup>th</sup> inning, the game will end before they bat.
    1. If both teams and the umpire agree after the 12 Run Rule has been implemented and the game is official, the teams may continue to play with the scoreboard turned off. The current pitchers must be removed. All pitching rules will still apply (refer to section 4.5).
8. All uniforms are to remain unaltered. No names or patches may be added or alterations made without the approval of the board.

### 3. Home Team Responsibilities

1. The Home Team is responsible for field preparation before the game. This may include:
  - a. Placing bases on the field
  - b. Turning on scoreboard and lights, if necessary.
  - c. Gathering Umpire equipment for the umpire.
  - d. Supplying two game balls.
2. Post game responsibilities include:
  - a. Raking field and picking up trash.
  - b. Putting all equipment away properly.
  - c. Turning off lights and scoreboard.
  - d. Locking up.
3. Inclement weather
  - a. The QYBA Board of Directors has final responsibility for canceling a game due to inclement weather.
  - b. If a game is postponed, the Home Team Head Coach is responsible for calling the Major League Representative so that he / she may notify the umpires and snack stand.
  - c. The Home team head coach is also responsible for rescheduling the postponed game, agreeing on a date with the visiting team head coach and the Major League Representative. The game must be rescheduled ASAP (within in 14 days from the date of cancellation).
  - d. The ultimate responsibility for rescheduling falls to the Major League Representative...and he / she must ensure that games are rescheduled in a timely manner ASAP.

### 4. Playing Time

1. The fielding positions are the standard nine fielding positions.
2. No player can sit on the bench more than six outs per game. Free defensive substitution is permitted and encouraged.

- a. The only exception to this rule is illness, injury or disciplinary action. The opposing head coach and lead umpire must be notified.
3. Penalty for non-compliance of the mandatory playing time rules is forfeit of game. All cases will be reviewed by the QYBA President to determine if a further penalty is needed.
  - a. Each major team will be assigned a Minor team to pull up a player if necessary. If that team has conflicting game then the Major team can pull from any team not assigned to a Major team.

#### 5. **Pitchers – Pitch Count Rule**

1. QYBA uses a Pitch Count Rule.
2. Pitchers will be limited to 85 pitches per day (11 and 12 year olds).
3. Pitchers must adhere to following rest requirements based on the number of pitches in a day:
  - a. 61 or more pitches, 3 calendar days rest required
  - b. 41-60 pitches, 2 calendar days rest required
  - c. 21-40 pitches, 1 calendar days rest required
  - d. 1-20 pitches, 0 calendar days rest required
4. Each team's scorekeeper is responsible to keep their own and the opponent's teams pitch count. At the end of each inning the scorekeepers will verify the total pitches for each pitcher. All discrepancies will be resolved by the head coaches and umpires.
5. If a pitcher reaches his allotted pitch account during an inning the pitcher will be allowed to finish the current batter and then must be removed from the mound.
6. A player is not allowed to pitch in more than 1 game per day.
7. NO Child may pitch more than 6 Innings in one Calendar week (SUN-SAT) if there are no more than two games scheduled.
  - a. If there are three or more games scheduled then a pitcher may pitch 8 Innings in one Calendar week (SUN. – SAT). All pitch count rules remain in effect.
8. Penalty for violating the limit on pitcher's innings is forfeit of game. All cases will be reviewed by the QYBA President to determine if a further penalty is needed.

#### 6. **Ground Rules**

1. The Pitcher's Rubber is 50 feet from home plate.
2. The bases are 70 feet apart.
3. The Home Team will occupy the first base dugout; the Visiting Team will occupy the third base dugout.
4. Coaches MUST stay behind the fence or in the dugout. They are not permitted to stand in the playing area anywhere.
5. Each team is permitted to have 4 adults (coaches) in the playing area.
6. On deck batters must be in the separate On-Deck area, located next to their team's dugout. The only players permitted to have a bat in their hands is the player on the field batting, and the player in the on-deck area.
7. Pitcher's or other players that need to warm-up may do so down the outfield lines, in foul territory.
8. There is no food permitted in the dugouts.
9. Dugouts must be cleaned up after games and trashcans emptied.
10. Everything inside the fence is in the field of play, excluding the dugouts. If a ball enters a dugout, it is considered out of play, and any runners are awarded one more base. This means the base they were headed to, plus one additional base.
11. At anytime, if a ball goes over the fence or through the fence on a throw, the ball is considered out of play. Any runners are awarded one base. This means the base they were headed to, plus one additional base.

12. If a batted ball goes through the outfield fence in fair territory, or bounces over the outfield fence, the batter is awarded a ground-rule double and runners get two bases from the base the play started from.
13. Parents and spectators are not permitted to be in contact with players during scheduled games, except in the case of illness or injury. Parents may not check with and / or console a player during a game. Parents and Spectators are not permitted to enter the field of play or a dugout with the exception of illness or injury.
14. The Infield Fly rule is in effect. With runners on first and second, or the bases loaded, and less than two outs an automatic out may be called at an umpire's discretion.
15. There is no "automatic" time out. Time out is only awarded when the umpire calls "Time". Never assume "Time Out".
16. No player may wear metal spikes.
17. Players must be in full uniform to play in scheduled games. This includes matching team hat, shirt, game pants, and socks.
18. Batters are not permitted to unintentionally toss their bats (throwing the bat. First offense will result in the umpire warning the batter and the Head Coach. If there is a second offense, the batter will be ruled out. If there is a third offense, the batter will be ruled out and ejected from the game.
19. Any batter throwing equipment in an angry manner will receive a warning from the umpire. If there is a second offense, that player will be ejected from the game and suspended from the next game.
20. Special out of play Ground Rules will need to be agreed upon by both teams when playing at the Milford Major League field.

## 7. Game Rules

### 1. Pitching

- a. Pitchers will be limited to 85 pitches per day (11 and 12 year olds). Refer to 4.5 for pitch count requirements.
- b. A player is not allowed to pitch in more than 1 game per day.
  1. Once a pitcher throws one pitch in an inning, this constitutes a whole inning pitched.
  2. Once a pitcher is removed, he may not re-enter the game and pitch again. He is only permitted to re-enter at another position.
- c. There are two visits by a coach (any) to the mound per inning. On the third visit, the pitcher must be removed and another pitcher must enter the game.
- d. Pitcher's must have a foot on the pitching rubber. An umpire will warn a coach and the pitcher once, and, after that, then call a ball for every pitch thrown without the pitcher's foot touching the rubber.
- e. **Balks will be enforced. After 2 warnings from the umpire, per pitcher, per game, the 3<sup>rd</sup> balk will result in the base runners advancing to the next open base.**
- f. A Pitcher is not allowed to throw a curve ball or any similar breaking pitch.
  1. Any pitch thrown that the umpire determines is a curve ball and the ball is not batted into play, the umpire will call a "Dead Ball" and the pitch will be called a ball.
  2. If the ball is batted into play and all runners reach base safely the play will stand. The umpire will notify both coaches and the pitcher that a curve ball was thrown and any further curve balls will be called balls.
    - i. If the batter or any runner is called out on a batted curve ball the play is dead, all runners will return to their original base and the batter will continue with his at bat. The curve ball will be called a ball.

### 2. Batting

- a. The Line-Up will be a Continuous Batting Order – All 12 Players will be in the Line-Up.
- b. All Batters must wear Little League approved Batting Helmets with chin straps.
  1. Note: Each team will be provided with a one-size-fits-all helmet with a facemask as part of the team's equipment bag.

- c. Bunting is permitted.
- d. No "Slug Bunts" are permitted. A slug bunt is when a player squares around to bunt, or shows bunt, and then takes a full swing at the ball. Any batter deemed slug bunting by the umpire will be ruled out.
- e. Only Little League approved bats are permitted to be used.
- f. Bats may not exceed 32" in length and may not exceed 2 ¼" Barrel. NO BIG BARREL BATS ARE PERMITTED! If a team has less than 10 batters they will write in a fictional batter at the end of the lineup for each missing batter under 10 and be penalized an out each time that batters turn comes up.
- g. Each team must bat a minimum of 10 batters.
  1. Each major team will be assigned a Minor team to pull up a player if necessary. If that team has conflicting game then the Major team can pull from any team not assigned to a Major team.

### 3. **Baserunning**

- a. No headfirst slides are permitted. Diving back to a base is permitted.
- b. All base runners must wear helmets.
- c. Leads are permitted only up to 8 feet. The runner is in peril at any point off the base and may advance at anytime while the ball is in play.
- d. After 2 warnings from the umpire from a balk. The base runner or runners will advance to the next open base. Warnings from the umpire are 2 per pitcher in a game.
- e. Stealing of 2<sup>nd</sup>, 3<sup>rd</sup>, and home is permitted.
- f. Contact is to be avoided on the base paths at all times. If a play is being made on a runner, the runner MUST slide to avoid contact.
- g. Any player that does not slide and makes contact with the fielder when a play is being made on him / her will be ruled out.

## **PLAYOFFS**

1. Standings will be determined by Winning percentage.
2. All Seven teams will make the playoffs.
3. Tie-Breaking rules are as follows:
  1. Head to Head record.
  2. Record's against highest seeded team not involved in the playoff (i.e. Tiebreaker for 3<sup>rd</sup> place would be team with better record against first place team, Tiebreaker for 1<sup>st</sup> place would be team with better record against 3<sup>rd</sup> place team).
  3. One game playoff.
4. Highest seeded team is always the home team.
5. In round one the First Place team will get a bye, The second seeded team will play the 7<sup>th</sup> seeded team, the 3<sup>rd</sup> place team will play the 6<sup>th</sup> seeded team and the Fourth Place team will play the 5<sup>th</sup> seeded team.
6. In round two the Number one seed will play the lowest seeded team and the second seeded team will play 3<sup>rd</sup> seeded team.
7. Victorious teams will play in the Championship game.
8. Both teams in the Championship game will be awarded trophies.
9. At the beginning of Playoff week, all pitch counts are erased. Each pitcher enters the Playoff week with "0" pitches.

