



2015 General Baseball Rules (all levels)

The Board has made and will continue to make efforts to update and amend the AYL rules for accuracy and to adapt to current and relevant new rules for each new baseball season.

These; the AYL rules are provided “as is” and to the fullest extent applicable are the guiding principles for AYL Baseball, however, the board retains broad discretion and does reserve the right to make change, amend and/or to make exception to any rule as deemed necessary, without limitation by looking at any circumstance that warrants such action. These changes, including change in content, description, terms, etc. may be made at any time without notice by a majority board vote.

The Mission of the Arapahoe Youth League community baseball program is to provide the best competition, umpires, and fields for the development of youth athletes within the AYL boundary, while maintaining the spirit of community (neighborhood) teams competing against each other. To support this mission, AYL offers three levels of competitive baseball, Majors and AAA divisions (Competitive) as well as the AA division (Developmental). The Majors division will be limited to the top eight (8) teams; the AAA division will be limited to approximately ten (10) teams; however, a split AAA (American and National) division will be offered if warranted and based upon team numbers and field availability; please note, this is at the discretion of the Baseball Board. The Majors division within the age group is determined by the baseball board. The AAA division will consist of all remaining teams participating in the AYL Competitive League as determined by the baseball board. The AA developmental division is open to all remaining players who wish to participate.

The AYL Baseball rules are governed by the AYL By-Laws and General Principles of Operation, which take precedence over these rules. All non-baseball league rules are addressed in the AYL General Principles of Operation (GPO). All references to the Board will mean the AYL Baseball Board and/or its Delegates.

The current edition of the “National Federation of High School Associations Baseball Rule Book” shall govern all situations not addressed by the AYL General, Division & Age Specific Baseball Rules.

Rule 1 Sportsmanship/Ejections

The Arapahoe Youth League is committed to promoting good sportsmanship, responsible behavior, and a positive environment for the youth of our community to play the game of baseball. Therefore, we are instituting a zero tolerance policy regarding ejections and behavior. All coaches, players, and parents will be held to this standard.

- 1.1 Each club is ultimately responsible for the conduct and sportsmanship of their coaches, players and parents. Similarly, each head coach is ultimately responsible for the conduct and sportsmanship of their assistant coaches, players, and parents.
- 1.2 If a head coach, assistant coach or parent is ejected because of his/her own actions, then that person is suspended for the next **Three (3) scheduled league games** played by that team. That coach **may not attend** or **be on the premises** during the entire duration of the games played. Player's ejections will result in a one (1) game suspension.
- 1.3 Any person (coach, player, parent or spectator) is ejected for any reason, and then the **head coach is removed** for the remainder of that game as well.
- 1.4 Any person (coach, player, parent or spectator) who is ejected twice during the season may not attend any more league games during that season without approval from the Board.



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- 1.5 If any coach, player or spectator is ejected during the final game of the season, the club affiliated with the ejected person shall be subject to a \$100 fine.
- 1.6 The Board retains broad discretion to impose additional sanctions on clubs, coaches, players and parents for inappropriate or unsportsmanlike conduct as needed on a case-by-case basis.
- 1.7 Umpire incident reports are due within **24 hours** from the Umpire in Charge. If no umpire incident report is received within 24 hours to the VP of Baseball and the Club Delegate then any such suspension shall be rescinded.
- 1.8 Specifics: Avoid contact rule and language.
- 1.8.1 **Avoid contact rule:** Whenever a tag play is evident, a runner must slide OR seek to avoid contact with the fielder. (Runner may not jump over any player)
Note: All players should slide on all close plays to avoid a collision or interference. When contact is made it will be the umpire's judgment whether the runner created rough or deliberate contact. On a close play that the runner did not slide but did try to avoid a tag and or a collision and there was no intent to contact, the runner shall not be called out for not avoiding contact. Runners may not intentionally interfere by veering towards, without sliding, at defensive players who are trying to complete double plays. At the umpires' discretion, both runners may call out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and ejected from the game (all subsequent at bats will be recorded as outs).
- 1.8.2 **Language:** If any player or coach uses profane or obscene language, the officials may issue him a warning or may remove the offender for the remainder of the game.
* Upon a second offense by a **player**, the player shall be immediately removed from the game and not allowed to return.
* Upon a second offense by a **coach**, his/her team shall forfeit the game.

Rule 2 Scheduling and Postponing Games

- 2.1 The date, time and location for all league games will be determined by the Board.
- 2.2 The Board is the only entity that may reschedule postponed games.
- 2.3 With the consent of the Board, games may be postponed for any reason by an official of the home field club (or an official of the club whose field is being used), provided that such postponement is communicated to the affected teams delegate at least two hours prior to game time. A game may be postponed by such official due to inclement weather any time before the game commences.
- 2.4 Once a game begins, **the umpire** is the only person who may call the game due to inclement weather.

Rule 3 Umpires

- 3.1 The Board has determined the number of paid umpires that will normally be supplied for regular season & playoff games. Under some circumstances games in which two umpires are scheduled may be played with only one umpire.
- 3.2 Umpires must be in full uniform. Only AYL umpires may umpire a game.
- 3.3 When only one umpire umpires a game, such umpire shall work from behind home plate.



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Rule 4 Scorekeepers

- 4.1 Each team must supply one scorekeeper; the home team's scorekeeper shall be the official scorekeeper.
- 4.2 Scorekeepers shall check with each other at the end of each complete inning to verify the correct score and discuss any other relevant matters.
- 4.3 Visiting coach and umpire must sign home team scorebook at the end of the game.
- 4.4 Only paper version /handwritten scorebook can be considered an official scorebook.

Rule 5 Rosters & Player Eligibility

- 5.1 Rosters must have a minimum of **6** in-territory players for C-Prep, Majors and AAA and **7** in-territory players for AA, unless otherwise determined and amended by majority vote of the Board.
 - 5.1.1 The area in which the youth is associated (home or in-territory) will be determined by the youth's home address within the Clubs territory boundaries or by the location of the Public/Private or Charter School the youth attends within the Clubs territory boundaries.
- 5.2 All players must adhere to the Roster and Age requirements as outlined in Rules 4 and 18 of the AYL General Principles of Operation.
- 5.3 All team rosters must be submitted on the official AYL roster form and submitted in with final payment. Players may be added or dropped (using the ADD/DROP form) until the add/drop deadline with board approval. Releases will be granted on season ending injuries or parents relocating.
- 5.4 Players must be on an approved AYL Roster PRIOR to participating in any AYL games.
- 5.5 Players may only be rostered on one (1) AYL team and may play on only one (1) AYL baseball team during the season.
- 5.6 All teams must be submitted through the AYL Club Boundary representative.
- 5.7 All players must reside in the State of Colorado.
- 5.8 Teams violating Rule 5.4 will be subject to game forfeitures and the coach removed for the remainder of the season.
- 5.9 A player's age on May 1st will determine the player's age division.
- 5.10 A copy of the official AYL roster and player add/drop forms **must** be available upon request by the opposing team. Clarification: rosters are not exchanged, however must be presented upon demand. Board may impose fines or forfeitures if roster is not presented.

Rule 6 Uniforms

- 6.1 A player may not play in a game unless he is in full uniform and matches all his teammates.
- 6.2 Full uniform means baseball pants, team jersey with number on back, and matching cap.
- 6.3 No duplication of numbers is permitted.
- 6.4 In Divisions 6 to 8, all players may wear jackets over their jerseys during inclement weather. In Divisions 9 to 14, any player, other than the pitcher, may wear jackets over their jerseys. All players wearing jackets over their jerseys must show their jersey number upon request.



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6.5 Players may not wear jewelry items during games other than breakaway necklaces. The first offense shall result in a warning when such player hits; the second offense in the same game shall result in an out and the player being ejected.

6.5.1 Exception: Medical alert bracelets & necklaces may be worn and be visible provided they are secured (taped) to the individual. Religious medals may be worn but must be secured (taped) to the individual and under the uniform (not visible).

Rule 7 Reporting Game Results

7.1 Head coaches for both the home and visiting teams must report game results to the AYL at the online game-reporting page. Scores must be reported within **48 hours** of the completion of the game. Failure to do so may result in a fine or forfeit for the home team which will be determined by the Baseball Board.

Rule 8 Number of Games in a Regular Season

- 8.1** The number of regular season games scheduled for each team shall be determined by the Board.
- 8.2** No refunds will be given to clubs, teams or parents based on the number of games played during the season.
- 8.3** Games that are postponed for any reason may be rescheduled at the Board's discretion.

Rule 9 Forfeits

- 9.1** A team that cannot field 8 players within 10 minutes after the scheduled game time shall forfeit its game.
- 9.2** If at any time during the game a team cannot field at least 8 players, the team shall forfeit the game.
- 9.3** Between innings, teams must appear on the field promptly. Any unnecessary or willful delay will result in forfeiture of the game.
- 9.4** Any game forfeited will be posted as a 10 – 0 score.
- 9.5** A team that does not show up for a game shall both forfeit the game and pay all umpires fees for such game.
- 9.6** The AYL may fine a club up to \$100 for each of its teams that forfeit its last game of the season without having given prior notice to the AYL that such game would be forfeited.

Rule 10 Equipment

- 10.1** **BASEBALLS:** All division's 6 to 14 yr olds will play with an approved regulation baseball that is determined by the Board. All age divisions will play with the Wilson A1030 approved baseballs supplied by the AYL. The home team must supply two new game balls to the home plate umpire prior to the start of the game.



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10.2 BATS: There are no exceptions to this rule!

- **Big Barrel bats:** ($2\frac{5}{8}$ " or $2\frac{3}{4}$ " or $2\frac{1}{4}$ ") will be allowed in AYL sanctioned play for ages 6 to 14 year olds if, and only if, (1) they have the **New USSSA Mark** (see below) prominently and permanently displayed on their taper or (2) is a "**Qualified BBCOR Bat** or (3) is a **Wood Bat**. (C-Prep, see rule 2.2)

- 1) THE NEW 1.15 BPF USSSA MARK ON ITS TAPER
- 2) A QUALIFIED BBCOR BAT
- 3) A WOOD BAT.



Failure to follow or monitor the new bat rule will result in a rules violation.

10.2.1 Age group 6 and 7 Coach Pitch – Coach Pitch bats are NOT allowed.

10.2.2 Any player using an Illegal bat that steps into the batter box will be declared out. Any second violation of any use of an Illegal bat by any player will result in an out and the teams head coach and player being ejected.

10.3 HELMETS:

Batters, runners and catchers must wear protective helmets approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) that are in good condition with full ear coverage at all times when in the field of play.

10.4 CLEATS:

Replaceable or fixed nylon (plastic) cleats must be worn by players in Divisions 6 to 12. Any player 12 and under that uses metal cleats during any AYL game will be declared out and removed along with the head coach for the remainder of the game.

**** Metal Cleats are allowed for ages 13 to 14 ONLY.**

Metal cleats (nor sunflower seeds) are NOT allowed on synthetic fields or portable mounds at anytime regardless of age. Exception to this rule is only, and only if, a field provider allows metal cleats.

10.5 CATCHERS EQUIPMENT: Only approved protective catchers gear in good condition with full coverage at all times when in the field of play



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Rule 11 Pitching

11.1 Weekly Pitching Limits:

Age Division	8 AA	8 AAA	9	10	11	12	13	14	C-Prep
Innings /Week	4	5	5	5	5	6	6	6	N/A
Max Innings/Day AA	2	N/A	3	4	4	4	5	5	N/A
Max Innings/Day AAA & Majors	N/A	3	5	5	5	6	6	6	N/A

- 11.2 A calendar week is Monday at 12:00 AM through Sunday at 11:59 PM.
- 11.3 A new week starts on Monday at 12:00AM
- 11.4 One pitch constitutes an inning.
- 11.5 Any pitcher may **not** re-enter a game as a pitcher.
- 11.6 Coaches must track (record) innings pitched for each pitcher on the home team's scorebook. Any pitching violation will result in an immediate forfeit.
- 11.7 If a pitcher exceeds the weekly pitching limit, the opposing team may protest the game per Rule 17. The scorebook shall be marked showing the moment of the protest, and the game shall continue. The penalty for this infraction may include forfeiture of the game as determined by the Board
- 11.8 If a pitcher hits 4 batters during the same game, the pitcher must be removed as pitcher for the rest of the game.
- 11.9 Balk warnings and rules for AA

Age Division AA	6 / 7 & 8	9	10	11	12	13
Balks Called	NO	NO	YES	YES	YES	YES
Balk Warning	N/A	N/A	YES	NO	NO	NO

11.10 Balk warnings and rules for Majors/AAA

Age Division AAA/Majors	8	9	10	11	12	13
Balks Called	NO	YES	YES	YES	YES	YES
Balk Warning	N/A	YES	NO	NO	NO	NO



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Rule 12 Batting, Substitution & Playing Time

- 12.1** All players present will bat in full rotation at all levels of play. A player must be able to occupy both offensive and defensive roles on the field to be eligible to play. For instance, a player may not exclusively play in the field and not occupy his spot in the batting order.
- 12.2** Free substitution will be observed at all levels of play.
- 12.3** The **Minimum Play Rule** shall apply to all divisions and levels of play.
- 12.3.1** The **Minimum Play Rule** is that a minimum of 6 (six) of the first 15 (fifteen) defensive outs must be played by all players present.
- 12.3.2** The minimum-play rule does not apply to:
- 12.3.2.1** Players who are injured, ill or subject to disciplinary measures concerning the members attitude and attendance provided that the names of these players are communicated to the opposing team prior to the game.
- 12.3.2.2** Players who become unable to finish a game due to illness or injury.
- 12.3.2.3** Any games that are called because of inclement weather, darkness or the ten-run rule (provided that 15 outs have not been recorded against the opposing team).
- 12.3.3** Teams violating the **Minimum Play Rule** shall forfeit the game and the Board may suspend the head coach of such team for one game.
- 12.4** A team must have a minimum of eight (8) players to start a game.
- 12.5.1** If a team plays with eight (8) players the ninth spot in the batting order will be an automatic out when that spot is due to bat. **There are no exceptions to this rule.**
- 12.5** A player who arrives late to a game may be added to the bottom of the line-up provided his team's lead-off hitter has not batted twice in the game. Once the leadoff batter has completed a second at bat the late player is not eligible to participate in the game.
- 12.6** If a team starts a game with nine (9) or more players and because of illness, injury or ejection the line up drops to 8 players, the team may continue to play with the eight (8) remaining players with a penalty of an out when the last removed player is due to bat. The sick, injured and ejected players may not return to the game.

Rule 13 Dugouts

- 13.1** The home team (as listed on the league schedule) shall occupy the 3rd base dugout and the visiting team the 1st base dugout at all games.



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Rule 14 Field Dimensions

14.1 Age specific field dimensions:

Age Division	6 / 7	8 AA	8 AAA	9 & 10	11 & 12	13 & 14	C-Prep
Pitching Distance	40	40	40'	46'	50'	54'	60'6"
Base Distance	60'	60'	60'	65'	70'	80'	90'

Rule 15 Official Game

- 15.1 The following table summarizes an **Official Game** at all levels of play however, the Board reserves the right to make changes to & of an Official Game subject to special circumstance.
- 15.2 At the start of the game, the umpire shall notify both coaches of the official start time.
- 15.3 A new inning **starts immediately after the 3rd out is made** in the bottom of the previous inning.
- 15.4 **No inning shall start after the Official Game time limits listed below.**
- 15.5 **Inclement weather protocol:** When inclement weather approaches, especially for lighting, please take cover immediately. When lightning or rain is in the area, the umpire will postpone the game for a time period up to 15 minutes, teams and players must stay around as the game will resume once any lighting danger or rain has subsided. If it is determined after 15 minutes the danger still exists or the fields are unplayable, the game will be called and resumed at a later date from where the game left off. Note rule 16.1 unless (Note rule 15.6)
- 15.6 In the event of inclement weather or darkness, an Official game shall consist of the allotted time limits or four innings, or three and one- half innings if the home team is ahead at the time.
- 15.7 An official game must be umpired by at least one (1) AYL certified umpire. Any game played without AYL certified umpires will be deemed "no contest" and rescheduled by the Board.
- 15.8 **All Regular season games can end in a tie.**
- 15.9 All playoffs games will determine a winner through an additional inning; A California Tie Breaker will be used. This will continue until a winner is declared.

Age Division	AA 9 and under	AA 10 - 14 AAA & Majors (all ages)	C PREP
Official Game	6 Innings or 1 hr. 30 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 45 min. or 4 Innings (3.5 if home team is ahead)	7 Innings or 2 hours or 4 Innings (3.5 if home team is ahead)



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Rule 16 Suspended Games

- 16.1** If a game is suspended **AND IS NOT** an Official game (see RULE 15), at the discretion of the AYL Baseball Board, the game will be continued from the point where the game was suspended, resuming at a later date with the original lineups.
- 16.1.1** If a player on the original lineup is absent when the game is resumed, his position in the lineup will be skipped without penalty.
- 16.1.2** If a player was not on the original lineup and is present with the game is resumed, that player shall be added to the bottom of the lineup.
- 16.2** If a game is suspended **AND IT IS** an Official game:
- 16.2.1** The home team is leading AND is at bat, the game is over.
- 16.2.2** For all other situations, the score will revert back to the previously fully completed inning to declare the winner. If the game is tied at the end of the previously fully completed Inning, at the discretion of the AYL Baseball Board, the game will be continued from the point where the game was suspended, resuming at a later date with the original lineups or may be declared a tie.

Rule 17 Protests

- 17.1** Coaches may protest a game if they believe an umpire has misinterpreted a rule or for roster/participation violations. **Judgment calls by umpires may not be protested.**
- 17.2** Illegal Rosters: If a head coach wants to protest another team's roster for having less than the 6 (Majors/AAA) or 7 (AA) boundary player's required, minimum playing time or pitching violation, a protest must be filed with the Board and a \$100.00 deposit must be paid. If the protest is found valid the \$100.00 will be returned and the offending team will be allowed to stay in the league but all games where said violation occurred will be forfeited. If the protest is found invalid, the \$100.00 will not be returned.
- 17.2.1** Any in territory rule offending AA, AAA & Major teams will not be eligible for any post-season tournaments sponsored by AYL Baseball.
- 17.3** Game Protest Procedures:
- 17.3.1** Time must be called and the game must be stopped before the next pitch.
- 17.3.2** After appealing to the Home Plate Umpire, the protesting coach shall inform the Home Plate Umpire that his team is playing the game under protest.
- 17.3.3** Both scorebooks must be marked at the exact point of protest and signed by both head coaches and the Home Plate Umpire with the elapsed game time noted; The home plate umpire must sign the home scorebook or make his own notation on the exact point of protest, provided, that if either team refuses to have their scorebook marked, the protest shall not be invalidated by such reason, and the Protest Committee shall determine the validity of the protest based on the information submitted and its own investigation.
- 17.3.4** The game shall continue and come to a conclusion.
- 17.3.5** The umpire-in-chief shall report, in writing, the protested situation and his ruling to the Protest Committee, within 24 hours of the beginning of the disputed game. Umpires failing to make such a report, within the time specified, of an officially protested game shall not be paid for that game.



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- 17.3.6** The protesting coach shall submit to their delegate within 24 hours, in writing citing the specific rule in question, a detailed explanation of the basis for the protest and any other information. The league requires a \$100.00 deposit and the team's scorebook where it is marked and signed (a copy of the scorebook will suffice).
- 17.3.7** Teams shall be designated as "Team A (protesting) and Team B" with no Club or Team designation. Players shall not be designated by name.
- 17.3.8** If a protest is upheld, the protest fee will be returned and the teams will be notified of the game result/continuation as determined by the Board.
- 17.3.9** If a protest is denied, the protest fee will be forfeited and the game result will stand.

Rule 18 Unnecessary or Willful Delays

- 18.1** Teams must appear on the field promptly and any unnecessary or willful delay will result in forfeiture of the game.
- 18.2** Pitchers will receive 8 warm up pitches upon entering a game. A pitcher that returns for his or her subsequent inning will be allowed only 5 warm up pitches

Rule 19 Tiebreakers

- 19.1** If two or more teams are tied at the end of the season (based on winning percentage), the following tie-breaking rules will be followed without exception:
- 19.1.1** Head to Head (Note: Only applicable if 2 teams are tied. If 3 or more teams are tied, the tiebreaker moves to rule 19.1.2)
- 19.1.2** Fewest runs allowed per games played
- 19.1.3** Play-off game (AYL Board Discretion)
- 19.1.4** Coin Flip (Preformed by the Club Delegates)

Rule 20 Run Rule Mercy Rule

- 20.1** For ages 9 and under, teams may not exceed the maximum number of runs allowed for the first 4 innings. During the final 2 innings, there is no run limit; the fielding team must get 3 outs to retire the side.
- 20.2** The game shall end due to mercy rule if either team is losing by an excessive number of runs. If the losing team is losing by the number of mercy rule runs after the (4th or 5th) inning (at bat) is complete, the game is over. Please note that the inning does not need to be complete to invoke the mercy rule.

Age Division	6, 7 & 8 AA	9 AA	8 & 9 AAA/ Majors	10	11	12	13/14
Max Runs per Inning	7 runs (First 4 innings)	7 runs (First 4 innings)	N/A	N/A	N/A	N/A	N/A
Mercy Rule	20 runs (After 5 innings)	10 runs (After 5 innings)	10 runs (After 4 innings)				



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Rule 21 Tie Games

- 21.1** For all C-Prep, Majors, AAA and AA age division regular season games, if at the end of official game (see RULE 15) the game is tied, then the game will be declared a tie.
- 21.2** For all playoff games, The California Tiebreaker will be used. RULE 21.2 will continue until a winner can be declared.

California Tiebreaker:

The "last recorded out" in the previous at bat is placed on second base and the inning is played starting with one out. Each team will have two outs for their turn at bat. If the game is tied after one extra inning, the following innings, the last recorded out will be placed at 3rd base until a winner is declared.

Rule 22 Pre-game

- 22.1** Line-up sheets shall be exchanged 15 minutes prior to scheduled game time to each team's official scorekeeper. The sheet will include the player's full name and number that is on the AYL Baseball Roster. If requested the team must produce the official AYL roster.
- 22.2** The home team score book is the official book of record in the event of a dispute.
- 22.3** No Infield practice prior to the start of the game.

Rule 23 General Play

- 23.1** The hidden-ball trick shall not be allowed.
- 23.2** Saying "swing" is not allowed. Neither player nor spectator may shout or verbalize swing to the batter after the time of the pitch

Age/Division	6 / 7 AA	8 AA	8 AAA	9 AA	9 AAA	10	11	12	13	CPREP
Leadoff Allowed	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
Walks Allowed	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
Stealing Allowed	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
Infield Fly Rule in effect	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
Dropped 3 rd strike in effect	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
Bunting Allowed	NO	YES	YES	YES	YES	YES	YES	YES	YES	YES



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Rule 24 Paid Post Season Berths

- 24.1 Paid State Berths:** At the discretion of the Board, The AYL will pay a state sanctioned tournament entry fee, **not to exceed the current Colorado USSSA entry fee**, to the top two (2) teams in each AAA & Majors age group that qualify for post- season play. A team must have a winning percentage of .500 or better to qualify for post-season tournament play. The AYL will pay the tournament entry fee directly to the league approved sanctioning body ONLY.

Rule 25 Qualifying (Seeding) Tournament (Discretion of the Board)

- 25.1** At the discretion of the AYL Baseball Board a Seeding (Qualifying) Tournament may be held for the AAA & Majors divisions to determine the top teams in each age division.
- 25.2** There are no waivers for this qualifying tournament. Any team that does not compete in the qualifying tournament may be removed from the competitive league at the discretion of the Board.

Rule 26 Field Use Policy

- 26.1** Do not jump the any fence if the gate is locked. Fields are closed if snow or standing water is present. Do not shovel snow off the field. Do not **prepare the field in any way**. Local municipality is responsible for fields. Lights are automatic; do not tamper with the lighting controls.

**** Contact the baseball administrator if there are any issues prior to play.**

**** Please respect our fields and the rules, failure to abide by these rules will result in the loss of use for the fields by our field partners.**

Rule 27 Concussion Certificate Policy

- 27.1** All Coaches/Adults on the field at any time during any event are required to have proof of concussion certification.



2014 General Baseball Rules (Specific by age and division)

AA - AGE DIVISION 6 & 7 - COACH PITCH

Rule 1 Hitting & Pitching

- 1.1 Coaches must pitch overhand to their players and must be in contact with the pitchers rubber. Players do not pitch in this division.
- 1.2 Each batter will receive up to 7 pitches from his coach. A batter who fouls off the 7th pitch shall continue to receive pitches until he hits the ball into fair territory or misses the pitch
- 1.3 A coach may pitch from one knee provided that his back knee is on the pitching rubber.

Rule 2 Coaches in the Field

- 2.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
- 2.2 At no time may the fielding team's coaches be in the infield during play.
- 2.3 At no time may the fielding team's coaches touch the ball while in play.

Rule 3 Defensive Players

- 3.1 While in the field, a team may play 10 players. The 10th player **must** be used as a 4th outfielder. The outfield is defined as 15ft behind the baseline
- 3.2 The pitcher must stay within a reasonable radius (**5 feet**) of the pitching rubber until the ball is hit.

Rule 4 Base Running

- 4.1 When a ball is hit into the outfield, the following rules shall apply:
 - 4.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder who is no more than 3 feet outside of the baseline. (However, see Rule 4.2 regarding overthrows from the infield).
 - 4.1.2 Runners who are less than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base it is at their own risk, the fielding team can make a play on the runner (4.1.3).
 - 4.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.
 - 4.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**



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4.1.5 Runners may advance on an overthrow from the outfield at their own risk.

4.2 Runners may not advance an extra base on an overthrow to any base by an infielder.

4.3 There are no lead-offs. A runner may advance only after the ball is hit. If a runner leaves too soon and the batter hits the ball, there will be no penalty against the runner unless one (1) warning has already been issued to the hitting team. In such instance, the lead runner shall be called out.

Rule 5 Coaching Base Runners

5.1 The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.

5.2 A base coach who physically assists a runner when a ball is in play the runner shall be declared out.

Rule 6 Umpires

6.1 The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games. Games for the 6, 7 year old coach pitch will be played with one (1) umpire. In the event that an AYL umpire is unavailable the game may be delayed, postponed or rescheduled.

** **Coach pitch bats are not allowed.** See rule 10.2.1



2014 General Baseball Rules (Specific by age and division)

AA - AGE DIVISION 8 –MODIFIED KID COACH PITCH

Rule 1 Base Stealing

- 1.1 Base stealing will not be allowed in the 8AA division as follows:

Rule 2 Base Running

- 2.1 When a ball is hit into the outfield, the following rules shall apply:

- 2.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder who is no more than 3 feet outside of the baseline. (However, see Rule 2.2 regarding overthrows from the infield).
- 2.1.2 Runners who are less than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base it is at their own risk, the fielding team can make a play on the runner (2.1.3).
- 2.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner
- 2.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**

- 2.2 Runners may not advance an extra base on an overthrow to any base by an infielder.

Rule 3 Hidden Ball Trick

- 3.1 The hidden ball trick will not be allowed under any circumstances.

Rule 4 Infield Fly Rule

- 4.1 The infield fly rule will not be enforced.

Rule 5 Dropped Third Strike

- 5.1 The dropped third strike rule does not apply.



2014 General Baseball Rules (Specific by age and division)

Rule 6 Modified Pitching Rule

6.1 The following modified pitching rules will exist at the 8AA division as follows:

There will be no walks allowed. If the pitcher reaches four (4) balls on a batter, a coach of the batting team will then have the opportunity to throw (3) pitches to his or her batter. The batter will keep the same strike count and can strike out if batter reaches three strikes before the coach throws the 3 pitches. If batter fouls off the third strike the batter will get more pitches, each to be treated as the third pitch.

6.2 Coaches must pitch overhand to their players and must be in contact with the pitchers rubber. A coach may pitch from one knee provided that his back knee is on the pitching rubber.

6.3 The kid pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.

Rule 7 Bunting

7.1 A batter may bunt off of a rostered player. A batter may not bunt off of the coach-pitcher.

Rule 8 Nine (9) Players in the Field

8.1 Teams may have nine (9) players in the field.

Rule 9 Coaching Base Runners

9.1 The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.

9.2 A base coach who physically assists a runner when a ball is in play shall be given the involved runner shall be declared out.



2014 General Baseball Rules (Specific by age and division)

AAA - AGE DIVISION 8 - KID PITCH

Rule 1 Field Dimensions

- 1.1 The bases shall be sixty (60) feet apart.
- 1.2 The pitching distance shall be forty (40) feet.

Rule 2 Pitching

- 2.1 No player may pitch more than three (3) innings in one (1) day or five (5) innings in one week.
- 2.2 The balk rule does not apply

Rule 3 Base Running

- 3.1 Leading off is not permitted
- 3.2 Runners on base cannot advance when the pitcher is on the pitching mound (10 foot diameter circle around the pitcher's plate) with the ball in possession.
- 3.3 After the ball passes home plate, the runners can advance at their risk
- 3.4 If the runner tries to advance before the ball passes home plate the following rules apply:
 - 3.4.1 If he arrives safe, he is returned to the original base.
 - 3.4.2 If he is tagged before he arrives at the base, the runner is out.
 - 3.4.3 If the ball is hit by the batter, the runner is awarded with one more base than that of the batter.
 - 3.4.4 Each team will receive one (1) warning. Subsequent infractions will result in the lead runner being called out.
- 3.5 The base runner on 3rd base cannot come home unless the ball is hit or is forced home by a walk or hits batsman. The runner cannot advance to score a run on a passed ball. The runner cannot steal home.
- 3.6 A Continuation play is any such play when a runner occupies either second, first or is at bat and the runner may advance home on either a batted ball or an overthrow. Note rule 3.2 stops any and all runner advancement.
- 3.7 After a dropped third strike, the batter cannot advance to first.

Rule 4 Bunting

- 4.1 Bunting is allowed.



2014 General Baseball Rules (Specific by age and division)

AA - AGE DIVISION 9

Rule 1 Base Running

- 1.1 No leading off. The runner may not leave the base until the ball crosses the plate. One (1) team warning before runner is called out.
- 1.2 A runner may steal once the ball has crossed the plate. The base runner cannot advance two bases on a steal under any circumstances (i.e. if the player steals 2nd base and the catcher throws the ball into center field; the runner cannot advance to 3rd base).
- 1.3 The base runner on 3rd base cannot come home unless the ball is hit or is forced home by a walk or hits batsman. The runner cannot advance to score a run on a passed ball. The runner cannot steal home.
- 1.4 The runner may not continue to second base on a walk.

Rule 2 Defensive Players

- 2.1 The defense uses 9 players in the field.



2014 General Baseball Rules (Specific by age and division)

C-PREP

Rule 1 Age of Players

- 1.1 All players must be **under the age of 16** before May 1st of the current baseball season.
- 1.2 All players must be in the 7th or 8th grades. Clarification: No player shall be allowed to participate that is currently in High School.
- 1.3 Any team that has a player that is in High School and player participates in a game, that game will result in a forfeit and the Head Coach will be suspended. Reinstatement is by Board Approval only.
- 1.4 Players will be required to bring a current Middle School ID for participation. ID's may be checked prior to game. Players without any current Middle School ID will not be allowed to play.
- 1.5 AYL Roster rules apply; see Rule 4 of the General Baseball Rules, Roster and Player Eligibility

Rule 2 Playing Rules

- 2.1 Teams can play straight High School Rules (bat 9, play 9) or Free Substitution for all players defensively. Teams must declare before the start of the game.
- 2.2 All Colorado High School rules are in effect with the exception -3 bat rules, however, the current AYL bat rules are in effect, please refer to Rule 10.2 for clarification.

Rule 3 Pitching Rules

- 3.1 No pitching rules, it is left up to the coach's discretion.

Coaches you are responsible for the health and safety of these kids, please be wise with this discretion.

Rule 4 Dugouts

- 4.1 The home team as determined by the league schedule will occupy the 3rd base dugout for each game.

Rule 5 Innings per Game

- 5.1 Seven (7) innings is a full game, no new inning will begin after 2 hours.
- 5.2 Subsequent to 7 innings or 2 hour time limit, the game will result in a tie. (Rule 21.1)

Rule 6 Protests

- 6.1 Protests are allowed per AYL protest rule, please refer to Rule 17.