



## 4/5 FYB/LBA League Rules – 2017 Season

Last Update: 3/6/2017

Rules and regulations are in effect for the FYB/LBA regular season and tournament play. The NFHS (National Federation of High Schools) Guide Book overrules this handout in case of any conflicting information. Any situations that are not covered by the NFHS, MSHL (Minnesota State High School League) or FYB/LBA rule modifications will be determined by the FYB/LBA Boards.

### FYB/LBA PLAYING RULES

#### 1. General

- 1.1. Game Start Time: All games start at 6:15 PM. Visiting team to take infield practice from 5:45 – 6:00 PM. Home team to take infield practice from 6:00 to 6:15 PM. Coaches have discretion to adjust as desired.
- 1.2. Length of Game (Regular Season): 6 innings.
- 1.3. No new inning shall start at 8:15 PM on a night before school and 8:30 PM on other nights. A new inning starts at the time that the previous inning ends (final out made or final run scored).
- 1.4. Coaches on the Field: Coaches are allowed on the field as 1<sup>st</sup> and 3<sup>rd</sup> base coaches only.
- 1.5. Teams either starting the game or reduced to less than 8 players must forfeit the game. Teams must have 8 players by 5 minutes after scheduled game start time.

#### 2. Scoring

- 2.1. End of an Inning: An inning ends when 3 outs are made or a maximum of 7 runs per ½ inning are scored.
- 2.2. End of Game (Regular Season): A regular season game ends when one of the following actions takes place:
  - a. 6 Innings are completed
  - b. Weather halts play
  - c. A team is "Mathematically Eliminated" from winningCoaches may decide to continue playing if daylight/time allows, based on coaches' discretion.
- 2.3. Tie Game/Extra Innings: In the event of a tie after 6 innings, game can continue to extra innings at coaches' discretion if daylight/playing conditions will allow.

**3. Batting**

- 3.1. Batting Order: Every player present will be put in the batting order, whether that player has a defensive position or not. If someone is late attending the game they must be placed at the bottom of the batting order. They will get to hit when it is their turn.
  - 3.1.1. If a team starts a game with more than 9 players in the batting order and is forced to remove a player from the game because of injury and the player cannot bat, their spot in the order is NOT an out if the team still has at least 9 other batters.
- 3.2. Thrown Equipment: Batters must not throw bats after swinging. Batters will be warned the first time they throw the bat. Scorekeepers are to mark it in their scorebooks. If the batter throws the bat a 2<sup>nd</sup> time, that player shall be called out and the play shall be dead with all base runners returning to the base they were at before the ball was hit. Continued display of poor sportsmanship of this nature may result in the player being benched for the rest of the game and a possible review by the FYB/LBA Board.
- 3.3. Walks: It takes 4 balls to walk a batter.
- 3.4. Hit Batter: A batter will be awarded 1<sup>st</sup> base if a pitched ball touches them, so long as the batter makes an attempt to avoid contact with the ball.
- 3.5. Strikeouts: It takes 3 strikes to strike out a batter. A foul ball with 2 strikes does not result in an out unless the ball is caught before it touches the ground.
- 3.6. Dropped 3<sup>rd</sup> Strike: Batter is out.
- 3.7. Outs: An inning consist of 3 outs
- 3.8. Infield Fly Rule: Occurs when a fair fly ball is hit with no outs or one out with runners on 1<sup>st</sup>-2<sup>nd</sup> or 1<sup>st</sup>-2<sup>nd</sup>-3<sup>rd</sup>. The fly ball must be judged by the umpires as able to be caught with ordinary effort by any member on the infield. The umpire shall declare "INFIELD FLY" and the batter is called out. Runners may advance at their own risk.
- 3.9. Bunting: Bunting is allowed in 4<sup>th</sup>/5<sup>th</sup> Grade League. A foul on a third strike while attempting to bunt is an out.
- 3.10. Bat Size Requirements:

<b>AGE</b>	<b>Grade</b>	<b>Max Barrel Diameter</b>	<b>Max Weight Differential</b>
10-13's	4 <sup>th</sup> – 7 <sup>th</sup>	2 ¼"	Unlimited
10-13's	4 <sup>th</sup> – 7 <sup>th</sup>	2 ½"	Minus -10
10-13's	4 <sup>th</sup> – 7 <sup>th</sup>	2 5/8"	Minus -10
10-13's	4 <sup>th</sup> – 7 <sup>th</sup>	2 ¾"	Minus -10

*"Max Weight Differential" is determined by taking the length of the bat and subtracting the weight. For Example: A 30" bat that weights 20 oz has a weight differential of "minus 10".*

#### **4. Base Running**

- 4.1. Leading Off: Leading off is not allowed in the 4<sup>th</sup>/5<sup>th</sup> Grade league.
- 4.2. Stealing: Stealing is allowed. A base runner may not leave the base until the pitched ball has crossed over home plate. If the runner leaves early a dead ball is declared by the umpire and one warning will be given. If the runner leaves early a second time, a dead ball is declared and the runner in violation is declared out.
- 4.3. Stealing Home: No stealing home on a passed/wild pitched ball or overthrow from catcher to pitcher.
- 4.4. Catcher/Pitcher Exchange: Base runners may not advance on any overthrow/dropped ball between the exchange from catcher to pitcher.
- 4.5. Passed Balls: Base runners may advance on passed balls at their own risk (except for Home)
- 4.6. Overthrows: On an overthrow that is in-play, runners may advance at their own risk.
  - 4.6.1. If an overthrow on a steal attempt occurs (i.e. ball goes into the outfield), base runners may advance at their own risk (including going home).
  - 4.6.2. Overthrow Out of Play: On an overthrow out of play, all runners get the base they are running towards plus one more. If the ball stays in play, runners advance at their own risk.
- 4.7. Out of Play: The definition of "Out of Play" will vary by each field. The umpire should talk with both coaches before the game to clearly define the area(s) that are considered "Out of Play" for that particular field.
- 4.8. Sliding: Head-First sliding is not allowed. Result is an out. Head-First "diving" back into a base is not considered to be a head-first slide. The intent is to avoid injury to both the runner and fielder.
- 4.9. Base Running/Interference: A runner must avoid contact with a fielder that is attempting to make a play on them. This can be accomplished by sliding, stopping or otherwise avoiding contact. Failure to avoid contact by the runner will result in an out.
  - 4.9.1. Avoiding the Tag: Players who attempt to avoid being tagged out by running out of the base line shall be called out.

#### **5. Pitching**

- 5.1. Pitching Restrictions: For Regular Season play, a player may pitch a maximum of 2 innings in any game, 4 innings per week.
- 5.2. 1 pitch in an inning equals 1 inning pitched.
- 5.3. Pitch Selection: Pitchers are not allowed to throw any type of curve, slider or sinker or any pitch that deliberately snaps, twists or exerts pressure on the wrist, elbow or arm. One warning will be issued. On the second violation, the player will be removed from the game. Underhand pitching is not allowed.
- 5.4. Warm-Up Pitches: Five warm-up pitches are allowed before each inning. Additional pitches are allowed for relief pitchers that have not had the opportunity to warm-up.
- 5.5. Intentional Walks: Intentional walks are not permitted.
- 5.6. Balks: Balks will not be called. A pitcher must have contact with the rubber during wind up and delivery.
- 5.7. Coaches Visits: One coaching trip to the mound is allowed per pitcher per inning. On the second trip in an inning, the pitcher must be removed from the pitcher position.
- 5.8. Pitcher Reentry: A pitcher may be removed from the pitcher position and reenter at the pitcher position one time during regulation play provided they have eligible innings left. If a pitcher is removed in the middle of an inning, the player cannot pitch in the same inning.
- 5.9. Extra Innings: If a game goes into extra innings, pitching limits apply and continue.

**6. Defensive Play / Fielding**

- 6.1. Player Positioning: Teams play the 9 standard defensive positions. All players should get the opportunity to play all positions during the season. For safety reasons, some players may not be placed at Pitcher, Catcher or 1B based on coaches' discretion. Coaches should discuss this with the players' parents.
- 6.2. Defensive Position Requirements: Defensive positioning will follow the following requirements:
- 6.2.1. Players may not play the same position more than 2 innings in any one game.
  - 6.2.2. Players may play a maximum of 4 innings in the infield and a maximum of 3 innings in the outfield per game.
  - 6.2.3. Players may play a maximum of 2 consecutive innings in the infield or in the outfield per game.
  - 6.2.4. Players may play a maximum of 2 innings at the same position in any one game.
    - 6.2.4.1. Re-entry exception: A bench player is allowed to play a 3<sup>rd</sup> consecutive inning at a position if he is filling in for an injury at the position that he played the inning before.
  - 6.2.5. No player will sit on the bench more than 2 innings per game and no player more than 1 inning consecutively per game. In the case where this is mathematically impossible (too many kids on a team), every effort should be made to minimize the amount of bench time throughout the season.
- 6.3. Fielder Interference: Fielders cannot block the base or baseline when they do not have the ball or if the ball is not approaching them. A fielder always has the right-of-way when attempting to field a batted ball in the baseline. The runner must try to avoid contact with the fielder. Avoiding contact does NOT constitute going out of the baseline.