

ARLINGTON YOUTH BASEBALL and SOFTBALL ASSOCIATION AAA League By-Laws 2018 Season

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SECTION 1: Rules & Regulations

(a) Unless noted within this document, the By-Laws of A.Y.B.S.A. are governed by the rules and regulations of Cal Ripken Baseball as defined in the 2013 Cal Ripken Baseball Official Regulations and Playing Rules.

SECTION 2: Tryouts

(a) AAA Players ages 10 through 12 years old must try out every season.

SECTION 3: Draft

(a) Returning AAA players will be left on their previous team's roster.

(b) Players will be graded 1-3 (3 being the best) at tryouts

(c) New players will be placed on teams based on their rankings and the rankings of the returning players so as to balance the league and not create any dominating teams.

(d) Managers will identify their one coaches' option before teams are picked.

(e) All brother/sister options must be exercised.

SECTION 4: Trades

(a) No trades are allowed. Any changes or requests for any hardships must be approved by the Board of Directors.

SECTION 5: Weather

(a) The home team manager will determine whether the fields are in playable condition up to one and a half (1 1/2) hours prior to the scheduled start time and will indicate the decision on the Youth Baseball phone line. Should conditions worsen between one and a half (1 1/2) hours prior to the scheduled start time and game time, both managers will decide whether to start the game. The League President will resolve disputes. On weekends, Arlington Youth Baseball will determine whether the fields are playable up to one and a half hours prior to the scheduled start time and will indicate the decision. Once the game is started, the Umpire will decide whether to continue.

(b) Rained-out games must be played during the same week whenever possible, preferably the first Saturday or Sunday following the rained-out game. The League Scheduler has responsibility of scheduling games.

SECTION 6: Player, Coach and Manager Conduct

- (a) All Managers and Coaches are required to sign the A.Y.B.S.A. Code of Conduct & Responsibilities on an annual basis.
- (b) If an umpire throws out a ball player, the player is automatically suspended for one game. The player **MUST** dress and be on bench, but may not participate. The Disciplinary Committee will review all suspensions of players.
- (c) If an umpire throws out a coach or manager, the coach or manager is automatically suspended. The Disciplinary Committee will review all suspensions of coaches and managers within 48 hours. A coach or manager is suspended until this review.
- (d) Managers are responsible for grooming the field after every practice.
- (e) If a player does not play the League minimum playing time per Section 19 below, said player shall be required to play the full game the next game said player is in attendance. The penalty for the manager of said player will follow the Youth Baseball League Rule Book. "The manager shall for the:
 - A. First Offense – receive a written warning.
 - B. Second Offense – a suspension for the next scheduled game.
 - C. Third Offense – a suspension for the rest of the season.

Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors.

SECTION 7: Rosters

- (a) Roster sizes are 12-14 players per team.
- (b) Players whose league age is 10 -12 years old and not drafted to a Major League team will be drafted by an AAA team.

SECTION 8: Starting Times

- (a) No game can start after 6:00 PM. Unless playing night game at Buck.
- (b) Regular Season - 2 hour limit. No inning can start after 2 hr limit.
- (c) An inning in progress is to be completed unless umpire calls on account of darkness or weather.
- (d) No inning to start after 7:30 PM on any day regardless of time limit or playing conditions.
- (e) Regular Season: If after two (2) hours from the start of a game and **either** team has a lead of twelve (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. This concession shall occur regardless of whether or not the home team has had its final turn at bat.
- (f) Playoffs: All games must be played to completion unless the manager of the team with the least runs shall concede the victory to the opponent as defined in Section X (Slaughter Rule)
- (g) Unless a game is conceded due to time limit and run differential as defined above, an inning in progress is to be completed unless umpire calls on account of darkness or weather.

SECTION 9: Forfeits

Teams must have a minimum of eight (8) players to play a game or the game will result in a forfeit and a loss for the forfeiting team. Under special circumstances by petition of the manager of the losing team, the Board of Directors may authorize the playing of a forfeited game.

SECTION 10: Standard Ground Rules

- (a) Home team is to have 1st base bench, visiting team to have 3rd base bench.
- (b) Visiting team takes the field 25 minutes prior to the start of the game and has to leave the field 5 minutes prior to the start of the game.
- (c) Due to other groups using fields prior to AAA games, the field may not be available for practice. In this case, the Managers of the two teams should split whatever time is available.
- (d) Home team is responsible for grooming the field after the game.

SECTION 11: Adults

- (a) Adults are allowed to coach both 1st and 3rd base while their team is at bat.
- (b) The person coaching bases must be on the team roster.
- (c) At the option of the Manager, a player and Coach may coach each base. If a player coaches a base they **MUST** wear a helmet.

SECTION 12: Playoffs

- (a) There will be a 48 hour wait before start of any series.
- (b) Double Elimination Format. Championship Series is best of three games.
- (c) All series are to be played in consecutive days, in case of rain, play next day.
- (d) Standard pitching rules apply, modified as follows:
 - (1) Championship series is considered new week.
 - (2) If for any reason games are not played in consecutive days, days off do not count as days of rest during a series.

SECTION 13: Tie Games

- (a) Regular Season - Game will be called a tie and one point will be awarded to each team in the standings.
- (b) Playoff Ties - First and second round games are subject to all regular season rules regarding time limits and curfews. However, playoff games must have a winner. If the time limit has expired, curfew has been reached, or 6 innings have been played and the game is tied, if darkness is not a factor, the game should continue until a team has won, each inning being treated as if it is the last. Whether to continue play is at the discretion of the league official for that game. If the game must be called for darkness, then the game will be continued in accordance with these rules separate from other playoff games.

SECTION 14: Slaughter Rule \ 10 run rule

(a) A.Y.B.S.A. has adopted the “slaughter rule” as defined on page 20 of the Cal Ripken Official Regulations and Playing Rules with one exception: The manager of the team with the least runs may concede the victory to the opponent.

SECTION 15: Pass Ball/Stealing Rule

(a) Runners **MAY** advance when the ball is **LIVE**. Runners **MAY NOT** advance when the ball is **DEAD**.

(b) The ball is live when:

(1) The pitch crosses the plate and the umpire calls the pitch a strike. The ball is live until it is back in the pitchers glove, and he has his foot on the pitching rubber.

(2) The pitch crosses the plate and the umpire calls the pitch a ball, **AND** the catcher receives the ball cleanly. (The ball does not hit the ground.) The ball is live until it is back in the pitchers glove, and he has his foot on the pitching rubber.

(3) A foul tip that is caught.

(c) The ball is dead when:

(1) The umpire calls the pitch a ball, **AND** the catcher **DOES NOT** receive the ball cleanly. (The ball hits the ground.) The ball is then dead until it is back in the pitchers glove, and his foot is on the pitching rubber.

(2) The ball is a foul ball.

(d) If a base runner is off the bag at any time a live ball is thrown back to the pitcher, the runner may advance. Once the pitcher has received the ball on the mound, with his foot on the rubber, if no attempt to advance has been made, then the runner must return to the base.

(e) If the ball is caught by the catcher and then dropped, the umpire should consider it having been caught cleanly for the purpose of this rule if the catcher had control of the ball before dropping it.

(f) **No advancing home on the throw back exchange from catcher to pitcher.**

SECTION 16: Playing Time

We will use a continuous batting order including all players who attend. A late arrival may be added to the end of the order only. A player must be present at a game before the official first pitch of the fourth inning in order to be eligible to play in the game. The player must be announced ASAP to the opposing team when he shows up late. Every player listed on a particular GAME roster and ready to play **MUST** play a minimum of 9 defensive outs. All players must have entered the game by the top of the 3rd inning **AND** played 6 defensive outs, whichever occurs first. A starter may be removed from the starting line-up provided that the starter has played defensively for a minimum of 6 outs.

If the visiting team is losing going into the last half of the 6th inning and, therefore, does not take the field, then there is no violation to this rule if some players only play 6 outs in the field. The manager must make a *best effort* to try to have the player play the minimum 9 outs in the field. This means that the player cannot be hit for in the top half of the 6th inning in case the visiting team comes back, either ties the score or takes the lead, and the player can then play their required outs in the field. Starters may re-enter the game one time. However, a player in the starting lineup who has been removed for a substitute for any reason may re-enter the game for another starting player, provided the substitute (that entered for the starting player about to re-enter): Has played defensively for a minimum of 6 outs. This rule will also not apply for any game that is shortened due to weather, darkness or any other factor

SECTION 17: Pitching Rules

The pitching week begins on Monday and ends on Sunday.

All 10, 11 and 12 year olds are allowed six innings of pitching per week. If a pitcher is removed from pitching in the middle of an inning, they are charged one full inning of pitching, and the pitcher who replaces them is charged one full inning for that inning. Once removed, a pitcher may not go back in to pitch in that game. A pitcher pitching three or less innings in a game must have one day of rest before they pitch again. A pitcher pitching four or more innings must have three days rest before pitching again. REST RULES CANNOT BE WAIVED FOR ANY REASON.

SECTION 18: Safety Rules Catcher's Mask, Helmet and Throat Protector

Any player, warming up a pitcher at home plate shall wear a mask. A throat protector is considered part of the catchers mask.

Protective Cup, Athletic Supporter

Catchers must wear this equipment at all times while behind the plate during a game or practice.

If the catcher refuses to wear this equipment, he shall be removed from the game.

There is NO "On Deck" warming with a bat at any time during the game. The only place a player should be swinging a bat is at the plate while he's up.

