

BYBA 2015
Minor's Baseball Rules

ALL GAMES WILL BE PLAYED IN ACCORDANCE WITH THE OFFICIAL LITTLE LEAGUE BASEBALL RULES OF THE AMATEUR BASEBALL ASSOCIATION AND/OR RULES PUT IN PLACE BY THE BYRON YOUTH BASEBALL ASSOCIATION (BYBA).

General Rules:

1. A team shall consist of 10 players in the field (four outfielders).
2. All games shall be 5 innings in length. No new innings will start after 1:05 min.
3. Official baseball bats and baseballs will be used for all league games.
 - Only bats with 2 1/4" diameter are allowed
4. Players cannot wear watches, rings, necklaces, earrings or any jewelry.
5. Batters and base runners must wear protective helmets during games, as well as practices. Catcher's helmets, mask, chest protector, and shin guards must be worn by the catcher. Athletic supporter and cup is highly recommended.
6. All players must wear plastic/rubber molded cleated or tennis shoes. No metal cleats or sandals can be worn. No Shorts, pants must be worn.
7. All coaches will comply with the coach's code. Coaches are required to have a signed copy on file with BYBA. Any adult which works with the players (at practice or a game) must have a signed copy of the coach's code on file with BYBA.
8. Sportsman like conduct will be required of all coaches and players.
10. Only the head coach may dispute a call by the umpire. If anyone other than the head coach disputes the call, they can be ejected from the game and will need to leave the game area immediately. Suspension and appearance in front of the BYBA Disciplinary Board will occur for any coach or player that was ejected.
11. Rescheduling of games due to rain cancellations may occur if dates are available.
12. Each player must play defensive and all players need to rotate positions in the field. Players may not play the same position twice in one game. Coaches use position chart to help with this and please remember at this age it is about player development not winning.
13. Weather conditions, darkness, rain etc. It is up to the coach's/umpire whether or not the game shall be called for any of the above reasons. The game shall be called IMMEDIATELY if any lightning or severe weather conditions occur in the immediate area. The coach's/umpire does also need to be aware of any changing weather conditions. If coach's / parent observe lightning or other dangerous weather conditions, they must immediately notify the umpire.
14. No team can score more than 8 runs per inning. The team down by more than 8 can score up to 8 runs ahead.
15. If a bat or helmet is thrown in disgust or in an argumentative fashion one warning will be given by the umpire. The second offense will result in an ejection. His missed turn will not count as an out.
16. If a team does not have enough players they may pickup players from another team. The players must play outfield and bat at the end of the line up.
17. Infield fly rule will NOT be in affect.
18. Each team is responsible for cleaning out the dugout when the game is completed. The home team is responsible for assisting the umpiring with bases and field maintenance before and after each game.

19. Mercy Rule: If a team is ahead by at least 15 runs after innings, the game is over (3-1/2 innings if home team is ahead).

Batting:

1. Hoffman rules for batting (all players bat). Tardy players may be placed at the end of the lineup.
2. No batter will walk. Upon a subsequent ball, a coach will pitch to the batter.
3. A batter hit by a pitch gets 1st base, **except** when a coach is pitching, no advancement and the pitch is considered a ball.

Pitching:

1. Pitchers can only pitch one inning per game. We only play one game a week and we want to develop pitchers.
2. One pitch constitutes an inning.
3. Pitching Rubber distances will be 42 feet.
4. Up to a maximum of 5 pitches between innings. New pitchers will get a maximum of 7. If a substitute pitcher is required due to an injury there are no limit on the number of warm up pitches. Coach's, plan ahead and have the relief pitcher throw on the side between innings whenever possible.
5. Once a pitcher leaves a game he may not re-enter to pitch again.

Base running:

1. Bases will be at 60 feet.
2. No leading off until ball crosses the plate.
3. Runners may NOT steal. The runners may NOT advance on wild pitches or pass balls.
4. If a catcher (for the upcoming inning) reaches base a courtesy runner can be substituted immediately regardless of the number of outs. A courtesy runner **must be used** for the catcher with two out. The courtesy runner must be the last out made. If the catcher is not ready to take the field, a coach should go out to warm up the pitcher. A pitcher can have a courtesy runner as well with two outs, helps to keep the game moving.