

Frontier Youth Baseball League

A Division Rules

Age Guidelines:	Ages 6 to 8 years old. It is encouraged that 8 year olds play up in the AA Division if possible and if it is safe for the child.
Player Evaluations:	All players in this division will participate in player evaluations in order to ensure proper division placement.
Team Formation:	Teams will be formed via a draft process. Refer to the FYBL Rules governing the draft.
Player Protection:	Limited to children of the Manager and two (2) Coaches.
Uniform / Equipment:	Players will keep their League-issued hat and jersey.

Regular Season Game Rules

Time limit / innings:	A Division will play a maximum of six (6) innings. No new inning shall start after one hour and thirty minutes. There shall be a one hour and thirty minute "drop dead" time limit for all games.
Scores / Standings:	There shall be a five (5) run limit per half inning allowed. Even if more runs would have scored on the final play of the inning, a <u>maximum</u> of five (5) runs will be scored. An unlimited number of runs may be scored during the last inning. The last inning must be determined before the inning begins and agreed on by both Managers and umpire. Games can end in a tie. No standings will be kept in the A Division.
Field Preparation:	The Home team is responsible for the preparation of the field. Bases shall be placed at a distance of 60'.
Pre-Game Paperwork:	Prior to the game, managers will provide opposing team and official scorekeeper with lineup listing players first and last name, jersey number, and starting position.
Pitching:	For the entire season, a pitching machine will be utilized and will be setup at the base of the pitching mound. The pitching machine should be set to a speed of approximately 38 MPH. No adjustments to the speed of the machine will be made once the game commences without the permission and knowledge of both the umpire and opposing manager.
Batting:	Batters will receive a <u>maximum</u> of five (5) pitches or three (3) swinging strikes unless the last pitch is fouled off. If the batter does not swing at the final pitch, it is considered a strikeout. The umpire

may use their discretion if at any time a pitch is deemed absolutely unhittable and declare a "No Pitch." The batter will be awarded an additional pitch.

Teams will use a continuous batting order (all players in attendance). Normal three (3) outs per side will be observed in any inning. Bunts are not allowed.

Pitching Machine: A hit ball which strikes the machine or the coach manning the pitching machine will result in a dead ball and the batter as well as the runners will advance one base. A thrown ball that strikes the machine will result in a dead ball. Base runners will be allowed to advance if beyond half way to the next base (umpire discretion). The player's safety around the pitching machine is of paramount importance. The machine cannot be left unoccupied. If the machine is on, an adult must be present at the machine.

Base Running: Base runners are not allowed to lead off or steal. If the runner is halfway or more when the ball becomes dead, the runner will be awarded the next base. If not, the runner will be returned to the preceding base. One base will be awarded on an overthrow.

If the base runner makes contact with a live ball while running, the ball is dead and the runner is out.

Coaches are not permitted to touch the base runners in an effort to aid their base running. If a coach touches the base runner, the runner will be called out.

Stealing: There will be no steals allowed at any time.

Sliding: All sliding must be done feet first. No head first slides (except when returning to a base). One warning will be given per game. No collisions at home plate (the league will **always** protect the catcher). The runner must attempt to slide. If a collision occurs where the runner initiated contact, the runner is called out.

Stopping Play: Ball is dead when an infielder, who has possession of the ball raises both hands above their head. This signifies that the player is not attempting to go after a runner for an out. At this dead ball situation, runners move to the next base if they are at or beyond the half way line or go back to the base from which they just past if they are not beyond the half way line.

Defense: Teams will field ten (10) players on defense. Four (4) of the players will be placed in the outfield. No outfielder can record a put-out at first base. Players fulfilling the position of Pitcher, must have one foot on the dirt portion of the Pitchers Mound until contact has been made.

Individual Playing Time: A player cannot sit out consecutive innings. A team found in violation of this rule will forfeit the game.

Player Rotation: All players must rotate to ALL positions on the field (exception: Pitcher, catcher, 1st Base due to possible safety concerns if a player cannot catch a thrown ball). No player shall play more than one consecutive inning in the outfield or two consecutive innings in the infield. This means that ALL players rotate to the infield the inning after playing in the outfield. (e.g. no player always plays infield or outfield).

No player shall sit on the bench (defensively) more than one inning in any regular season game before all players have sat on the bench. No player can sit on the bench for consecutive innings. Bench time should be evenly distributed between all players on the team.

Late Arrivals: Do not penalize players arriving late to games. Encourage parents to get their child to the game early to allow for proper warm-up. If a player arrives late, add them to the bottom of the batting order and insert them into the defense as originally scheduled.

Umpiring: The league will provide umpires for games. Two game balls should be provided to the umpire by the home team, with a back-up ball provided by the visiting team if needed. The official scorekeeper is to be supplied by the home team for all games.

Coaching: ***A maximum of three (3) coaches will be allowed on the field to assist with defense. No more than four (4) total coaches and/or team parents are allowed on the field and in the dugout combined at any time.*** At least one coach or team parent MUST be in the dugout at all times that a player is in the dugout.

Manager Selection will be determined by FYBL Rules and approved by the Board of Directors. All coaches who are on the field during games must have successfully completed the Babe Ruth League online coaching certification. All adults who are on the field or assisting in the dugout must have successfully cleared the FYBL approved background screening process.

Post Season: Draw for Seeding. If there is an odd number of teams which forces a bye for one team, then that is the luck of the draw. The tournament will be single elimination until there is a winner.