



2021-2022 AYBS Boys Minors Baseball Rules

Mission Statement:

Since 1954, the purpose of AYBS has been to develop young players in a positive and supportive environment, while making sure all players have fun and enjoy the sport. The objective of AYBS is to implant the ideals of good sportsmanship, honesty, loyalty, courage, and reverence into the children of the community, so that they may be finer, stronger and happier children. This objective will be achieved by providing supervised, competitive and athletic games. All supervisors and volunteers shall bear in mind that the attainment of exceptional athletic skills or the winning of games is secondary to the prime objective of molding upstanding adults of the future. It is our goal that each team will win some games with no single team dominating.

These Rules will not be amended during the current league year and will remain in force until repealed or amended by succeeding rules. All leagues will play according to official "Little League" rules except as noted below.

1. Game Play

- 1.1.** A game shall consist of six (6) innings.
- 1.2.** All players shall be in the batting lineup for the entire game.
- 1.3.** All kids shall play in the field for the entire game. The infield will consist of a pitcher's helper and four (4) infielders. A catcher can be used if a team has a total of 9 or more players present for a game. All other players must be positioned in the outfield. It is the Coach's decision if he or she would like to field a catcher if there are 9 or less players present for a game. A team must start the game with at least 6 players; otherwise a forfeit is declared (score 1-0).
- 1.4.** A 5-minute grace period applies - if a team is not ready to play at that point, the game will be forfeited. In the event of injuries occurring during the game causing a team to have fewer than six (6) players, the game may be rescheduled from the point play was stopped.
- 1.5.** The coach/pitcher must pitch overhand. The pitching distance must be between 20 and 30 feet from home plate. Shorter pitching distances are intended to help struggling hitters. Shorter pitching distances are NOT intended to provide a competitive advantage to average or better hitters. There are no walks and no hit-by-pitch batters, but strikeouts are called. A batter may receive a maximum of 8 pitches in a single at-bat. He must use up his 3 swings by the 8th pitch, which is his final pitch. If the 8th pitch is fouled off, another pitch is allowed. If that 9th pitch is fouled off, yet another 10th pitch is allowed and so on, until either the ball is hit fair, the batter swings and misses (swinging 3rd strike) or the batter takes the pitch, which shall be treated as a called third strike.

- 1.6. The pitcher's helper must position himself within the pitching circle beside or behind the coach/pitcher when the ball crosses the plate.
- 1.7. No outfielder may be positioned closely behind any base.
- 1.8. One coach is allowed to be in the outfield to provide instruction to the defensive players.
- 1.9. If a hit ball hits the coach/pitcher, the play is called dead, the pitch does not count, and no base runner(s) may advance.
- 1.10. Neither the pitcher's helper nor any outfielder may run and step on any base to make an unassisted force out - the ball must be thrown by the pitcher's helper or the outfielder to an infielder covering the base.
- 1.11. The pitcher's helper may make an unassisted force out or tag out at home plate but at no other base. PH must throw to 1st, 2nd, and 3rd base.
- 1.12. No outfielder is allowed to make an unassisted tag out of a base runner.
- 1.13. On balls hit in the infield, a runner may not advance to the next base if the ball is thrown to the pitcher or pitcher's helper at the end of a play. If the base runner is not yet halfway to the next open base and the ball is thrown to the pitcher or pitcher's helper at the end of a play, the base runner must return to his base. If the base runner is at least halfway, he may proceed to the next base at his own risk.
- 1.14. On balls hit into the outfield, a runner may not advance to the next open base if the ball is thrown from the outfield and hits the dirt in the infield before the runner is more than halfway to the next open base. If the base runner is not yet halfway to the next open base when the ball hits the dirt in the infield, the base runner must return to his base. The return to his base is no risk. If the base runner is at least halfway, he may proceed to the next base at his own risk. To be clear once a ball is thrown from the outfield runner may advance a maximum of one base.
- 1.15. No stealing of any base is allowed. A base runner must return to the base once the pitcher's helper has possession of the ball and is positioned anywhere within the pitching circle.
- 1.16. A base runner must slide in any close play at any base or home. Headfirst slides are not allowed, except when returning to a base. A base runner may be called OUT if the runner does not slide or attempt to get around a defensive player that has the ball and is waiting to make the tag. The base runner must make an attempt to avoid contact with the defensive player and must slide unless in the umpire's judgment contact is not likely. The intent of the rule is to protect the base runner and the fielder from injury. A player not sliding may be considered OUT in the judgment of the umpire and the play is considered "dead," at which point all other base runners must return to their previous bases and may not advance.
- 1.17. Any base runner interfering with a defensive player while the defensive player is fielding a hit ball shall be considered OUT.
- 1.18. Defensive players must remain out of the base path and may not block a base or home plate. If a defensive player not fielding a hit ball interferes with a base runner or intentionally blocks a base or home plate, the base runner is automatically awarded the base or home.
- 1.19. A maximum of five (5) runs may be scored per half-inning.
- 1.20. The dropped third strike rule will NOT apply.
- 1.21. The Infield Fly Rule will NOT apply.
- 1.22. Bunting is NOT allowed in the Minors.
- 1.23. A base coach may not assist or touch a base runner between the bases during live play. The violating team will be given one (1) warning - any subsequent violation(s) is an automatic OUT.

- 1.24. Overthrows, landing in and then out of play will NOT result in an additional base being awarded. Rather, the runners, if they are more than halfway, will maintain the base they were approaching when the ball went out of play.
- 1.25. For the team batting, only its head or assistant coach may coach 3rd base.

2.1 Speedy and Safe Play

- 2.2 To keep games moving along, the following guidelines apply:
- There are 11 field changes each game. Have your team ready - saving time adds up.
 - Have your catcher ready with his gear on.
 - Have your batters ready (preferably your next two batters). Any player out of his dugout during his team's at-bat must wear a helmet.
- 2.3 On weeknights, an inning cannot start more than 1 hour 30 minutes after the start of the game. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.4 For all Saturday games, an inning cannot start more than 1 hour 30 minutes after the game has started. The next inning is deemed to have begun immediately after the final out of the prior inning.
- 2.5 If the team that is behind in the score has no chance to win because of the 5-run per inning limit and the time limit has passed in any game that is followed by a subsequently scheduled game on that same field, the game shall be considered over and play stopped immediately.
- 2.6 If the score is tied after six (6) innings and the time limit has not passed, in any extra inning(s) each team will start their at-bat with a base runner on second base and one out.
- This rule applies to weekday and weekend games.
 - If the time limit has passed, the game ends after the last out of the current inning.
 - Regular season games can end in a tie. Playoff games cannot end in a tie.
- 2.7 There is no time limit for playoff games, but the maximum 5-runs per inning still applies. Playoff games cannot end in a tie.
- 2.8 A courtesy base runner may be allowed for the catcher where there are two (2) outs but it is not mandatory. The substitute base runner will be the last batter not to have reached first base safely.
- 2.9 Catchers MUST wear a throat guard and protective cup.
- 2.10 When a team is at bat, all players are to be in the dugout except the batter at the plate and the on-deck batter.
- 2.11 Baseball bats must be **USA Baseball Standard**. No USSSA Baseball Bats are allowed. Please see <https://www.aybsindy.com/page/show/3826880-bat-regulations>
- 2.12 Throwing of bats or helmets by a batter or player is dangerous. Umpires will warn the player on the first offense - on the second offense by the same team the offending player shall be called OUT.
- 2.13 Metal spikes are NOT permitted.
- 2.14 The team manager is responsible for the conduct of his coach(es), players and fans. Foul language will not be tolerated. Good sportsmanship must be displayed at all times. A team may be forced to forfeit a game for repeated violations of conduct.
- 2.15 All players will wear their jerseys tucked in and hats worn forward while on the field or batting.

3.1 Substitutions

- 3.2** Defensive substitutions shall be unlimited, except that the same player may not play pitcher's helper more than 3 innings in a single game. Playing the pitcher's helper position for one (1) pitch equals one (1) inning. Only the starting pitcher's helper may return to that position so long as the 3-innings per game limit is followed.
- 3.3** A pinch runner is allowed when replacing a player who has left the field due to injury or illness. The pinch runner shall be the last batter not to have reached first base safely.
- 3.4** Any player that is removed from the game, for any reason, will not have his place in the batting order result in an automatic out. Each batter following a removed player simply moves up in the batting order.
- 3.5** Any base runner injured while on the bases may be replaced on base by the last batter not to have reached first base safely.

4.1 Umpiring

- 4.2** An umpire's call is final. An umpire's judgment call may not be overruled. Managers and coaches may not argue or become vocal about the umpiring - it is not something we should be teaching our kids. Managers and coaches are also responsible for their team's parents in that same regard.
- 4.3** If there is a rule interpretation or discrepancy, the managers and coaches should attempt to resolve it among themselves and the umpire. Please be considerate - if an agreement cannot be reached, any AYBS League Commissioner or Board Member should be consulted.

5.1 Pre-Game and Post-Game Procedures

- 5.2** The home team prepares the field for play, such as lining the diamonds, raking the field, etc. The home team will be considered the official scorebook for that game and will be in the third-base dugout.
- 5.3** The visitor's team will follow the closing procedures for each field including raking the field.
- 5.4** Each team is allowed 10 minutes of infield before the game. Shorter infield may be necessary to keep that or any subsequent game(s) on schedule.
- 5.5** After each game, a coach from both the winning and losing teams is responsible for updating the AYBS website with the following information:
 - a. The final score
 - b. A brief evaluation of the umpires
 - c. Any incidents of unacceptable or poor sportsmanship and the person(s) involved
- 5.6** Both the home team and the visitor's team shall clean up their dugouts and the surrounding areas after each game and practice.
- 5.7** The following tie-breaker system will determine seeding for the post-season tournament:
 - a. Overall record
 - b. Head-to-head record
 - c. Fewest runs allowed
 - d. Most runs scored
 - e. Coin toss

6.1 Bad Weather

- 6.2** If lightning is sighted in the area, all teams must suspend play or practice and seek shelter immediately. You are responsible for other children, as well as your own. No child or adult shall be permitted to stand around without shelter. Play may resume ONLY in strict compliance with the AYBS Lightning Policy, which may be found at www.aybsindy.com
- 6.3** If it starts raining or lightning is seen during a regular season or tournament game before 4 innings have been completed, the game may be postponed or delayed upon agreement between the managers. If 4 innings have been completed during a regular season game, the game is considered a full game (3 ½ innings if the home team is ahead). After the start of the 5th inning of a regular season game, if play is stopped in the middle of an inning, the game is considered complete and the final score is the score as of the end of the last full inning. Any tournament game so suspended shall be continued from the point play was stopped until 6 innings have been completed (5 ½ innings if the home team is ahead).
- 6.4** The weather line should be monitored closely on game days of inclement weather – 317-578-5450.