

# Arapahoe Youth League



# 2021 Baseball Rules

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**THE MISSION/SCOPE OF THE AYL BASEBALL BOARD**

Arapahoe Youth League (AYL) Baseball is a community based baseball program that works diligently to provide the best competition, fields and umpires for the development of youth athletes within our AYL Member Club Territories, while maintaining the spirit of community (our neighborhood) teams competing against each other. To support this mission, AYL Baseball offers three (3) levels of competitive baseball; C-Prep League, our Competitive League, and our Developmental League.

**C-Prep (formally 14's) ~ Upper and Lower Divisions of 7th and 8th graders only**

**Competitive ~ AAA and Majors Divisions consisting of ages 8 through 13**

**Developmental ~ AA program consisting of age groups 6 through 13/14**

~ Ages 6 and 7 are coach pitch

~ Age 8 is modified coach pitch

The AYL Baseball Board has made and will continue to make efforts to update and amend the AYL Baseball Rules for accuracy and to adapt to current and relevant new rules for each new baseball season.

These AYL Baseball Rules are provided “as is” and to the fullest extent applicable are the guiding principles for AYL Baseball, however, the AYL Baseball Board retains **BROAD DISCRETION** and does reserve the right to make change, amend and/or to make exception to any rule as deemed necessary, and without limitation, by looking at any circumstance that warrants such action. These changes, including change in content, description, terms, etc. may be made at any time without notice by a majority Board vote.

AYL By-Laws and General Principles of Operation, govern over all AYL sports. All non-baseball league rules are addressed in the AYL General Principles of Operation (GP's). All references to the Board in this document will mean the AYL Baseball Board and/or its Delegates.

The current edition of the “National Federation of High School Associations Baseball Rule Book” shall govern all situations not addressed by the AYL General and Age Specific Baseball Rules.

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## **OVERALL GENERAL GUIDELINES**

### **INCLEMENT WEATHER PROTOCOL: RAIN/LIGHTING**

- When inclement weather approaches, especially for lighting, please take cover immediately.
- Go to a safe place or car; **DO NOT** stay in the dugouts.
- When lighting is in the area, within 10 miles, the umpire shall postpone the game for a time period of not less than 10 minutes. If it is determined after 10 minutes the danger still exists, another 10 minute delay shall be called, after which if the danger or conditions warrant, or the fields are unplayable, the game will be called and may be resumed at a later date from where the game left off depending on the time left and innings played.
- Teams and players must not leave as the game will resume once any lighting danger or rain has subsided. If the game is suspended, please refer to the following rules. (Rule 16.1) unless (Rule 15.6) applies.

### **TOBACCO & TOBACCO RELATED PRODUCTS GUIDELINES**

The use of ANY tobacco products, dipping products or any electronic smoking devices such as e-cigarettes, vape pens or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires and parents) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during AYL events. Any violation of said rules are cause for immediate removal and suspension (see Rule 1)

### **ALCOHOL & ALCOHOL RELATED PRODUCTS GUIDELINES**

The use of or presence of ANY alcohol products of any kind, shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires and parents) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during AYL events. Any violation of said rules are cause for immediate removal and suspension (see Rule 1 below)

### **Rule 1 Sportsmanship/Ejections**

The AYL Baseball League is committed to promoting good sportsmanship, responsible behavior, and a positive environment for the youth of our community to play the game of

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**baseball. Therefore, we are instituting a zero tolerance policy regarding ejections and behavior. All coaches, players, and parents/spectators will be held to this standard.**

- 1.1 Each Member Club is ultimately responsible for the conduct and sportsmanship of their coaches, players and parents/spectators. Similarly, each Head Coach is ultimately responsible for the conduct and sportsmanship of their assistant coaches, players, and parents/spectators.
- 1.2 If a Head Coach, assistant coach or parent/spectator is ejected because of their own actions, it will result in that person being given a **Three (3) league games suspension** played by that team. Upon being suspended, they **may not attend** or **be on the premises** during the entire duration of the games played under suspension.
- 1.3 Player's ejections will result in a one (1) game suspension for that player.
- 1.4 If any person other than the Head Coach associated with said team (coach, player, or parent/ spectator) is ejected for **any** reason; the **Head Coach is also removed** and must leave immediately and for the remainder of that game.  
  
**It is the Head Coach's responsibility to know this rule, therefore, any Head Coach that does not voluntarily leave, will be removed from the next game played, in addition to a Member Club fine of \$100.00.**
- 1.5 Any person (coach, player, or parent/spectator) who is ejected twice during the season will not be allowed to attend any more league games during that season without approval from the Board.
- 1.6 If any coach, player, or parent/spectator is ejected during the final game of the season, the Club affiliated with the ejected person shall be subject to a **\$200.00** fine.
- 1.7 The Board retains broad discretion to impose additional sanctions on Clubs, coaches, players and parents for inappropriate or unsportsmanlike conduct as needed on a case-by-case basis.
- 1.8 Umpire incident reports are due within **48 hours** from the Umpire in Charge. If no umpire incident report is received within 48 hours to the VP of Baseball and/or the Club Delegate then any such suspension **may** be rescinded.
- 1.9 **CONTACT** ~ Specifics: Avoid contact rule and language.

**1.9.1 *Avoid contact rule:*** Whenever a tag play is evident, a runner must slide **OR** seek to avoid contact with the fielder.

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**Runner may not jump over any player!**

Note: All players are encouraged slide on all close plays to avoid a collision or interference. When contact is made it will be the umpire's judgment whether the runner created rough or deliberate contact. On a close play that the runner did not slide but did try to avoid a tag and or a collision and there was no intent to contact, the runner shall not be called out for not avoiding contact. Runners may not intentionally interfere by veering towards, without sliding, at defensive players who are trying to complete double plays. At the umpires' discretion, both runners may be called out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and may be ejected from the game (all subsequent at bats will be recorded as outs).

**1.10 LANGUAGE:** If any coach, player, or parent/spectator uses profane or obscene language, the officials may issue a warning or may immediately remove the offender for the remainder of the game.

\* After a warning, if ANY second offense by a **player**, the player shall be immediately removed from the game and not allowed to return.

\* After a warning, if ANY a second offense by a **coach or spectator**, the offending team shall forfeit the game.

**Rule 2 Scheduling and Postponing Games**

**2.1** The date, time and location for all league games will be determined by the Board.

**2.2** The Board is the only entity that may reschedule postponed games.

**2.3** Games may be postponed for any reason by a Board official of the home field Club (or a Board official of the Club whose field is being used) up to two hours before game time. A game may be postponed by such official due to inclement weather any time before the game commences.

**2.4** Once a game begins **ONLY** the **On Field Umpire(s)** or the **VP of Baseball** may call the game due to inclement weather.



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**Rule 3 Umpires**

**3.1** The Board will determine the number of paid umpires that will be supplied for regular season & playoff games.

**3.2 Scheduled Number of Umpires;**

**3.2.1** Competitive League ages 9 – 14 will have two umpires.

**3.2.2** Competitive League age 8 will have one umpire.

**3.2.3** Developmental League ages 10 – 13/14 will have two umpires.

**3.2.4** Developmental League ages 6 – 9 will have one umpire.

**3.2.5** Under some circumstances games in which two umpires are scheduled may be played with only one umpire and umpires scheduled with one may have two.

**3.3** Only official AYL umpires may umpire a game unless approved by the Board.

**3.4** AYL official umpires are independent contractors; however, they must conduct themselves in a manor consistent with League policies and expectations, must be in full uniform, be familiar with AYL baseball rules, exception rules and may be removed at the request of the Board for non-compliance.

**Rule 4 Scorekeepers and pitch counters**

**4.1** Each team must supply one scorekeeper; the home team's scorekeeper shall be the official scorekeeper.

**4.2** Scorekeepers shall check with each other at the end of each complete inning to verify the correct score and discuss any other relevant matters.

**4.3** Paper scorebooks, Game Changer or iScore are considered an official scorebook.

**4.4** Each team must designate a person as the official Pitch Count Recorder.

**4.5** The Pitch Count Recorder must provide the current pitch count for any pitcher when requested by either manager or game official. **Recorders must check with each other at**

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the end of each complete inning to verify the correct score and verify counts are the same.

**4.6** The official pitch count recorder should inform both the officials and the Managers when the maximum limit for pitches in the game has been reached by a pitcher, however, any failure of notification does not relieve the manager of the responsibility to remove a pitcher when that pitcher is no longer eligible.

**4.7** The Head Coach is responsible for knowing the pitch count and will be removed for any violation, from the game of occurrence and an additional 3 games after such violation.

**Rule 5 Rosters & Player Eligibility (C-Prep?)**

**5.1** Rosters must have a minimum of in-territory players to participate in league play.

**5.1.1** A total of 5 ~ In-Territory players for Majors teams.

**5.1.2** A total of 6 ~ In-Territory for AAA teams.

**5.1.3** A total of 7 ~ In-Territory players for AA teams

**5.1.4** A MINIMUM OF 9 PLAYERS MUST BE ROSTERED FOR ALL DIVISIONS.

**5.1.5** A MAXIMUM OF 14 PLAYERS MAY BE ROSTERED for AAA/Majors.

**5.1.6** A MAXIMUM OF 14 PLAYERS MAY BE ROSTERED for AA.

**5.1.7** In-Territory player numbers and Maximums and Minimums can only be amended by majority vote of the AYL Baseball Board.

**5.1.8** The area in which the youth is associated (home or in-territory) will be determined by the youth's home address within the Clubs territory boundaries or by the location of the Public/Private or Charter School the youth attends within the Club's territory boundaries.

**5.2** All players must adhere to the Roster and Age requirements as outlined in Rules 4 and 18 of the AYL General Principles of Operation.

**5.3** No player will be allowed to participate that is currently in High School.

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- 5.4** All team rosters must be submitted on the official AYL Roster Form. Players may be added or dropped (using the ADD/DROP form) until the add/drop deadline with board approval. Releases will be granted on season ending injuries or parents relocating.
- 5.5** Players must be on an approved AYL Roster PRIOR to participating in any AYL games.
- 5.6** Players may only be rostered on one (1) AYL team and may play on only one (1) AYL baseball team during the season.
- 5.7** All players must reside in the State of Colorado.
- 5.8 A player's age on May 1st will determine the player's age division.**
- 5.9** Teams violating Rule 5.4 will be subject to game forfeitures and the Coach removed for the remainder of the season.
- 5.10** All teams will be submitted through an AYL Club representative for approval and signature by the AYL VP of Baseball.
- 5.11** Team Rosters and any add/drop forms **must** be available upon request by the opposing team. Board may impose fines or forfeitures if roster is not presented.

**Rule 6 Uniforms**

- 6.1** A player **cannot play in a game** unless in full uniform that matches all teammates **unless player has prior approval by the Baseball Board.**
- 6.2** Full uniform means baseball pants, team jersey with number on back, and matching cap.
- 6.2.1** No duplication of numbers is permitted.
- 6.2.2** No artificial, taped, penned, or marked numbers are allowed unless granted prior approval by the Baseball Board.
- 6.3** Inclement Weather uniform exceptions;

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- 6.3.1** Developmental (AA), in all Leagues and Divisions, players may wear jackets over their jerseys during inclement weather.
- 6.3.2** Competitive (AAA/M), in Leagues and Divisions ages 8 to 11, pitchers may wear jackets over their jerseys. All players wearing jackets over their jerseys must show their jersey number upon request.
- 6.3.3** Competitive and C-Prep (AAA/M) in Leagues and Divisions ages 12 to 14, pitchers may not wear jackets over their jerseys.
- 6.4** Players may not wear jewelry items during games other than breakaway necklaces. The first offense shall result in a warning when such player hits; the second offense in the same game shall result in an out and the player being ejected.
- 6.4.1** **Exception: Medical alert bracelets & necklaces may be worn and be visible provided they are secured (taped) to the individual. Religious medals may be worn but must be secured (taped) to the individual and under the uniform (not visible).**

### **Rule 7 Reporting Game Results**

- 7.1** Head coaches for both the home and visiting teams must report game \*results to the AYL at the online game-reporting page.

**\*Results need to be reported within 24 hours of the completion of the game, unless the next game is within that time limit, and as such, scores must be entered immediately after the game in question.**

### **Rule 8 Number of Games in a Regular Season**

- 8.1** The number of regular season games scheduled for each team shall be determined by the Board.
- 8.2** No refunds will be given to Clubs, teams or parents based on the number of games played during the season.
- 8.3** Games that are postponed shall be rescheduled only at the Board's discretion.

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**Rule 9 Forfeits**

- 9.1** A team that cannot field a minimum of 8 players within 10 minutes after the scheduled game time shall forfeit its game.
- 9.2** If at any time during the game a team cannot field a minimum of 8 players, the team shall forfeit the game.
- 9.3** Any game forfeited will be posted as a **10 – 0** score.
- 9.4** A team that does not show up for a game will forfeit the game and pay all umpires fees for such game and the Member Club will be fined **\$100.00**.
- 9.5** Any team that cannot field a minimum of 8 players and/or forfeits a game for any reason will be fined **\$100.00**.
- 9.6** The AYL will fine a Club **\$200.00** for any teams that cannot field at least 8 players for last game of the season.

**Rule 10 Equipment**

- 10.1 BASEBALLS:** All divisions from age 6 to 14 yr olds will play with an approved regulation baseball that is determined by the Board. All Leagues and divisions will play with the **Wilson 1030 or 1010** approved baseballs supplied by the AYL.
- 10.1.1** The home team must supply one new game ball and one good used game ball to the home plate umpire prior to the start of the game.
- 10.1.2** Failure to provide two game balls or providing baseball not sanctioned by the AYL may result in a fine or forfeit as determined by the AYL Baseball Board.
- 10.2 BATS;** All AYL baseball games and tournament events in 2021 will allow both **USA approved and USSSA approved bats**, and only if,
- 1) THE NEW 1.15 BPF USSSA MARK ON ITS TAPER (see below)
  - 2) A QUALIFIED BBCOR BAT (see below)
  - 3) A WOOD BAT.
  - 4) USA Baseball approved bat

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**10.2.1 Age 6 and 7 Coach Pitch – Coach Pitch bats are NOT allowed.**

**10.2.2 Age 13 AAA/M players must use at a minimum a drop 8 (-8) bat**

**10.2.3 Age 14, all C-Prep players, must use at a minimum a drop 5 (-5) bat and can use a drop 3 (-3) as per High School rules.**

**10.2.4 Any player using an Illegal bat that steps into the batter box will be declared out. Any second violation of any use of an Illegal bat by any player will result in an out and the teams Head Coach and player being ejected.**

**10.3 HELMETS:** Batters, runners and catchers must wear protective helmets approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) that are in good condition with full ear coverage at all times when in the field of play.

**10.4 CLEATS:** Replaceable or fixed nylon (plastic) cleats must be worn by players in Divisions 6 to 12. Any player 12 and under that uses metal cleats during any AYL game will be declared out and removed along with the Head Coach for the remainder of the game.

**\*\* Metal Cleats are allowed for ages 13 to 14 and C-Prep ONLY.**

**\*\* Metal cleats are NOT allowed on synthetic fields or portable mounds at any time, regardless of age.**

**10.5 CATCHERS EQUIPMENT:** Only approved protective catchers gear, in good condition with full coverage, is required at all times when in the field of play.

## **Rule 11 Pitching**

**11.1** The penalty for any pitching infraction shall be cause for **immediate removal** of the Head Coach for a **minimum of three (3) games** and may include forfeiture of the game or worse if determined by the Board.

**11.2** Any player on an AYL team shall be allowed to pitch.

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**11.3** A pitcher, once removed from the mound, may not return as a pitcher during the same game.

**11.4** A player may not pitch in more than one game in a day.

**11.5** The Coach/Manager must remove the pitcher when said pitcher **reaches the max limit for his/her age group as noted below:**

(The player may remain in the game, but not as a pitcher.)

<b>13-14</b>	<b>~ 95 pitches per day</b>
<b>11-12</b>	<b>~ 85 pitches per day</b>
<b>9-10</b>	<b>~ 75 pitches per day</b>
<b>8</b>	<b>~ 50 pitches per day</b>

**Exception:** If a pitcher reaches the limit imposed for his/her age while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs;

1. That batter reaches a base
2. The batter is put out
3. The third out is made to complete the half inning

**11.6** Pitchers aged 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) days of calendar rest must be observed.
- If a player pitches 51 - 65 or more pitches in a day, three (3) days of calendar rest must be observed.
- If a player pitches 36 - 50 or more pitches in a day, two (2) days of calendar rest must be observed.
- If a player pitches 21 - 35 or more pitches in a day, one (1) days of calendar rest must be observed.
- If a player pitches 1 - 20 or more pitches in a day, zero (0) days of calendar rest must be observed.

**11.7** Violation of any section of this regulation can result in a protest of the game in which it occurs. Protest shall be made in accordance to AYL protest rules, (See Rule 17)

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**11.8** If a pitcher hits 4 batters during the same game, the pitcher must be removed as pitcher for the rest of the game.

**11.9** Balk warnings and rules for AA

Age Division AA	6 / 7 & 8	9 Nat'l	9 Amer	10	11-12	13/14
<b>Balks Called</b>	NO	NO	YES	YES	YES	YES
<b>Balk Warning</b>	N/A	N/A	YES	NO	NO	NO

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**11.10** Balk warnings and rules for Majors/AAA/C-Prep

Age Division AAA/Majors	8	9	10	11	12	13 – 14 C-Prep
<b>Balks Called</b>	NO	YES	YES	YES	YES	YES
<b>Balk Warning</b>	N/A	YES	NO	NO	NO	NO

**Pitching Limits and Days Rest Chart:**

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
8	50	1 - 20	21 - 35	36 - 50	N/A	N/A
9-10	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
11-12	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
13 -14	95	1 - 20	21 - 35	36 - 50	51 - 65	66+

**Rule 12 Batting, Substitution & Playing Time**

**12.1** All players present will bat in full rotation at all levels of play in AA. A player must be able to occupy both offensive and defensive roles on the field to be eligible to play. For instance, a player may not exclusively play in the field and not occupy his spot in the batting order.



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**12.2 All players present will bat in full rotation at all levels of play for ages 8 – 10 AAA/M.** A player must be able to occupy both offensive and defensive roles on the field to be eligible to play. For instance, a player may not exclusively play in the field and not occupy his spot in the batting order.

**12.3 AAA/M teams ages 11 and up;** Teams may bat a nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH) or a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game. (See revised NFHS Rule 3.1.4 regarding the use of a DH.)

**12.3.1** If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

**12.3.2** A DH may be used in one of two scenarios

1. The DH may be a 10<sup>th</sup> starter hitting for any one of the nine starting defensive players. If the DH is used in this manner the role of the DH is terminated for the remainder of the game when:
  - a) The defensive player, or any previous defensive player for whom the DH batted , subsequently bats, pinch hits or pinch runs for the DH; or
  - b) The DH or any previous DH assumes a defensive position.
2. The starting DH may be any one of the starting defensive players. In this manner, the starting defensive player has two positions: the defensive player and the DH. The role of the defensive player may be substituted for by any legal substitute. If the defensive player has been substituted for, the original player/DH may reenter one time. The role of the DH is terminated for the remainder of the game when:
  - a. A substitute or former substitute for the defensive role subsequently participates in an offensive role; or
  - b. The starting defensive player/DH is substituted for either as a hitter or a runner

**12.3.3** The DH must be listed next to or under the player he is batting for in lineup.

**12.3.4** The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position.

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**12.3.5** If the DH enters the game on defense, the player he was batting for must come out of the game.

**12.3.6 Free substitution is not allowed.**

**12.4** Free substitution will be observed at all levels of play in AA and for ages 8 – 10 for AAA/M.

**12.5** The **Minimum Play Rule** shall apply to all divisions and levels of play.

**12.5.1** The **Minimum Play Rule** is that a minimum of 6 (six) of the first 15 (fifteen) defensive outs must be played by all players present.

**12.5.2** The minimum-play rule does not apply to:

**12.5.2.1** Players who are injured, ill or subject to disciplinary measures concerning the members attitude and attendance provided that the names of these players are communicated to the opposing team prior to the game.

**12.5.2.2** Players who become unable to finish a game due to illness or injury.

**12.5.2.3** Any games that are called because of inclement weather, darkness or the ten-run rule (provided that 15 outs have not been recorded against the opposing team).

**12.5.3** Teams violating the **Minimum Play Rule** shall forfeit the game and the Board may suspend the Head Coach of such team for one or more games.

**12.6** A team must have a minimum of eight (8) players to start a game.

**12.6.1** **If a team plays with eight (8) players the ninth spot in the batting order will be an automatic out when that spot is due to bat. There are no exceptions to this rule.**

**12.7** A player who arrives late to a game may be added to the bottom of the line-up provided his team's lead-off hitter has not batted twice in the game. Once the leadoff batter has completed a second at bat the late player is not eligible to participate in the game.

**12.8** If a team starts a game with nine (9) or more players and because of illness, injury or ejection the line up drops to 8 players, the team may continue to play with the eight (8) remaining players with a penalty of an out when the last removed player is due to bat.

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The sick, injured or ejected players may not return to the game. **There are no penalties unless the line up drops to 8 players.**

**Rule 13 Dugouts**

**13.1** The home team (as listed on the league schedule) shall occupy the 3rd base dugout and the visiting team the 1st base dugout at all games.

**Rule 14 Field Dimensions**

**14.1** Age specific field dimensions:

Age Division	6 ~ 7	8	9 & 10	11 & 12	13 / 14 A A	13 AAA/M	C-Prep (14's)
Pitching Distance	40'	40'	46'	50'	54'	54'	60'6"
Base Distance	60'	60'	65'	70'	80'	80'	90'

**Rule 15 Official Game**

Age Division	6 ~ 7	8	9 ~ 10	11 ~ 12 ~ 13 ~ 14 13/14
<b><u>Official Game</u></b>	6 Innings or 1 hr. 30 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 30 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 45 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 45 min. or 4 Innings (3.5 if home team is ahead) – 7 innings for C- Prep (14's)

**15.1** The table summarizes an **Official Game** at all levels of play however, the Board reserves the right to make changes to and of an Official Game.

**15.2** At the start of the game, the umpire shall notify both coaches of the official start time.

**15.3** A new inning **starts immediately after the 3rd out is made** in the bottom of the previous inning.

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**15.4 No inning shall start after the Official Game time limits have expired.**

**15.5** In the event of inclement weather or darkness, an Official game shall consist of the allotted time limits or four innings, or three and one-half innings if the home team is ahead at the time.

**15.6** An official game must be umpired by at least one (1) AYL certified umpire. Any game played without AYL certified umpires will be deemed "no contest" and rescheduled by the Board. Exceptions rules may apply at younger ages.

**15.7 All Regular season games can end in a tie.**

**15.8** All playoffs games will determine a winner through an additional inning; A California Tie Breaker will be used. This will continue until a winner is declared. However after one inning and for all following innings, the player is placed at second with two outs.

**Rule 16 Suspended Games**

**16.1** If a game is suspended **AND IS NOT** an Official game (see RULE 15), at the discretion of the AYL Baseball Board, the game will be continued from the beginning of the contest, resuming at a later date.

**16.1.1** If a player on the original lineup is absent when the game is resumed, his position in the lineup can be removed without penalty unless only 8 players are present, then the automatic out for the 9<sup>th</sup> batting order applies.

**16.1.2** If a player was not on the original lineup and is present with the game is resumed, that player shall be added without penalty.

**16.2** If a game is suspended **AND IT IS** an Official game:

**16.2.1** The home team is leading AND is at bat, the game is over.

**16.2.2** For all other situations, the score will revert back to the previously fully completed inning to declare the winner. If the game is tied at the end of the previously fully completed Inning, at the discretion of the AYL Baseball Board, the game will be continued from the point where the game was suspended, resuming at a later date with the original lineups or may be declared a tie.

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**Rule 17 Protests**

**17.1** Coaches may protest a game if they believe an umpire has misinterpreted a rule or for roster/participation violations. **\*Judgment calls may not be protested.**

**17.2** If a head coach wants to protest another team's roster for having less than the 5 (Majors), 6 (AAA) or 7 (AA) in-territory players per requirement, Illegal play(s), minimum playing time or pitching violation, a protest must be filed with the Board and a \$100.00 deposit must be made. If the protest is found valid the \$100.00 will be returned and the offending team will be allowed to stay in the league but all games where said violation occurred will be forfeited. If the protest is found invalid, the **\$100.00** will not be returned.

**17.2.1** Any in-territory rule offending teams in AA, AAA or Majors will not be eligible for any post-season tournaments sponsored by AYL Baseball.

**17.3** Game Protest Procedures:

**17.3.1** Time must be called and the game must be stopped before the next pitch.

**17.3.2** After appealing to the Home Plate Umpire, the protesting coach shall inform the Home Plate Umpire that his team is playing the game under protest. **\*Umpires do not determine if the protest is valid**

**17.3.3** Both scorebooks must be marked at the exact point of protest and signed by both head coaches and the Home Plate Umpire with the elapsed game time noted; The home plate umpire must sign the home scorebook or make his own notation on the exact point of protest, provided, that if either team refuses to have their scorebook marked, the protest shall not be invalidated by such reason, and the AYL Baseball Board shall determine the validity of the protest based on the information submitted and its own investigation.

**17.3.4** The game shall continue and come to a conclusion.

**17.3.5** The AYL will ask the umpire-in-charge to report, in writing, the protested situation and his ruling to the Protest Committee, normally within **48** hours of the beginning of the disputed game.

**17.3.6** The protesting coach shall submit to their delegate within **48** hours, in writing citing the specific rule in question, a detailed explanation of the basis for the protest and any other information. The league requires a \$100.00 deposit and

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the team's scorebook where it is marked and signed (a copy of the scorebook will suffice).

**17.3.7** Teams shall be designated as "Team A (protesting) and Team B" with no Club or Team designation. Players shall not be designated by name.

**17.3.8** If a protest is upheld, the protest fee will be returned and the teams will be notified of the game result/continuation as determined by the Board.

**17.3.9** If a protest is denied, the protest fee will be forfeited and the game result will stand.

**Rule 18 Unnecessary or Willful Delays**

**18.1** Teams must appear on the field promptly and any unnecessary or willful delay will result in forfeiture of the game.

**18.2 Pitching WARM UPS;**

**18.2.1** Pitchers will receive **8** warm up pitches upon entering a game.

**18.2.2** A pitcher that returns for a subsequent inning will be allowed only **5** warm up pitches

**18.2.3** Age 8 AA Modified pitchers will receive 6 warm up pitches and 4 when returning

**18.3** **Courtesy runners** are allowed for the pitcher and catcher only. The last batted out will run in the place of any Pitcher or catcher.

**Rule 19 Tiebreakers**

**19.1** If two or more teams are tied at the end of the season (based on winning percentage), the following tie-breaking rules will be followed without exception:

**19.1.1** Head to Head (Note: Only applicable if 2 teams are tied. If 3 or more teams are tied, the tiebreaker moves to rule 19.1.2)

**19.1.2** Fewest runs allowed per games played

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**19.1.3** Play-off game (AYL Board Discretion)

**19.1.4** Coin Flip (Performed by the Club Delegates)

**Rule 20 Run Rule Mercy Rule**

**20.1** For ages 9 AA and under, teams may not exceed the maximum number of runs allowed for the first 4 innings. During the final 2 innings, there is no run limit; the fielding team must get 3 outs to retire the side.

**20.2** The game shall end due to mercy rule if either team is losing by an excessive number of runs. If the losing team is losing by the number of mercy rule runs the game is over. Please note that the inning does not need to be complete to invoke the mercy rule.

**20.3** The Mercy rules for AA are as follows;

- ~ 15 after 3 innings
- ~ 10 after 4 innings
- ~ 8 after 5 innings

The Mercy rules for AAA/M & C-Prep are as shown above with the exception the game may not end. The coaches will be given the **OPTION** to freeze the score as is and then continue the game until the inning or time limit is reached. Both coaches must agree to this option.

**20.4** The age 6, 7 and 8 year old AA Mercy rule are as follows;

- ~ 10 after 4 innings

**RUN AND MERCY RULE TABLE**

Age Division	6 - 7 - 8	9	8 - 9	10 - 11	11 - 12	13/14 - 13	C-Prep (14's)
Level	AA	AA	AAA/M	AA/AAA/ M	AA/AAA/ M	AA/AAA/ M	Upr/Lwr
Max Runs per Inning	7 runs (First 4 innings)	7 runs (First 4 innings)	N/A	N/A	N/A	N/A	N/A
Mercy Rule	Rule 20.4	Rule 20.3	Rule 20.3	Rule 20.3	Rule 20.3	Rule 20.3	Rule 20.3

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**Rule 21 Tie Games**

**21.1** For all Leagues and divisions, regular season games, if at the end of official game (see Rule 15) the game is tied, and then the game will be declared a tie.

**21.2** For all playoff games, The California Tiebreaker will be used. Rule 21.2 will continue until a winner can be declared.

**California Tiebreaker:**

The “**last recorded out**” in the previous at bat is placed on second base and the inning is played starting with one out. Each team will have two outs for their turn at bat. If the game is tied after one extra inning, the following innings, the last recorded out will be placed at 2nd base with two (2) outs until a winner is declared.

**Rule 22 Pre-game**

**22.1** Line-up sheets shall be exchanged 15 minutes prior to scheduled game time to each team's official scorekeeper. The sheet will include the player's full name and number that is on the AYL Baseball Roster. If requested the team must produce the official AYL roster.

**22.2** The home team score book is the official book of record in the event of a dispute.

**22.3** No Infield practice prior to the start of the game.

**Rule 23 General Play Rules**

**23.1** The hidden-ball trick shall not be allowed.

**23.2** Saying "swing" is not allowed. Neither player nor spectator may shout or verbalize swing to the batter after the time of the pitch.

**23.2** Walk up music will be allowed as well as music between innings. However, the use of Walk Up music shall not cause a delay in the game. If, in the opinion of the Umpire(s) the use of Walk Up music is creating an unusual delay in the game the Umpire(s) can stop the teams from using Walk Up music for the rest of the game. Both Head Coaches and their teams must comply.



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**GENERAL PLAY RULE SUMMARY TABLE**

Age/Division	6 / 7 AA	8 A A	8 AAA	9 AA Nat'l	9 AA Amer	9 AAA	10	11-12	13 - 13/14	C-Prep (14's)
Leadoff Allowed	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
Walks Allowed	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
Stealing Allowed	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
Infield Fly Rule	NO	NO	YES	YES	YES	YES	YES	YES	YES	YES
Dropped 3 <sup>rd</sup> strike	NO	NO	NO	NO	YES	YES	YES	YES	YES	YES
Bunting Allowed	NO	*YES	YES	YES	YES	YES	YES	YES	YES	YES

\*kid pitching ONLY

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**Rule 24 Field Use Policy**

**24.1** Fields are closed if snow or standing water is present.

**24.2** Do not **prepare the field in any way**. Local municipality, unless an exception has been provided, is responsible for fields. Do not shovel snow off the field. Do not jump the fence if the gate is locked.

**24.3** Lights are automatic; do not tamper with the lighting controls.

**24.3.1** Any person found tampering with any light controls will be suspended for the remainder of the season and game forfeitures may be handed out.

**SUNFLOWER SEEDS ARE PROHIBITED AT ALL TURF FIELDS!**

- This includes any area around the field, up to and including the parking area
- Any violation of this policy will result in the immediate removal of the offending person and may result in the entire team being removed from the premises resulting in a forfeit.
- Please respect our fields and the rules, failure to abide by these rules will result in the loss of use for the fields by our field partners.

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**Rule 25 Concussion Certificate Policy**

**25.1** All Coaches and Assistants on the field at any time during any event are required to have proof of concussion certification.

**25.2** Failure to have or provide concussion certificates will result in immediate removal from the activities until such documentation is provided.

**Rule 26 Rule Modification and Tracking (2021 - )**

**26.2021** Complete Rule book reorganization/rewrite for clarity

**26.2\_1\_2021** Revision to Base Running, Appx C

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**APPENDIX A – AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 6 & 7 - COACH PITCH**

**Rule 1 Pitching & Hitting**

- 1.1 Coaches must pitch overhand to their players and must be in contact with the pitching rubber.
- 1.2 Each batter will receive up to 5 pitches from his coach. A batter who fouls off the 5<sup>th</sup> pitch shall continue to receive pitches until he hits the ball into fair territory or misses the pitch.
- 1.3 A Player will be called out after 3 swinging or combination of foul ball strikes.

**Rule 2 Coaches in the Field**

- 2.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
- 2.2 At no time may the fielding team's coaches be in the infield during play.
- 2.3 At no time may the fielding team's coaches touch the ball while in play.

**Rule 3 Defensive Players**

- 3.1 While in the field, a team may play 10 players. The 10th player **must** be used as a 4<sup>th</sup> outfielder. The outfield is defined as 15ft behind the base lines.
- 3.2 The pitcher must stay within a reasonable radius (**max 5 feet**) of the pitching rubber until the ball is hit.
- 3.3 Each team must have a designated catcher and that player must play at the catcher's position.

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**APPENDIX A – AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 6 & 7 - COACH PITCH**

CONTINUED

**Rule 4 Base Running**

4.1 When a ball is hit into the outfield, the following rules shall apply:

4.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder in the infield. (However, see Rule 4.2 regarding overthrows from the infield).

4.1.2 Runners who **are less** than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base it is at their own risk, the fielding team can make a play on the runner (4.1.3).

4.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.

4.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**

4.2 Runners may advance an extra base on an overthrow from the outfield at their own risk.

4.3 Runners may not advance an extra base on an overthrow to any base by an infielder.

4.4 There are no lead-offs. A runner may advance only after the ball is hit. If a runner leaves too soon and the batter hits the ball, there will be no penalty against the runner unless one (1) warning has already been issued to the hitting team. In such instance, the lead runner shall be called out.

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**APPENDIX A – AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 6 & 7 - COACH PITCH**

**CONTINUED**

**Rule 5 Coaching Base Runners**

- 5.1** The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.
- 5.2** A base coach who physically assists a runner when a ball is in play the runner shall be declared out.

**Rule 6 Umpires**

- 6.1** The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games.
- 6.1.1** Games for the 6, 7 year old coach pitch will be played with one (1) umpire.
- 6.2** In the event that an AYL umpire is unavailable, the game may be delayed, postponed or rescheduled.
- 6.2.1** Games may be played with no umpire only in the event both teams agree and provide an umpire for the game and the AYL Board gives approval.

**\*\* Coach pitch bats are not allowed. See rule 10.2.1 \*\***

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**APPENDIX B - AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 8 AA -MODIFIED**

**Rule 1 Base Stealing**

1.1 Base stealing will not be allowed in the 8 AA divisions.

**Rule 2 Base Running**

2.1 When a ball is hit into the outfield, the following rules shall apply:

2.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder and who is in the infield. (However, see Rule 2.2 regarding overthrows from the infield).

2.1.2 Runners who are less than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base it is at their own risk, the fielding team can make a play on the runner (2.1.3).

2.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner

2.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**

2.2 Runners may advance an extra base on an overthrow to any base by an outfielder.

2.3 Runners may not advance an extra base on an overthrow to any base by an infielder.

**Rule 3 Hidden Ball Trick**

3.1 The hidden ball trick will not be allowed under any circumstances.

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**APPENDIX B - AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 8 AA -MODIFIED**

**CONTINUED**

**Rule 4 Infield Fly Rule**

4.1 The infield fly rule will not be enforced.

**Rule 5 Dropped Third Strike**

5.1 The dropped third strike rule does not apply.

**Rule 6 Modified Pitching Rule**

6.1 The following modified pitching rules will exist at the 8AA modified division as follows:

**There will be no walks allowed. If the pitcher reaches four (4) balls on a batter, a coach of the batting team will then have the opportunity to throw (3) pitches to his or her batter. The batter will keep the same strike count and can strike out if batter reaches three strikes before the coach throws the 3 pitches. If batter fouls off the third strike the batter will get an additional pitch, each to be treated as the third pitch.**

6.2 Coaches must pitch overhand to their players and must be in contact with the pitchers rubber.

6.3 The pitcher must stay within a reasonable radius (max 5 feet) of the pitching rubber.

**Rule 7 Bunting**

7.1 A batter may bunt off of a rostered player.

7.2 A batter may not bunt off of the coach-pitcher.

**Rule 8 Nine (9) Players in the Field**

8.1 Teams play with nine (9) players in the field.

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**APPENDIX B - AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 8 AA -MODIFIED**

**CONTINUED**

**Rule 9 Coaching Base Runners**

**9.1** The adult pitcher may talk or motion to the batter before the ball is pitched, but may not coach any base runners. The umpire shall give a warning for the first offense of this rule. Upon the second offense, the play will be called dead and the lead runner shall be called out.

**9.2** A base coach who physically assists a runner when a ball is in play shall be given the involved runner shall be declared out.

**Rule 10 Umpires**

**10.1** The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games.

**10.1.1** Games for the 8 year old Modified coach pitch will be played with one (1) umpire. Umpire may be behind the pitcher or the plate.

**10.2** In the event that an AYL umpire is unavailable, the game may be delayed, postponed or rescheduled.

**10.2.1** Games may be played with no umpire only in the event both teams agree and provide an umpire for the game and the AYL Board gives approval.



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**APPENDIX C - AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 9**

**Rule 1 Base Running (Rev 2/1/2021)**

**1.1 - 9UAA AMERICAN LEAGUE**

- 1.1.1 9U American will be allowed full stealing as outlined within standard AYL Rules
- 1.1.2 All lead offs are allowed at the 9U American Division
- 1.1.3 Balks will be called after one warning ins provided per pitcher

**1.2 - 9U AA NATIONAL LEAGUE**

- 1.2.1 No leading off. The runner may not leave the base until the ball crosses the plate. One (1) team warning before runner is called out.
- 1.2.2 Baserunners are **not** allowed to steal any base.
- 1.2.3 A baserunner must stop at first base if walked in their at-bat. The baserunner is not allowed to advance to second on the walk.
- 1.2.4 A baserunner on 3<sup>rd</sup> base cannot come home unless the ball is hit or is forced home by a walk or a hit by pitch.
- 1.2.5 A baserunner may **not** advance even in the case of a wild pitch or passed ball.
- 1.2.6 Baserunners may only advance on walks, hit batsmen, or balls hit into the field of play. Once a ball is in play baserunner are allowed to advance as many bases as they can.

**Rule 2 Defensive Players**

- 2.1 The defense uses 9 players in the field.

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**Rule 3 Umpires**

**3.1** The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games.

**3.1.1** Games for the 9 year old AA will be played with one (1) umpire.

**3.2** In the event that an AYL umpire is unavailable, the game may be delayed, postponed or rescheduled.

**3.2.1** Games may be played with no umpire only in the event both teams agree and provide an umpire for the game and the AYL Board gives approval.

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**APPENDIX D - AGE SPECIFIC DIVISION RULES**  
**AA - AGE DIVISION 13/14**

**Rule 1 Age of Players**

- 1.1 No player will be allowed to participate that is currently in High School.
- 1.2 All players must be **under the age of 15** before May 1st of the current baseball season.
- 1.3 Any team that has a player that is in High School and player participates in a game, that game will result in a forfeit and the Head Coach will be suspended. Reinstatement is by Board Approval only.
- 1.4 Players shall be required to bring a current Middle School ID for participation. ID's may be checked prior to game. Players without any current Middle School ID may not be allowed to play unless approved by the AYL Board.
- 1.5 AYL Roster rules apply; see Rule 4 of the General Baseball Rules, Roster and Player Eligibility

**Rule 2 Playing Rules**

- 2.1 All current AYL bat rules are in effect, please refer to Rule 10.2 for clarification.

**Rule 3 Pitching Rules**

- 3.1 Please refer to Rule 11 and the pitching limits chart.

**Rule 4 13/14 American ~ National**

- 4.1 13/14 AA American teams will play at this level if at least (6) are 8<sup>th</sup> grade participants.
- 4.2 13/14 AA National teams will play at this level if at least (6) are 7<sup>th</sup> grade participants.
- 4.3 **Divisions will be set by the AYL Baseball Board.**

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**APPENDIX D - AGE SPECIFIC DIVISION RULES**  
**AA – AGE DIVISION 13/14**

**CONTINUED**

**Rule 5 Innings per Game**

- 5.1 Six (6) innings is a full game, no new inning will begin after 1 hour and 45 minutes.
- 5.2 Subsequent to 6 innings or 1 HOUR AND 45 MINUTE time limit and the game is tied, the game will result in a tie. (Rule 21.1)

**Rule 6 Protests**

- 6.1 Protests are allowed per AYL protest rule, please refer to Rule 17.

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**APPENDIX E - AGE SPECIFIC DIVISION RULES**  
**C-PREP LEAGUE (14'S) UPPER/LOWER**

**Rule 1 Age of Players**

- 1.1** All players must be in the **7th or 8th grades**. No player will be allowed to participate that is currently in High School.
- 1.2** All players must be **under the age of 15** before May 1st of the current baseball season.
- 3.1** Any team that has a player that is in High School and player participates in a game, that game will result in a forfeit and the Head Coach will be suspended. Reinstatement is by Board Approval only.
- 1.3** Players will be required to bring a current Middle School ID for participation. ID's may be checked prior to game. Players without any current Middle School ID may not be allowed to play.
- 1.5** AYL Roster rules apply; see Rule 5 of the General Baseball Rules, Rosters and Player Eligibility.

**Rule 2 Playing Rules**

- 2.1 Line up:** Teams must bat entire line ups and free Substitution for all players defensively is allowed.
- 2.2 Bats:** All Colorado High School rules are in effect with the exception of any AYL rules and the -3 bat rules; in addition, a minimum drop bat of -5 is in effect. All other current AYL bat rules are still in effect; please refer to Rule 10.2 for clarification.

**Rule 3 Pitching Rules**

- 3.1** Please refer to Rule 11 and the pitching limits chart.

**Rule 4 Dugouts**

- 4.1** The home team as determined by the league schedule will occupy the 3rd base dugout for each game.

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**APPENDIX E - AGE SPECIFIC DIVISION RULES**  
**C-PREP LEAGUE (14'S) UPPER/LOWER**

CONTINUED

**Rule 5 Innings per Game**

5.1 Seven (7) innings is a full game, no new inning will begin after 1 hour and 45 minutes.

5.2 Subsequent to 7 innings or 1 HOUR AND 45 MINUTE time limit and the game is tied, the game will result in a tie. (Rule 21.1)

**Rule 6 Protests**

6.1 Protests are allowed per AYL protest rule, please refer to Rule 17.