 Ansonia Youth League Minor Boys Baseball Rules

*\*Follow NFHS/OHSAA Rules except as follows.*

1. GAME:
   1. A game is 6 innings, except under regular season time limited games (see game times).
      1. A buzzer will sound 30 minutes prior to the end of the game. Game is over after 3rd out in the bottom of the current inning.
      2. A second buzzer will sound at the end of the game. At this point the game is over no matter who is batting or who is ahead.
   2. One inning is:
      1. 6 runs or 3 outs whichever occurs first with the exception of the 6th inning.
      2. In the 6th inning the defense must get 3 outs, there is no run limit.
   3. Game Times:
      1. All games are played per scheduled times
      2. No games will start before set start time.
   4. Tournament Note: Tournament games are full games and have no time limit.
2. EQUIPMENT:
   1. No equipment shall be thrown.
   2. Every batter, base runner and base coach under the age of 18 must wear a batting helmet with a chinstrap.
   3. Catcher must wear a mask, chest protector, shin guards and their own protective cup.
      1. Anyone under the age of 18 warming up a pitcher must wear a mask.
   4. Bats: Bats must be 2¼ diameter, not exceeding 32 inches in length. No more than a -7 drop
      1. No wood bats.
3. PLAYER POSITIONS:
   1. Each team may field 10 players, minimum of 7.
      1. Teams will play a standard 6-player infield, remaining players in the outfield.
   2. Each player must play at least 3 innings per game.
      1. Players on the bench must be rotated every other inning.
4. PITCHING
   1. Pitchers may pitch a maximum of 3 innings per game.
      1. One complete inning MUST be pitched by a third grader and it must be in one of the first two innings. All other innings are open. Tournaments are an exception if the game runs into extra innings. A pitcher may pitch one more inning in that instance only.
   2. Anyone under the age of 18 warming up a pitcher must wear a mask.
5. BORROWING PLAYERS:
   1. A team may borrow enough players to equal their opponent.
   2. Players borrowed from other teams must play outfield and bat last.
   3. Tournament Note: No borrowing players during tournament.
6. BATTING
   1. All players on the team will bat and will stay in the same order for the entire game, even if they have not played on defense.
   2. Batters must make an effort to avoid being hit by a pitch. If no effort is made the pitch shall be called accordingly.
   3. Infield fly rule is not in effect.
7. THROWN BAT what constitutes a “thrown bat” is at the umpire’s discretion.
   1. First offense:
      1. If ball is hit fair, LIVE BALL, all plays stand. Batter and team receive a warning (1 warning per team per game).
      2. If ball is hit foul, Batter and team receive a warning (1 warning per team per game).
   2. Second offense:
      1. DEAD BALL; Batter is out, no runners may advance or be put out by a play..

1. BASERUNNING:
   1. STEALING BASES: Runner may not leave the base until the ball has crossed the plate.
   2. No runner will alter his base path more than 3 feet to avoid a tag.
   3. The runner is out if he is struck by a fair, untouched batted ball while not in contact with a base.
2. FIELD:
   1. Base paths are 60ft.
   2. Pitching distance of 46ft.
3. SPORTSMANSHIP:
   1. All coaches, players, umpires, board members and parents shall exhibit good sportsmanship while at the ballpark.