

HYAA & HYAL Minors Baseball Rules

March 2012

A. Administration:

1. The 4th grade league is an instructional league. Its objective is to help players develop skills of hitting, throwing, fielding, running, and understanding of the game. In addition coaches should provide an enjoyable atmosphere and help players develop good sportsmanship, teamwork, leadership, and team spirit.
2. HYAA and HYAL are members of the Babe Ruth Baseball / Cal Ripken division. The complete official rules can be found at the HYAA and HYAL websites.
3. At least one Umpire will be provided for each game.
 [Optional]: If umpires do not show coaches may agree upon a designated umpire.
4. Play-offs will be played at the conclusion of the regular season.
5. The Home Team shall use the 1st base dugout.
6. Each Coach shall provide umpires with a game ball.
7. Each Coach must prepare a line-up before the start of a game, listing all players in attendance, as described below in the "Basic Rules of Play" section.
8. Games MUST start promptly in order to complete a game within the time constraints and without impacting other game schedules. Coaches please remind parents to have the players show up early.
9. Coaches must keep score. The winning coach should report the score to the League Presidents no later than the day following the game. In the event of a tie game, the coaches can decide who will report the score to the League President.
10. Coaches shall provide player rankings at the end of the season to the League Presidents to be used for next year's draft.

B. Equipment:

1. Catchers must wear appropriate catchers gear.
2. Batters and base-runners must wear helmets at all times.
3. All players must wear cups.
4. All players should wear cleats. Metal spikes are NOT permitted.

C. Basic Rules of Play:

1. Base distances shall be set to 60 ft.
2. Pitching distance shall be 46 ft from the pitching rubber to the rear point of home plate.
3. A game is considered complete in any of the following cases:
 - a. Six innings are completed regardless of score.
 - b. A minimum of 4 full innings are completed, regardless of score, and the game is halted by umpire because of time, darkness or inclement weather. If the game was stopped due to inclement weather, it may be resumed if time, weather and field conditions permit.
 - c. A minimum of 3 and one-half innings are completed, and the home team is in the lead, and the game is halted by umpire because of time, darkness, or inclement weather. If the game was stopped due to inclement weather, it may be resumed if time, weather and field conditions permit.

NOTE: A game may end in a tie except in the play-offs.

4. No new inning may start more than 1 hour and 45 minutes after the first pitch of the game.
5. The chief umpire shall record the starting time of the game and shall notify each coach when an inning will be the last. For example if a new inning starts 1 hour and 30 minutes into the game and the umpire does not believe that another inning can be played there-after, the inning will be considered the last and the **LAST INNING RULE** described below will apply.
5. A team must begin the game with at least 8 players.
 [Optional] If a team is short players, coaches may agree, prior to the start of the game, to borrow players each inning from the opposing team in order to field the minimum number of players
6. Borrowed players must still bat for their own team. A team should borrow players that are at the bottom of the line-up for a given inning. If a borrowed player is required to bat for their team, the player making the last out shall replace that player.
7. The defensive team may have up to ten players on the field with 4 outfielders. The 4th outfielder may not be positioned as a short fielder.
8. Each team will provide a line-up that consists of all eligible players in attendance. Players will bat in the order listed in the line-up even if they did not play defense that inning. And the batting order shall remain in effect for the entire game. Players arriving late shall be appended to the end of the team's batting order.
9. No player can sit on the bench for two consecutive defensive innings. Exception is if a player is injured or due to illness. If a player is injured or ill, they may be skipped in the batting order without penalty.
10. There will be 3 outs per half inning.
11. There will be a **5 RUN LIMIT RULE** limit per half inning. If 5 runs are recorded prior to a team making 3 outs, the half inning will end and the opposing team will come to bat. Only the first 5 runs will be recorded even if an ending play results in more than 5 runs scoring in the half inning.
12. When the umpire declares an inning to be the last inning, the **LAST INNING RULE** will be in effect. The last inning is unlimited in terms of runs scored. A half inning ends when 3 outs are recorded.
13. No mercy rule shall apply. The goal is to provide the players as much playing time as possible. Coaches however should use good sportsmanship if ahead by ten runs so not to continue to run up the score.
14. Coaches are ONLY permitted in the first and third base Coaches box while their team is batting.
15. Coaches are NOT permitted on the field when their team is playing defense.
16. The Infield fly rule will NOT be in effect.
17. Bunting is permitted. Once a player shows bunt on a pitch, the player may NOT swing away on that pitch. Players doing so will be called out.

D. Base Running:

1. Base runners are permitted to take a lead ONLY after the pitch has crossed home plate.
2. If a base runner leaves the base before the pitched ball reaches home plate,

- a. If the ball is not hit, play is allowed to continue. If a play is made on the runner and the runner is out, the out stands. If the runner is safe they must return back to the original base.
 - b. If the ball is hit, play is allowed to continue. If a play is made and the runner is out, the out stands. If the runner leaving early is safe they must return to the original base or the unoccupied base nearest the one left even if it requires other base runners to return to their original base.
 - c. If the ball is hit, play is allowed to continue. If a play is made and the runner is out, the out stands. If the runner scored and there are no unoccupied bases to return to, the run will NOT count. **NOTE:** An out will not be recorded, the run simply will not count.
3. A base runner may steal from 1st base to 2nd and from 2nd base to 3rd. Stealing Home is NOT permitted. If a base runner steals home they must return to 3rd base.
 4. A base runner is not allowed to advance an additional base off a steal if the Catcher has over thrown the baseman, either at 2nd or 3rd. However, if the Catcher throws down to 1st off a batted play, or bunt, and over throws 1st, then the runner is allowed to advance in accordance with the rule for advancing one base on an error.
 5. Coaches should use good sportsmanship if ahead by 10 or more runs by not having base-runners steal.
 6. Base runners must slide or make every effort to avoid contact when there is a close play at a base. Failure to do so will result in the runner being called out.
 7. NO HEAD-FIRST sliding is permitted. A runner sliding HEAD-FIRST will result in the runner being called out. **[EXCEPTION]** This does NOT apply if a runner is returning to a base from a rundown or pick-off situation. This only applies when attempting to advance a base.
 8. If a fielder fakes possession of the ball or blocks a base-runner from advancing, the base runner may be awarded an extra base at the discretion of the umpire if the umpire believes they would have reached the next base.
 9. Play ends when the ball is returned to the Pitcher's mound. No further advances by base runners are permitted at this time.
 10. Catcher speed-up rule - When there are two outs and the catcher is a base-runner, the base-runner should be replaced with a teammate that made the last out.
 11. An injured base-runner may be replaced by a teammate who made the last batted out.
 12. Tagging up is permitted.

E. Pitching:

1. A pitcher may pitch a maximum of 2 innings per game and 6 innings per week with the week beginning on a Sunday.
Week starts on Sunday, and ends on Saturday.
2. A pitcher may not pitch in 2 consecutive days. They must rest at least one day between pitching outings.
3. Once a pitcher is replaced that pitcher may not re-enter the game as a pitcher.
4. A pitcher is limited to 8 warm-up pitches in the first inning and 5 warm-up pitches each inning there-after.
5. Coaches will NOT pitch.
6. Batters shall walk if a pitcher pitches 4 balls. A batter hit by a pitch shall be awarded first base.

7. Travel players are only allowed to pitch 1 inning per game for April. Once May starts, than the travel players will be able to pitch 2 innings, per game., but no more than 6 per week.

F. Play-offs:

1. Regular season rules apply with the exception of what is described within this section.
2. A team must field a minimum of 8 players. Borrowing of players will NOT be permitted. If a team does not have a minimum of 8 players the team forfeits the play-off game.
3. The 5 run rule will NOT apply during playoffs. Each inning is unlimited runs.
4. In the event of a tie, extra innings shall be played as necessary.
5. All teams will participate in the play-offs.
6. Playoffs are **TBD**.

G. Sportsmanship:

1. Harassment of opposing players is not permitted. This includes catchers talking to batters, rattling the screens in the dugouts, and attempts to distract the pitcher when delivering a pitch.
2. Once a pitcher comes to the set position, all cheering, yelling or distractive action must stop. Intentionally trying to rattle or disturb a pitcher or a batter is considered unsportsmanlike conduct and will not be permitted.
3. Arguing umpire ball and strike calls is not permitted.
4. Each team is responsible for cleaning out the dugouts after their game is over.