

## **HYAA Boys 2<sup>nd</sup>/3<sup>rd</sup> Grade Baseball Rules Effective March 2014**

### **Administration**

1. The 2<sup>nd</sup>/3<sup>rd</sup> 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 is a member of the Babe Ruth Baseball / Cal Ripken division. The official rules can be found at the below HYAA website. This document references the official rules and Sections where applicable. <http://hyaa.org/baseball/HYAA%20BASEBALL%20RULES%20AMENDED.pdf>
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. NO 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. Both coaches of each game should report the score and all pitchers and pitch counts to the League President no later than the day following the game.

### **Equipment**

1. Catchers must wear appropriate catchers gear.
2. Batters and runners must wear helmets.
3. All players must wear cups **and are encouraged to wear heart guards.**
4. All players should wear cleats. Metal spikes are NOT permitted.

### **Basic Rules of Play:**

1. Base distances shall be set to 60 ft [Sect 6.12]
2. Pitching distance shall be 46 ft from the pitching rubber to the rear point of home plate [Sect 6.12]. Both coaches can agree to allow some pitchers to pitch slightly in front of the rubber if needed.
3. A game is considered complete in any of the following cases [Sect 5.14]:
  - 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.
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.
  6. A team must begin the game with at least 7 players [sect 6.1]. If a team is short players they can borrow players each inning from the opposing team in order to field the minimum number of players (9).
  7. 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.
  8. The defensive team may have up to 10 players on the field. No more than six defensive players (including the pitcher and the catcher) may be on the infield dirt until the ball is hit by the batter. **The use of a short fielder behind 2<sup>nd</sup> base is not allowed.**
  9. 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 [Sect 6.2].
  10. No player can sit on the bench for two consecutive defensive innings [Sect 6.3]. Exception is if a player is injured or due to illness
  11. There will be 3 outs per half inning.
  12. 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.
  13. 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.
  14. No mercy rule shall apply. The goal is to provide the players as much playing time as possible.
  15. Coaches are **ONLY** permitted in the first and third base Coaches box while their team is batting [Sect 6.6].
  16. The Infield fly rule will **NOT** be in effect.
  17. Bunting is not permitted.

## Base Running

1. Base runners are permitted to take a lead ONLY after the pitch has crossed home plate.
2. A base runner may steal from 1st base to 2<sup>nd</sup> ONLY.
3. If a team is ahead by 10 runs when they bat a SLOW DOWN RULE will be in effect for that half inning. The team will NOT be allowed to steal when this rule is in effect.
4. Base runners must slide to avoid contact when there is a close play at a base. Failure to do so will result in the runner being called out [Sect 6.8]. NO HEAD-FIRST sliding is permitted. A runner sliding HEAD-FIRST will result in the runner being called out [Sect 6.8]. [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.
5. If a fielder fakes possession of the ball, causing a runner to make an unnecessary slide, that runner will be awarded one extra base (except home plate) [Sect 6.9].
6. Play ends when the ball is returned to the Pitcher's mound. No further advances by base runners are permitted at this time.
7. In an effort to avoid unlimited running, base runners may ONLY advance one base on an error. [EXCEPTION] Base runners may NOT advance on an errant throw from the catcher on a steal attempt. Base runners may not advance on subsequent errors. For example
  - a. If a batted ball is overthrown to first base, the base runner(s) may ONLY advance one base on the error. They may not advance further if the defense then throws the ball again in error.
  - b. If a runner is on first and a batted ball is over-thrown to second during an attempted force-out, the runners may ONLY advance one base. They may not advance on subsequent errors.
  - c. If a batted ball is hit to the outfield and the ball is overthrown back to the infielders, the runner(s) may ONLY advance one base. NOTE: Coaches use your discretion. Ultimately we don't want players to run around the bases on multiple errors during the same play. The underlying purpose is to teach proper execution of both offense and defense surrounding a play.
8. Catcher speed-up rule - When there are two outs and the catcher is a base-runner, the baserunner should be replaced with a teammate that made the last out [Sect 6.10].
9. An injured base-runner may be replaced by a teammate who made the last batted out [Sect 6.5].
10. Tagging up is permitted.

## Pitching

1. Coach pitch will be in effect for both teams for the first 3 full innings played. Coaches will pitch to batters on their own teams and a defensive player will occupy the mound area during coach pitch. No walks or hit batsmen will be issued during coach pitch. Strikeouts will be called during coach pitch.
2. Players will pitch after the 3<sup>rd</sup> inning. Balls and strikes will be called but no walks issued. After 4 balls are called a coach will come in to finish the at bat.
3. **A pitcher may pitch a maximum of 1 innings per game.** An appearance in an inning will be defined as any pitcher throwing at least 1 pitch in an inning.

4. A pitcher is limited to 8 warm-up pitches in the first inning and 5 warm-up pitches eachinning there-after.
5. Umpires shall call balls and strikes, **but NO WALKS WILL BE ISSUED.**
6. Coaches will pitch to their own batters after 4 balls are called on each batter. Another relief pitcher will not be permitted during any half inning unless an injury occurs. If a relief pitcher is allowed due to injury, the original pitcher cannot return as a pitcher for the rest of the game.
7. During coach pitch, strike count will continue from when the coach enters, only strikes will be called (swinging, fouls and called) and strikeouts will be called.
8. During coach pitch, the pitcher being relieved must remain at the pitcher's mound as a defensive player and cannot assume another defensive position. The pitcher cannot be outside the mound area to play defense.
9. During coach pitch, the coach should not play any batted ball defensively. If a coach feels a need to protect the pitcher from a batted balled, he may do so with ball all runners advancing 1 base, including the batter without being called out.
10. A pitcher will be removed after 2 hit batsmen.

### **Sportsmanship**

1. **There will be strict NO TOLERANCE for abuse of any umpire. Any reported abuse of an umpire by any coach will result in suspension of up to the entire season.**
2. 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.
3. 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.
4. Arguing umpire ball and strike calls is not permitted.
5. Each team is responsible for cleaning out the dugouts after their game is over.