



## 2024 AYBS Majors Spring Baseball Local Rules & Regulations

The following rules & regulations supplement or supersede the official Little League Rules, Regulations, & Policies. If a situation is not addressed below, the Little League Rules, Regulations, & Policies will govern.

### Playing the Game

- **Bat Standards.** Players are only permitted to use a bat with the USA Baseball stamp. No older bats will be permitted into play - <https://www.littleleague.org/playing-rules/bat-information/> If a player comes to bat with an older bat it must be removed from play.
- **A game may be started and completed with only 8 players.** If a team can field only 7 players (at the beginning of or during the game) the game will be called, rescheduled, and the forfeit rule will not go into effect for the first offense. If this should occur for the same team a second time, the forfeit rule goes into effect. If a team has fewer than 8 players at game time they will be given 5 extra minutes to have the required number of players to start the game.
  - A forfeit game results in a score of 7-0 for the winning team.
- **Call-ups.** If a coach knows prior to a game that he will be short players and cannot field a team of at least 8 players, then he must contact the **VP Player Agent**. The coach is allowed to bring up to **2 players** from the AAA league. Contacting the VP Player Agent in advance will allow him time to contact the call-up. Call-ups will be done on a rotating basis. If for any reason the VP Player Agent cannot be reached you may contact the **VP Baseball** or the **Majors coordinator**. Contact numbers are listed at the end of this document.
- **Complete Games.** No new inning may be started after 2 hours. If there is another game afterward, no new inning may be started after 1 hours 45 minutes. The scoreboard timer will be the official time keeper. A game is complete when:
  - The home team is ahead after 5 ½ innings.
  - Six innings are complete with one team ahead.
  - The home team is ahead after 3 ½ innings and the time limit has been reached.
  - The visiting team is ahead after 4 innings and the time limit has been reached.
- **Mercy Rule.** The mercy rule will be in effect when there is a 15 run lead and the losing team has had 4 at bats.

- **Tie Games.** If a game is tied after 6 innings, extra innings may be played to break the tie, subject to the time limit rule. If the game is tied and no new inning can be started due to the time limit, the result of the game will be a tie.
  - Pitches delivered during extra innings are subject to the pitch-count/days of rest rules discussed below.
  
- **Format for Extra Inning/s.** The first extra inning will be played with each team placing a runner at second base. The runner shall be the player that made the third out for the batting team in the prior inning. If the game is still tied after one extra inning of play, additional extra innings may be played. These extra innings will be played with each team placing runners on second and third base. The runners shall be the player that made the third out plus the previous hitter for the batting team in the prior inning.
  
- **Game delays/postponements due to weather.** Any game that has gone less than 4 innings and is called due to weather conditions will be replayed from the beginning.
  - If the home team is ahead after 3 ½ innings it will be considered a complete game.
  - Scores/results for games called after 4 innings will be based on the last full completed inning.
  - Pitches delivered in the called game are subject to the pitch-count/days rest rules discussed below.
  
- **Free substitutions.** Each player shall play a minimum of 4 innings in the field per game. The innings do not have to be consecutive. Each player shall play a minimum of 1 inning in the infield. Coaches are strongly encouraged to play each player in the infield for 2 innings unless there are safety concerns. If a coach has a safety concern regarding this policy the coach should discuss that concern with the Player Agent, the Majors Coordinator, or the VP of Baseball.
  
- Both coaches should cover the rules and concerns with the umpires prior to the start of the game. If there are concerns during the game, i.e., unusually high strike zone, pitcher is standing 6 inches off the rubber, those issues should be addressed between innings in a professional manner with both coaches and the umpires.
  
- **Home Field.** The home field dugout will be on the third base line.
  
- **Pitch Count and Scorekeeper.** Each team must designate a scorekeeper and an official pitch count recorder. Teams should maintain a scorebook and pitch count for their team and the opposing team. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. A manager must inform the umpire and the opposing manager when a pitcher has delivered his/her maximum limit of pitches for the game. Each coach is responsible for updating their pitch counts on the AYBS website within 24 hours of the game's conclusion.
  
- **Scores.** The head coach of the Home team is responsible for entering in the final score of their game on the AYBS website within 24 hours of the game's conclusion.

## **Batting**

- **Continuous Batting Order** is in effect at all times.
- If a batter is walked, the batter is allowed **first base only**. **The batter is not allowed to round first base and steal second unless the ball is a passed-ball.** Once play begins with the next batter, the runner at first becomes eligible to steal second base.
  - If a catcher throws to a base the ball is live.
  - Any runners on base may attempt to steal.
- No slash bunts (batter squares to bunt, then swings to hit). Batter called out and ball is dead

## **Base Running**

- A runner may only attempt a steal/leave the base when the ball crosses home plate. This should be instructed to the players and reminded by the base coaches. If the runner leaves early the play should be ruled dead and the runner sent back and the team warned.
  - Subsequent violations by any base runner on that team will result in the runner being called out.
- There will be no limits to the number of steals per inning.
- Stealing home is permitted.
- **Sliding.** There should no contact between a runner and a defensive player at any time. The runner must slide into a base (except first base) each and every time there is a possible play being made at that base. At the same time, the defensive player may not to position himself/herself to block the base when the runner is attempting to slide into that base. Should the runner fail to slide during a play being made, and the defensive player is not blocking the base, then the runner is out. If the play is being made at the plate the run will not count. **Remember the intent is to eliminate contact between the two players.**
- No dropped third strike rule.
- Play stops when the pitcher is on the mound with the ball. Runners in motion may continue as long as they do not stop.

## **Pitching**

- A pitcher once removed from the mound may not return as a pitcher.
- The pitching rest rules apply to pitches thrown in an AYBS game, an AAU game, or any other team play capacity. It is the coach's responsibility to know when his/her player has pitched and how many pitches were thrown and to abide by the rules set forth below. In addition coaches are strongly encouraged to use caution and not over-use any pitcher irrespective of AYBS pitching rest rules.

- A pitcher must be removed when said pitcher reaches 85 pitches in a game. However the pitcher may remain in the game at another position. If a pitcher reaches the 85 pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1. The batter reaches base; 2. The batter is put out; or 3. The third out is made to complete the half-inning.
- A pitcher may play catcher in the same day IF they throw less than 41 pitches. If they throw 41 or more, they may not catch for the remainder of the day. Note there is no prohibition on a player who has played catcher from playing pitcher in the same game.
- Pitchers in the majors division must adhere to the following rest requirements:
 

66 or more pitches	=	4 calendar days of rest
51 – 65 pitches	=	3 calendar days of rest
36 – 50 pitches	=	2 calendar days of rest
21 – 35 pitches	=	1 calendar day of rest
1 – 20 pitches	=	0 calendar days of rest
- **Pitching during the Playoffs.** All pitching rules as far as pitch count and days of rest will remain in effect.
- **There are no balks.** However if a pitcher is in his windup, the batter squares off to bunt and the pitcher stops, then it is considered a ball.
- **There are no intentional walks.** However a pitcher may mix up pitches and not put it right down the pipe. Mixing up the pitches and making it challenging for the batter is considered different than intentionally throwing 4 balls outside the strike zone.
- If the pitcher is any farther than an inch or two from the rubber during his normal delivery, this should be pointed out to the opposing coach and the umpire.

### **Regular Season Standing Tie Breakers**

- In order to break ties in regular season play to accurately slot teams into the seeded single elimination tournament, AYBS has adopted the following rules to break ties:
  1. **Winning Percentage.** Highest of:  $(\text{wins} + (\text{ties} * 0.5)) / \text{games}$ . Any make-up games decided by coin flip will count toward this calculation.
  2. **Head to Head Winning Percentage.** Highest of all teams tied after computing #1 of:  $(\text{Total Number of Wins against tied teams in \#1} + (\text{Total Number of Ties against tied teams in \#1} * 0.5)) / \text{Total Number of Games played against tied teams in \#1}$ . Any make-up games decided by coin flip will count toward this calculation.
  3. **Head to Head Run Differential.** Highest of: Total number of runs scored when playing all tied teams in #2 - total number of runs allowed when playing tied teams in #2. Any make-up games decided by coin flip will not count toward this calculation.

4. **Runs Allowed Per Game.** Lowest of: average number of runs allowed per game. Any make-up games decided by coin flip will not count toward this calculation.
5. **Runs Scored Per Game.** Highest of: average number of runs scored per game. Any make-up games decided by coin flip will not count toward this calculation.

### **Playoffs**

- During the playoffs, teams will NOT reseed.

### **Miscellaneous**

- **Summer Eligibility.** In order to be eligible for our Summer baseball tournament teams (Tondorf, Sizzler, Sparkler), a player would need to be present for a minimum of 50% of the games which their Spring team has played, as measured at the time of the Summer team selection meeting. Where extenuating circumstances arise (ie injury, illness, family emergencies), exceptions to this policy may be requested, and will be reviewed on a case by case basis by the AYBS Board.
- **Parking.** ONLY head coach's vehicles are permitted past the gate. If at any time a board member spots parents' vehicles past the fence the game will be stopped until the cars have been moved. Game clocks will not stop while cars are being moved.
- **Umpires.** Tiffany Tessier will be coordinating the umpires. If for any reason the game is going to be canceled it is the coaches' responsibility to contact Jamie Robidoux and Tiffany Tessier directly.

### **Contact Information**

<b>Majors Coordinator</b>	Jamie Robidoux	(914) 268-1152 (C)
<b>Umpire Coordinator</b>	Tiffany Tessier	(774) 232-0510 (C)
<b>VP Player Agent</b>	Mike Jenkins	(508) 686-6567 (C)
<b>VP of Baseball</b>	Joe Yannone	(617) 251-6787 (C)