

2019 AA PYBL Rules

No Shorts or metal cleats

Each player must be a resident of the College Community School District unless approved by PYBL Board.

Pitcher to home plate is 46 feet. Distance between the bases is 65 feet.

Home team on College Community diamonds is responsible for chalking the field before the game and dragging it after the game.

Home team is responsible for keeping score and the home team will sit in the third base side dugout.

10 players will play in the field. Four outfielders must remain in the outfield and not to be rovers. There will be a right center and left center fielder. Outfielders can not cover bases. A team must field 7 players to avoid forfeit, but are not penalized outs for less than 10 players.

Game time is forfeit time, a game will be a forfeit with less than 7 players.

Game time is 5:45pm Unless the schedule state otherwise. A regular game is 6 innings with no inning starting after 1 hour and 30 minutes from game start time. If it is 1 hour and 25 minutes at the last out of an inning, we will play another inning. It goes by the time of the last out not by how fast a team enters the field of play. Coaches and umpire will agree on time at the beginning of the game. If a game has to be called before the end of the 6th inning due to weather, time limit or darkness, completion of 4 innings will be considered a complete game. During the regular season if the score is tied the game will be considered a tie after the completion of 4 innings. During tournament play if a game is tied at the completion of 4 innings and is called, the game will be resumed at a later date to be determined by the PYBL Board. During regular season and tournament play if a game is called before the completion of 4 innings the game will be replayed at a later date to be determined by the PYBL Board. If home team is ahead after the top of the last inning the game is complete.

If a game is tied after 6 innings, extra innings will be played subject to darkness. In tournament play, if a tied game is called refer to Rule 8.

MALE Catchers MUST wear a protective cup, all male players are encouraged to do the same. All runners and batters must wear a helmet.

A player should not sit on the bench for more than two consecutive innings.

Each team will use a consecutive batting order with all players batting. Players arriving late or before their turn at bat will be added to the bottom of the batting order.

If a batter swings it is an automatic strike regardless if he is hit by the ball.

Bunting is allowed, however, if the batter steps on the plate and the bat touches the ball the runner is out. If the runner steps on the ball after bunting it, the batter is out.

If a tipped ball goes into the glove on the 3rd strike, the batter is out.

A runner cannot be called for interference if they are running behind the fielder fielding the ball. If a runner runs in front of the fielder and the umpire feels he is interfering with the play he may be called out. They too will be called out if the runner touches the ball before it touches a fielder. If the ball touches the fielder first and then a runner he will not be called out.

Runners must slide on a close play, runners are not to run over defensive players. If a runner does not slide he risks being called out.

Ball is out of play if it goes beyond the fence line.

AA Stealing: is allowed except that home plate is closed to **ALL** stealing or advancing on past balls, ball thrown back to the pitcher from the catcher after a pitch or from a fielder to pitcher after play is dead. Players can only advance to home during the course of play on a hit ball or a walk with bases loaded or on an overthrow or dropped ball on a play at 3rd base. No stealing 1st base on dropped third strike. Base runners are only allowed to leave the base when the ball reaches the catcher's glove plane, a lead-off prior is not allowed and will result in the runner returning to their original base; if the runner cannot return to their original base due to force run, *the runner can only advance one base and the runner may be called out if there is a chance for a play to be made on that runner(based upon umpire's discretion).* A runner can never score if he is leading off. Therefore, *if bases are loaded and the third base runner is leading off when the ball is hit, his run will NOT count. He will not be called out, his run simply will not count and he will take his seat in the dugout. This is the umpire's call.*

Batters need to keep control of the bat. If a batter throws the bat he risks being called out by the umpire. Being catcher or umpire can become very dangerous when bats get thrown.

Catcher's interference will result in batter taking first base.

No infield fly rule.

Three outs will end the inning. There will not be a batter max, but there is a 6 run max per inning no matter how the 6th run is scored.

After 4 innings (or 3 and ½ innings if the home team is ahead) if a team has a lead of 13 runs or more the game will be considered over. If the visiting team has the lead of 13 runs or more the home team is allowed to bat their half of the inning. After 5 innings if a team has a lead of 7 runs or more the game will be considered over.

Players can pitch a maximum of 5 innings per day. A pitcher who pitches 3 and 1/3 innings or more must have two (2) calendar days rest. A pitcher who pitches 3 innings or less must have one (1) calendar day of rest.

Free substitutions except pitchers. A pitcher cannot re-enter the game as a pitcher.

Coaches can only make one trip to the mound per inning per pitcher. On the second trip, the coach must put in a new pitcher.

All spectators and players not playing must remain behind the fence. There is to be no sideline/fence coaching. Coaches are to coach their team. There will be one coach allowed to be the first base coach, and one at third base when his team is at bat. There will be no coaches in the field when the team is playing defense.

We will try to have a home plate and a field umpire, if two umpires are not available we will ask the home plate umpire to cover the bases.

Players need to move quickly on and off the field between innings. A pitcher can have 8 warm up pitches with the catcher between innings or between pitchers.

Courtesy runners will be allowed for catchers and the courtesy runner will be the last out.

If there is a question regarding a rule, the coach questioning it is to call a TIME OUT and quietly approach the umpire to get clarification of the rule. One coach from the opposite team may join the discussion so there are no misunderstandings. This discussion should require only the 2 coaches and the umpire, if needed, a PYBL board member can be asked to assist when available. Any discussion of a rule is to be done at the time when a rule is in question. The umpire's decision is final at that time. If a coach believes the rules were not followed, you are asked to submit your discrepancy to the PYBL Board in writing with the date of the game, diamond number and the umpire's name. This procedure will be in the best interest of our ball players. If at the time of the rule infraction a coach can refer to the rules and indicate the rule infraction to an umpire. The umpire may elect to reverse their call. It is not the umpire's job to find the rule it is the coach's responsibility and must be done so within a very short period of time. A game will not be delayed so that a coach can search thru the rule book.

No one is to dispute the umpire's judgment calls. Players and coaches may be ejected from the game for arguing with the umpire. If a player is ejected from a game, the coach is also ejected and their team will take an automatic out each time that players turn comes to bat. The player and coach are also suspended for the next game. If a coach is ejected from the game, they are suspended for the next game. An umpire has the right to eject a player or coach for behavior that is not in accordance with the PYBL Coach/Parent/Player Code of Conduct.

Umpires will deal directly with a coach if there is an issue regarding a spectator. If a parent/spectator is asked to leave a game, the coach is also ejected from the game and suspended for the next game. If at any time an umpire asks a coach or parent/spectator from their team to leave a game and the request is not honored, then that team forfeits the game.

Anyone, including coaches, players or spectators, using foul language will be asked to leave the game. Let's always remember why we are out at the ballpark. If it weren't for the players we would not be there, so let's put them first!!

Tie breakers for the purpose of seeding will be as follow in order, head to head, runs against and then runs for.

Double A games will be played by Iowa High School rules except for PYBL rule exceptions.

We decided that as a league, we are requiring all coaches, assistant coaches and "helpers" to pass a background check. Basically anyone who will be on the field or in the dugout with the kids MUST pass a background check before league play begins or they don't coach/assist/volunteer. This will include Ely and Walford teams as well. IF you'd like to use the same system we use, we are willing to pay for individual background checks. You are welcome to use your own, however, you need to supply me with a copy of those background checks or some kind of verification that they've passed a background check before they're allowed on the field.