



League Rules

Updated: January 2023

	Majors	Minors	Coach Pitch	Rookies
AGE:	Current grade during registration (5th/6th Grade)	Current grade during registration (3rd/4th Grade)	Current grade during registration (1st <experienced>/2nd Grade)	5+ as of May 1 or current grade during registration (K-1st Grade <inexperienced>)
FIELD DIMENSIONS:	Bases - 60' Pitcher's Mound - 46'	Bases - 60' Pitcher's Mound - 46'	Bases - 60' Pitcher's Mound - 46'	Bases - 60' Pitcher's Mound - 46'
BALLS:	AYS&B will provide all game balls. Hard balls will be used.	AYS&B will provide all game balls. Hard balls will be used.	AYS&B will provide all game balls. Flex balls will be used.	AYS&B will provide all game balls. Flex balls will be used.
BATS:	All bats must be certified as USA baseball and have the USA Baseball Stamp on them. Wood bats are also allowed. No exceptions. Both 2 1/4 and 2 5/8 bats are allowed if they are USA stamped. If it is deemed that an illegal bat is being used the bat will be removed from play but the player will continue the at bat using a legal bat. If a ball is put into play using an illegal bat it will be considered a strike and the at-bat will continue (if not strike 3) with all base runners returning to their previous bases. It is the coach's responsibility to ensure all players are using the appropriate bats.	All bats must be certified as USA baseball and have the USA Baseball Stamp on them. Wood bats are also allowed. No exceptions. Both 2 1/4 and 2 5/8 bats are allowed if they are USA stamped. If it is deemed that an illegal bat is being used the bat will be removed from play but the player will continue the at bat using a legal bat. If a ball is put into play using an illegal bat it will be considered a strike and the at-bat will continue (if not strike 3) with all base runners returning to their previous bases. It is the coach's responsibility to ensure all players are using the appropriate bats.	All bats must be certified as USA baseball and have the USA Baseball Stamp on them. Wood bats are also allowed. No exceptions. Both 2 1/4 and 2 5/8 bats are allowed if they are USA stamped. If it is deemed that an illegal bat is being used the bat will be removed from play but the player will continue the at bat using a legal bat. If a ball is put into play using an illegal bat it will be considered a strike and the at-bat will continue (if not strike 3) with all base runners returning to their previous bases. It is the coach's responsibility to ensure all players are using the appropriate bats.	No bat restrictions but USA Baseball certified bats are preferred. If purchasing a bat, please note that USA certified bats are required at all other baseball levels.
INNINGS:	All games are scheduled for 6 innings. The game is considered a tie after 6 complete innings when the score is tied. There are no extra innings in regular league play. (This rule does not apply in Championship games) If a game is called by the umpire for any reason other than the time limit (weather, darkness etc) it will be a regulation game after 3.5 innings played if any of the following are true: a. The visitors have completed their fourth at bat and are trailing at the moment that the game is called b. The home team has had at least four full at bats, was behind when they completed their last full at bat and remains behind regardless if they are now further or less behind. c. The home team has scored a sufficient number of runs in its half of the inning to tie the game at the moment the game is called. Note: This is a regulation game and it is recorded as a tie. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point where the game was suspended. Other than a game called due to the time limit, all games which do not reach the regulations three and one half (home team ahead) or four complete innings are ruled as "no game" and will be rescheduled in their entirety. Innings pitched in a "no game" scenario do not count in any way.	All games are scheduled for 6 innings. The game is considered a tie after 6 complete innings when the score is tied. There are no extra innings in regular league play. (This rule does not apply in Championship games) If a game is called by the umpire for any reason other than the time limit (weather, darkness etc) it will be a regulation game after 3.5 innings played if any of the following are true: a. The visitors have completed their fourth at bat and are trailing at the moment that the game is called b. The home team has had at least four full at bats, was behind when they completed their last full at bat and remains behind regardless if they are now further or less behind. c. The home team has scored a sufficient number of runs in its half of the inning to tie the game at the moment the game is called. Note: This is a regulation game and it is recorded as a tie. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point where the game was suspended. Other than a game called due to the time limit, all games which do not reach the regulations three and one half (home team ahead) or four complete innings are ruled as "no game" and will be rescheduled in their entirety. Innings pitched in a "no game" scenario do not count in any way.	All games are scheduled for 6 innings. The game is considered a tie after 6 complete innings when the score is tied. There are no extra innings in regular league play. (This rule does not apply in Championship games) If a game is called by the umpire for any reason other than the time limit (weather, darkness etc) it will be a regulation game after 3.5 innings played if any of the following are true: a. The visitors have completed their fourth at bat and are trailing at the moment that the game is called b. The home team has had at least four full at bats, was behind when they completed their last full at bat and remains behind regardless if they are now further or less behind. c. The home team has scored a sufficient number of runs in its half of the inning to tie the game at the moment the game is called. Note: This is a regulation game and it is recorded as a tie. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point where the game was suspended. Other than a game called due to the time limit, all games which do not reach the regulations three and one half (home team ahead) or four complete innings are ruled as "no game" and will be rescheduled in their entirety. Innings pitched in a "no game" scenario do not count in any way.	No innings limit. Games will end when the time limit is reached.
TIME LIMIT:	Games will have a 1 hour 20 minute time limit and a hard stop limit of 1 hour 30 minute. No new inning may be started after the 1 hour 20 minute time limit Time limit begins with the first pitch of the game and a new inning is considered started immediately when the final out of the previous inning is recorded. (For example, if the final out of an inning is recorded at 1 hour and 19 minutes a new inning will commence.) Official time will be kept by the home plate umpire.	Games will have a 1 hour 20 minute time limit and a hard stop limit of 1 hour 30 minute. No new inning may be started after the 1 hour 20 minute time limit Time limit begins with the first pitch of the game and a new inning is considered started immediately when the final out of the previous inning is recorded. (For example, if the final out of an inning is recorded at 1 hour and 19 minutes a new inning will commence.) Official time will be kept by the home plate umpire.	Games will have a 1 hour 20 minute time limit and a hard stop limit of 1 hour 30 minute. No new inning may be started after the 1 hour 20 minute time limit Time limit begins with the first pitch of the game and a new inning is considered started immediately when the final out of the previous inning is recorded. (For example, if the final out of an inning is recorded at 1 hour and 19 minutes a new inning will commence.) Official time will be kept by the home plate umpire.	Games will have a 1 hour time limit and no new inning may be started after time limit is reached.
RUN RULE:	The game will end if one team is winning by 10 runs after 4 innings. If the home team is down they will bat to complete the inning.	Maximum of 5 runs per inning for ALL innings. The game will end if one team is winning by 10 runs after 4 innings. If the home team is down they will bat to complete the inning.	Maximum of 5 runs per inning for ALL innings. The game will end if one team is winning by 10 runs after 4 innings. If the home team is down they will bat to complete the inning.	No run rules.
PLAYERS:	Nine players allowed on the field. Note: AYS&B may adjust this to 10 players (4 outfielders, NO rovers) before a season starts if the rosters are large. Each team must have 8 players to begin the game. A game may start with a team that has less than 9 players. No out will be recorded for the 9th or 10th spots in the order if only 8 players are present. A forfeit is declared when a team cannot field 8 eligible players. Free substitutions are allowed in the field. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game. A player cannot play the same position for more than 2 consecutive innings. Lineup cards with numbers should be exchanged between coaches.	Ten players allowed on the field (4 outfielders, NO rovers) Each team must have 8 players to begin the game. A game may start with a team that has less than 9 players. No out will be recorded for the 9th or 10th spots in the order if only 8 players are present. A forfeit is declared when a team cannot field 8 eligible players. Free substitutions are allowed in the field. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game. A player cannot play the same position for more than 2 consecutive innings. Lineup cards with numbers should be exchanged between coaches.	Ten players allowed on the field (4 outfielders, NO rovers) Each team must have 8 players to begin the game. A game may start with a team that has less than 9 players. No out will be recorded for the 9th or 10th spots in the order if only 8 players are present. A forfeit is declared when a team cannot field 8 eligible players. Free substitutions are allowed in the field. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game. A player cannot play the same position for more than 2 consecutive innings.	Ten players allowed on the field (4 outfielders, NO rovers). A player cannot play the same position for more than 2 innings per game. All players must sit on an equally rotating basis throughout the season.
COACHES:	Coaches and all equipment must remain inside the dugouts during innings unless base coaching.	Coaches and all equipment must remain inside the dugouts during innings unless base coaching.	One defensive coach is allowed in the field and will umpire 2nd base Remaining coaches and all equipment must remain inside the dugouts during innings unless base coaching.	Two defensive coaches are allowed in the field.



League Rules

Updated: January 2023

	Majors	Minors	Coach Pitch	Rookies
BASERUNNING:	<p>Runners may not leave the base until the ball crosses home plate. If an umpire makes the call that a runner left early, a warning will be given. Each team will receive one warning. The next runner caught leaving early from a warned team will be called out.</p> <p>Runners are not allowed to advance once the pitcher has the ball on the mound.</p> <p>Runners must slide on all close plays and may be called out if they do not slide. The umpires will make the judgment call in those situations.</p> <p>Home plate is open (a runner can score on passed balls or wild pitches).</p> <p>Courtesy runners (last batted out) are allowed and encouraged for catchers when there are 2 outs.</p>	<p>Players are allowed to advance 1 base per time on the base path (stealing or wild pitch/passed ball).</p> <p>Runners may not leave the base until the ball crosses home plate. If an umpire makes the call that a runner left early, a warning will be given. Each team will receive one warning. The next runner caught leaving early from a warned team will be called out.</p> <p>Home plate is closed (advancing home on a wild pitch or passed ball will not be allowed).</p> <p>If the catcher or another fielder retrieves the passed ball and returns the ball directly to the pitcher, the runner on third base cannot come home. This includes if the pitcher bobbles, drops, or misses the return throw or the catcher throws the ball past the pitcher.</p> <p>The only way a runner on third may advance home is if the catcher or pitcher attempts to make a play on the runner at 3rd base OR the runner is hit home.</p> <p>Runners on 1st or 2nd cannot steal on the throwback to the pitcher even if the pitcher bobbles, drops, or misses the throwback. However, it is not a dead ball. If the pitcher or any other fielder retrieves the errant throw and attempts to make a play on any base runner, the ball is live and any base runner off his base may be put out.</p> <p>Runners are not allowed to advance once the pitcher has the ball on the mound.</p> <p>Runners must slide on all close plays and may be called out if they do not slide. The umpires will make the judgment call in those situations.</p> <p>Courtesy runners (last batted out) are allowed and encouraged for catchers when there are 2 outs.</p>	<p>No stealing or leading off.</p> <p>Runners may not leave the base until the ball crosses home plate. If a player leaves early they must return to the previous base. If a ball is put in play and it is determined that a runner left early then the play is dead, all runner return to previous base, and the batter will continue the at-bat at the current pitch count.</p> <p>Runners may advance on a hit until the ball is in control in the infield. Once the infield has control of the ball, any runner that is already advancing to the next base must return to their previous base.</p> <p>The only way a runner on third may advance home is if they are hit home.</p> <p>Runners must slide on all close plays and may be called out if they do not slide. The umpires will make the judgment call in those situations.</p> <p>Courtesy runners (last batted out) are allowed and encouraged for catchers when there are 2 outs.</p>	<p>No leading off or stealing.</p> <p>Runners may advance two bases on a ball hit past the outfielders, otherwise one base at a time is allowed.</p> <p>Runners may not advance on any overthrows.</p>
BATTING:	<p>Each team will bat their entire roster and use a continuous batting order for the entire season.</p> <p>Injured or sick players can be skipped in the batting order without penalty. They may reenter the batting order in the same spot.</p> <p>Infield fly rule is in effect.</p> <p>Bunting is allowed. Batters may not fake bunt and then swing. Batter is out if this occurs.</p> <p>Batters are out on all dropped third strikes.</p>	<p>Each team will bat their entire roster and use a continuous batting order for the entire season.</p> <p>Injured or sick players can be skipped in the batting order without penalty. They may reenter the batting order in the same spot.</p> <p>No infield fly rule is in effect.</p> <p>Bunting is allowed. Batters may not fake bunt and then swing. Batter is out if this occurs.</p> <p>Batters are out on all dropped third strikes.</p>	<p>Each team will bat their entire roster and use a continuous batting order for the entire season.</p> <p>Injured or sick players can be skipped in the batting order without penalty. They may reenter the batting order in the same spot.</p> <p>No infield fly rule is in effect.</p> <p>Bunting is not allowed. Batters may not fake bunt and then swing. Batter is out if this occurs.</p> <p>Batters are out on all dropped third strikes.</p>	<p>Each team will bat their entire roster each inning and outs will not be recorded.</p>
PITCHING:	<p>Pitchers may not throw more than 2 innings in a game, 4 innings in a calendar week.</p> <p>One pitch thrown constitutes an inning pitched.</p> <p>A coach is allowed one visit to the mound per inning, if a second visit happens in an inning then the pitcher must be removed.</p> <p>Once a pitcher is removed from the mound, he may not return to pitch again during the game (including resumed suspended games).</p> <p>Coaches must keep innings pitched for each player in the scorebook.</p> <p>Max of 5 warm up pitches between innings, 7 warm up pitches for a new pitcher</p> <p>No balks.</p> <p>Pitchers do not need to pitch to an intentional walk.</p>	<p>Pitchers may not throw more than 2 innings in a game, 4 innings in a calendar week.</p> <p>One pitch thrown constitutes an inning pitched.</p> <p>A coach is allowed one visit to the mound per inning, if a second visit happens in an inning then the pitcher must be removed.</p> <p>Once a pitcher is removed from the mound, he may not return to pitch again during the game (including resumed suspended games).</p> <p>Coaches must keep innings pitched for each player in the scorebook.</p> <p>Max of 5 warm up pitches between innings, 7 warm up pitches for a new pitcher</p> <p>No balks.</p> <p>Pitchers do not need to pitch to an intentional walk.</p> <p>After a combined 3 walks or hit batters, the batting team's coach will pitch to the batter on the fourth instance. The coach will also pitch on any subsequent walk or hit batter during that same inning unless a new pitcher is brought in, in which case the walk/hit batter count resets.</p> <p>When a coach is pitching, the strike count will remain and the umpire will continue to call strikes until the batter strikes out or gets a hit.</p>	<p>Coaches will pitch to their own teams.</p> <p>No walks.</p> <p>3 swinging strikes and you're out. There are no called strikes.</p> <p>Hitters do not advance to first on hit by pitch. If a player swings and is hit by a pitch it is a strike and can be strike 3.</p> <p>Maximum of 7 pitches per batter unless the 7th or subsequent pitches are fouled off.</p> <p>If players do not swing on the 7th pitch they are out.</p> <p>Any batted ball that hits the Coach pitcher will be ruled a dead ball and does not count in the pitch count or as a strike.</p>	<p>Coaches will pitch to their own teams.</p> <p>No walks or strike outs</p> <p>if the batter has not gotten a hit after 10 pitches, a tee should be used for the batter to hit off.</p>
SPORTSMANSHIP:	<p>No intentional throwing of bats/helmets/gloves will be tolerated.</p> <p>One warning will be given and further incidents could lead to an ejection.</p> <p>Coaches, players and spectators are expected to show good sportsmanship at all times and set a good example for the players.</p> <p>Keep cheers and chanting positive.</p>	<p>No intentional throwing of bats/helmets/gloves will be tolerated.</p> <p>One warning will be given and further incidents could lead to an ejection.</p> <p>Coaches, players and spectators are expected to show good sportsmanship at all times and set a good example for the players.</p> <p>Keep cheers and chanting positive.</p>	<p>No intentional throwing of bats/helmets/gloves will be tolerated.</p> <p>One warning will be given and further incidents could lead to an ejection.</p> <p>Coaches, players and spectators are expected to show good sportsmanship at all times and set a good example for the players.</p> <p>Keep cheers and chanting positive.</p>	<p>No intentional throwing of bats/helmets/gloves will be tolerated.</p> <p>Coaches, players and spectators are expected to show good sportsmanship at all times and set a good example for the players.</p> <p>Keep cheers and chanting positive.</p>
UMPIRES:	<p>Umpires will keep the official time for all games.</p> <p>All umpire calls are final.</p> <p>For rule clarification contact the AYS&B Umpire Coordinator as needed.</p>	<p>Umpires will keep the official time for all games.</p> <p>All umpire calls are final.</p> <p>For rule clarification contact the AYS&B Umpire Coordinator as needed.</p>	<p>No umpires at this level and coaches will work together to umpire all games.</p>	<p>No umpires at this level and coaches will work together to umpire all games.</p>



League Rules

Updated: January 2023

	Majors	Minors	Coach Pitch	Rookies
SCORE REPORTING:	<p>At the conclusion of each game the coaches should confirm the score with each other and fix any discrepancies.</p> <p>The home plate umpire will fill out a score sheet with the final score. After the game, both managers and all umpires will sign the score sheet. Once the score sheets are signed, the results are final. The score sheet will inform AYS&B of which umpires worked the game and will also be used to update the standings. If the score sheet isn't filled out correctly or turned in, the umpires will not get paid.</p>	<p>At the conclusion of each game the coaches should confirm the score with each other and fix any discrepancies.</p> <p>The home plate umpire will fill out a score sheet with the final score. After the game, both managers and all umpires will sign the score sheet. Once the score sheets are signed, the results are final. The score sheet will inform AYS&B of which umpires worked the game and will also be used to update the standings. If the score sheet isn't filled out correctly or turned in, the umpires will not get paid.</p>	<p>At the conclusion of each game the coaches should confirm the score with each other and fix any discrepancies.</p> <p>The home team coach will fill out a score sheet with the final score. After the game, both managers will sign the score sheet. Once the score sheets are signed, the results are final. The score sheet will be turned in and used to update the standings.</p>	<p>Scores and standings will not be kept.</p>
OTHER:	<p>Metal cleats are strictly prohibited.</p> <p>If Major Team A needs a player to fill a roster spot for a game due to any circumstance, they may select a player from a Minor division team. No limit on the # of times that can occur. Vertical movement is allowed, not horizontal. Major Team A cannot fill a spot with a player from Major Team B.</p> <p>Home dugout is on the third base line. Visitor dugout is on the first base line.</p> <p>Home team does scoreboard if available.</p>	<p>Metal cleats are strictly prohibited.</p> <p>Home dugout is on the third base line. Visitor dugout is on the first base line.</p> <p>Home team does scoreboard if available.</p>	<p>Metal cleats are strictly prohibited.</p> <p>Home dugout is on the third base line. Visitor dugout is on the first base line.</p> <p>Home team does scoreboard if available.</p>	<p>Metal cleats are strictly prohibited.</p> <p>Home dugout is on the third base line. Visitor dugout is on the first base line.</p>