



# Attleboro Youth Baseball

## Rules & Regulations

### **DIVISION – FARM & PARENT**

#### **1. FARM AND PARENT DIVISION**

- 1.1** The Parent Team will consist of up to 13 players. The Parent Manager will determine which 11 and 12 year old player will make up the Parent Roster. All 12 year olds must play on the Parent Team; any exceptions must be approved by the Board of Directors.
- 1.2** The Farm Team will consist of the 10 year olds secured in the draft and the 11 year olds for whom it is determined by the coach of the Parent Team that an additional year of Farm development is appropriate.
- 1.3** 10 year olds must play at least one (1) year on the Farm Team.
- 1.4** Players must wear full uniforms. The Attleboro Youth Baseball League will supply each player with a cap and tee shirt depicting the team name. Both items are the child's to keep at the end of the season. All players are required to wear gray baseball pants (pants are the responsibility of the players and will not be provided by the league).
- 1.5** If a team manager loses one of the players on his roster during the season due to a justifiable reason (long term illness, serious injury, change of address, etc.) he or she may obtain, through the Player Agent, another player as a replacement. The playing abilities of a participant will not be considered just cause or reason for replacement. If for some reason the injured or ill player should return and wish to resume playing for the same team, his/her participation shall be reviewed by the Board of Directors, who has the right to approve or disapprove such maneuvering.
- 1.6** Eight players must be on the field or the game is forfeited.

#### **2. ELIGIBILITY**

- 2.1** Any person who is registered in the league and will attain the age of ten (10) before May 1st of the current season and will not be thirteen (13) years of age until May 1st of the current season is eligible to play.

#### **3. PLAYERS**

- 3.1** Each player must participate in a fielding position in at least four full innings per game. Coaches are encouraged to rotate all players between infield and outfield positions (also see 3.4).
- 3.2** Free defensive substitution. Any player may re-enter the game at any defensive position, except a player who has pitched, may not re - enter to pitch (all players present are in the batting order).
- 3.3** Eleven (11)-year-old Farm players may be called up for one (1) game per week to the Parent Team. The coach **MUST INFORM THE DIRECTOR** prior to the game. If the Parent Team is in need of a player for another game in the same week, a **DIFFERENT** eleven (11) year old must be chosen. Ten-year-old players are not allowed to play in the Parent division; the only exception would be if a Farm team consists of all Ten year olds. The division director and player agent must approve any exception.



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**3.4** The following rule (3.4) applies to regular season games only (not applicable for playoff or championship games). All players present must play at least one inning in the infield each game. No player may play the same defensive position for more than three innings per game, with the exception of Pitcher and Catcher.

### **4. PITCHERS**

**4.1** All players are eligible to pitch.

**4.2** A pitcher must not pitch more than six (6) innings per week. If he or she has pitched one (1) pitch in an inning, it is considered one (1) inning pitched. A starting pitcher shall be allowed to pitch nine innings in a game if the game goes into extra innings. (FARM LEAGUE EXCEPTION ALLOWS A PITCHER TO PITCH ONLY SIX (6) INNINGS MAXIMUM PER GAME.)

**4.3** If a player pitches one (1) inning - no rest is needed. If he or she pitches two (2) or three (3) innings he must have one (1) calendar day rest and if he pitches more than three (3) innings, he must have three (3) calendar days rest before he can pitch again. (EXAMPLE: IF PLAYER PITCHES FRIDAY, HE MUST NOT PITCH AGAIN UNTIL TUESDAY.)

**4.4** The week is defined as Monday through Sunday.

**4.5** No pitcher may return to pitch once he or she has been removed from the mound for any reason.

**4.6** Innings pitched in a game declared "No Contest" (e.g. rain-outs, darkness, etc.), will be considered innings pitched against that player's eligibility.

**4.7** If a pitcher is obviously wild and endangering other players, the umpire may use his or her discretion in removing that pitcher. If a pitcher hits two (2) batters in one inning, the umpire shall issue a warning. A third hit batsman in the same inning will be cause for the pitcher's removal from the mound.

**4.8** Appeals must be made in a legal manner (as defined herein). An appeal will be considered a dead ball play and no advancement of baserunners will be allowed. An appeal must be made verbally to the umpire. The ball must be live to make an appeal, once the appeal is made; it is then considered a dead ball play.

**4.9** The manager is allowed two (2) trips to the mound per inning. Calling the pitcher to the sideline will constitute a trip to the mound. On the third trip to the mound, the manager must remove the pitcher. The umpire may limit this practice, if delay of game results in its use.

### **5. BATTING RULES**

**5.1** All players present must be in the batting order.

**5.2** Batting practice will be allowed. Unless otherwise agreed upon between the two managers for a particular game, the batting practice should alternate the players of the two teams. This should be especially true if one manager is present and the other is not. In other words, we recognize that not all managers can arrive at the ball field early enough to conduct batting practice for their team. The purpose of the rule is to provide fairness to players if a manager can provide the batting practice.



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**5.3** Only bats and balls approved by the Attleboro Youth Baseball League may be used. Sizes of bats used will conform to standards that are reasonable and sensible for the ages involved. The umpire will decide if a bat can be used in a game. Bats will not be more than 33" in length and 2 1/4" in diameter. Wood bats may be used.

**5.4** Batting helmets must be worn by the batter and the on - deck hitter during batting practice.

### **6. GENERAL RULES**

**6.1** Final rosters must be submitted by parent coach no later than one-week prior to Opening Day.

**6.2** The infield fly rule will be called.

**6.3** Under normal conditions, games will start no later than 5:45 PM. If a team cannot field a sufficient complement of players as stated in rule 1.6, by 6:15PM, the game will be declared a forfeit. The umpire must be present for the forfeit to be official and may extend the grace period by what he or she feels is a reasonable amount of time if a player has been contacted and is en route to the game. Players are expected to arrive at the field at least 20 minutes before scheduled start time.

**6.4** Once a game is started, the umpire is in complete control of the game.

**6.5** A game is considered official if the home team is ahead after 3 1/2 innings or after four (4) innings has been completed.

**6.6** If an inning is not complete, the score reverts to the last completed inning of an official game.

**6.7** Local ground rules will apply, unless the umpire has a justifiable reason to change them.

**6.8** Each team must have available at each dugout or bench at least two (2) protective batting helmets, a protective catcher's helmet and throat protector. They must be worn by each batter, base runner, and catcher respectfully. In addition each on - deck batter must wear a protective helmet, as well as players in the coaches' boxes. Farm division players must wear a helmet with protective face guard while at bat.

**6.9** Protective cups are strongly recommended for all players, and mandatory for catchers.

**6.10** No metal spikes are allowed on anyone.

**6.11** Stealing is allowed in both Divisions and is unlimited. The ball is considered live and in play if the play has not come to completion. When a play is completed and the pitcher has the ball within a five-foot radius of the rubber, all base runners must return to their base. (I.e. it would be considered a continuous play when a batter/ base runner advancing to first base via a walk continue onto to second base without hesitation, the play is not completed. If the base runner stops at first base and the pitcher now have the ball within the radius, the play is considered complete and no further advancement is permitted).



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**6.12** When a base runner is running towards 2nd or 3rd base, and the base fielder has the ball, he must slide or avoid contact with the base fielder. If a base runner does not slide and makes contact with the base fielder, the base runner shall be declared out. If the runner does not slide and there is no contact, the base runner will be declared safe.

When a base runner is rounding third base and is heading for home plate, he must not barrel over the catcher in order to score. The base runner must avoid a collision with the catcher, if the catcher is defending home plate with the ball. If the catcher is about to receive the ball, the base runner must slide into home plate. If the catcher is running up the third base line in order to receive the ball, the base runner has the right to attempt to score standing. If the base runner does not slide and there is no contact, the base runner will be declared safe.

**6.13** No hidden ball tricks will be allowed.

**6.14** During the regular season, only four (4) runs will be allowed to score in one inning, with the exception of the 6th inning or if it is the last inning to be played, there will be no run limit. Playoffs will have unlimited runs per inning.

**6.15** Official Little League rules will apply in all other aspects of the Playing Rules.

## **7. REGULAR SEASON GAME RULES**

**7.1** All games are limited to six (6) innings unless a tie exists. There is no limit to how many innings can be played in a tie game that is not called. An official game is one in which four (4) complete innings are played or 3 1/2 innings if the Home Team is ahead. All games that are called for any reason before 3 1/2 innings of play shall be declared incomplete and made up starting anew. There will be no continuation of an official game to a future date. All official games that end in a tie after extra innings have been played on that day will end in a tie game. There are no game curfews in Attleboro Youth Baseball. All games will be played to completion unless called due to inclement weather or darkness as deemed a safety issue by the umpire.

**7.2** Rain - outs and postponements will be handled as follows. All games will be rescheduled on their original field with the following guidelines.

A.) First reschedule is at 9AM Saturday for games scheduled at PH1 and 2, 11AM for games scheduled at PH 3, 4 and or Finberg 3 finally 1PM for Cooney. ALL rescheduled games will be played at the Poncin - Hewitt complex.

B.) RESCHEDULED GAMES SHOULD BE MADE UP IN THE SAME WEEK, IF POSSIBLE.

C.) SHOULD ANY PROBLEM ARISE IN RESCHEDULING, THE LEAGUE DIRECTOR WILL MAKE THE FINAL DECISION.

**7.3** Positions in the final standings will be based on points from wins and ties. 2 points are awarded for a win and 1 point for a tie.



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### **8. CHAMPIONSHIP SERIES**

**8.1** At the end of the regular season there will be a single elimination playoff tournament culminating a championship game. The top six (6) teams will receive a first round bye. The four (4) lowest seeded teams will compete to fill an eight (8) team playoff bracket. The higher seeded team will always play the lowest seeded team throughout the tournament and will always be the home team. Pitching rules DO NOT reset for the playoffs.

**8.2** Seeding will be determined by the following:

1. Overall Record
2. Head to head competition
3. Runs allowed
4. Coin Toss

**8.3** All playoff and championship games must be played in its entirety. If a game is suspended for any reason, it will be resumed from the exact point of suspension. A protest committee must be present at the championship games to address any and all legal protests that may arise during the game. The protest committee will immediately rule on any protests, and all decisions will be final. The protest committee shall consist of three non-partisan current board members. The Umpire in Chief cannot be part of the protest committee.

### **9. FARM LEAGUE EXCEPTIONS**

**9.1** Only ten (10) and eleven (11) year olds pitch.

**9.2** A pitcher must not pitch more than six (6) innings per game or week. A pitcher must be replaced if he /she has completed six (6) innings in a tie game.

**9.3** There is a 2 hour time limit for Saturday Farm games - No new inning started after 1 hr. 50 minutes.

### **10. PROTEST POLICY**

**10.1** Should a protest of a game be registered, the umpire must be informed at the time of the protest. He or She will make a notation in each score book at the time of the protest and sign it.

**10.2** The protest will be registered by the protesting coach in writing within twenty - four (24) hours with the League Director, who will inform the Protest Committee.

**10.3** The protest committee shall consist of three non-partisan current board members. The Umpire in Chief as well as the Farm or Parent Division Director (as applicable) cannot be part of the protest committee due to any potential conflict.

**10.4** A protest must follow all of the following rules to be considered:



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- A.) VIOLATIONS MUST BE CONFINED TO ACTS COMMITTED ON THE FIELD OR INELIGIBLE PLAYERS.
- B.) NO PROTEST WILL BE HONORED ON JUDGEMENT CALLS (i.e. SAFE AND OUT, PLATE CALLS, BALLS AND STRIKES, FOUL BALLS, etc.).
- C.) VIOLATIONS MUST BE REPORTED WITHIN TWENTY - FOUR (24) HOURS OF THE VIOLATION, IN WRITING, TO THE LEAGUE DIRECTOR.
- D.) THE PROTEST COMMITTEE WILL DETERMINE THE RESULT OF THE PROTEST WITHIN FORTY - EIGHT (48) HOURS. THE RESULT WILL BE FINAL.

### **11. CONDUCT TOWARD UMPIRES**

- 11.1** If, in the determination of the home plate umpire, he/she or the field umpire is being harassed by a manager, coach, player or fan, he/she will stop the game and call both team managers to home plate. At this time, he/she will warn BOTH MANAGERS that any further harassment by either team's managers, coaches, players or fans will result in the end of the game. THE WARNING WILL BE RECORDED IN THE SCOREBOOKS OF BOTH TEAMS.
- 11.2** If the umpire declares the game over, it will be an automatic protest. Both managers and the umpire must submit a written incident report to the League Director. The Protest Committee shall determine a place and time where the managers and umpires shall meet with them to resolve the issue.
- 11.3** If in the determination of the Protest Committee one (1) manager or team was wholly responsible for ending the game, that team shall lose by forfeit, the final score being 6-0.
- 11.4** If both teams are determined to be equally responsible, the game will be a loss for each team. The game will not be made up.
- 11.5** If the Protest Committee determines that the umpire indiscriminately or unjustly ended the game, the game will be rescheduled starting at the point of the original warning.
- 11.6** The Protest Committee will file a written report with the Board of Directors who shall determine if any disciplinary action will be taken against anyone of the parties.



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### ALL STAR SELECTIONS

Traveling All Stars will be selected using the following procedure:

1. Each manager nominates players from their team whom they feel are all-star caliber (no limit to the number). These selections are to be given to directors prior to selection process. Parent coaches nominate 11 and 12 year old players. Players must have been registered in the AYB regular spring league to be eligible to play on a traveling all-star team. Players also need to participate in 60% of regular season games any player that has not will require board approval.
2. Nominations will be pooled by the Division Director from the Coaches. The nominee will be asked to participate in an All Star workout, which takes place prior to the vote. This work out is not a tryout but an opportunity for the coaches to put the name with the face. The primary factor determining a players all star eligibility will be how he played during the season. We expect coaches to make note of opposing players who played well during the season.
3. Selection committee to be made up of all managers (or their representative) in the division. Only one representative per team can attend.
4. First ballot: Each manager selects a full team from the pool. All players selected on 11 of 12 ballots are placed on the team. All players selected on three or fewer ballots will be cut. This may be modified depending on the number of teams in the division at the time of selection.
5. Second ballot: Each manager selects players to fill out the team. All players on 10 of 12 ballots are placed on the team. All players selected on three or less ballots will be cut.
6. Third and succeeding ballots:  
Continue as above reducing required ballots by one each round. (e.g. 10 of 12, 9 of 12 etc.)
7. Continue balloting until roster is complete. Two (2) players may be designated as alternates. (Players selected for the traveling All-Star Team are not allowed to participate in City Summer League).
8. If fine tuning is required on the final ballot a straight vote based on points (vs. position) will be taken.
9. There must be a minimum of 12 players selected and a maximum of 15, at the head coach's discretion. If the decision is to have 15 players on the team the head coach has the option to pick the last 3 players himself (players 13, 14 & 15). He still has the option of using the above format to fill out a 15-player roster. If the head coach decides to carry 13 players, he may pick one player (#13) himself. The first 12 players must be selected as described above.



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\* Please refer to the code of conduct policy on [attleboroyouthbaseball.com](http://attleboroyouthbaseball.com) < rule book < code of conduct policy for details on Attleboro Recreation Departments policies regarding parent/children behavior and responsibilities while utilizing Attleboro fields and facilities.

\*No smoking or alcoholic beverages are allowed on any playing field during games or practice.

\* It is the coach's responsibility to teach, encourage, show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

The Attleboro Youth Baseball League thanks you for your continued efforts and support of the baseball program!

