



Major League Rules

(Updated March 2024)

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1. Behavior and Conduct

1.1. Unsportsmanlike Conduct

1.1.1. This league strives to promote good sportsmanship by its players, coaches, umpires, and fans. Any unsportsmanlike conduct will not be tolerated. Occurrences can result in the suspension of a player or coach at the discretion of the AYBA board.

1.1.2. Foul language or unsportsmanlike conduct will not be permitted. If a player or coach is heard using it, they will be reprimanded and warned by the umpire. If a second offense occurs during the same game, the player or coach will be ejected from that game. Continued use of foul language or unsportsmanlike conduct during league play by that person shall receive appropriate discipline from the director of the league.

Coaches have a significant responsibility to keep this "in check" as our umpires, who are usually youthful and less experienced, already have their hands full umpiring the game. Board members, coaches, umpires and fans are expected to be able to police themselves on this issue.

1.1.3. There will be no unnecessary throwing of bats or other equipment at any time for any reason during the game. The first violation will result in a warning to that player by the home plate umpire. The second violation during the same game will result in AUTOMATIC ejection from that game. Two AUTOMATIC ejections during a season will result in that player forfeiting his/her playing eligibility for the balance of the season. An umpire will make these calls. A gross violation will result in AUTOMATIC ejection. The Association President or director of the league may also make these calls.

1.1.4. If a coach or player is ejected from a game (exception rule 1.1.3) they will receive a one game suspension. If a second violation occurs they will be suspended for the season.

1.1.5. Badgering (direct or indirect) of the opposing teams players (such as a pitcher) will not be tolerated. Example: Making loud comments to your batter that the pitcher can't throw strikes and that once he walks someone, he will be rattled enough to start walking everyone.

1.2. Tobacco, Alcohol or Other Drugs

1.2.1. There shall be no use of tobacco, alcohol or other drugs on the field by fans, coaches or players. The offender shall be removed from the game. A second violation will result in termination from the league for that year. Note: This rule applies to fans, as such substances are not allowed on school grounds.

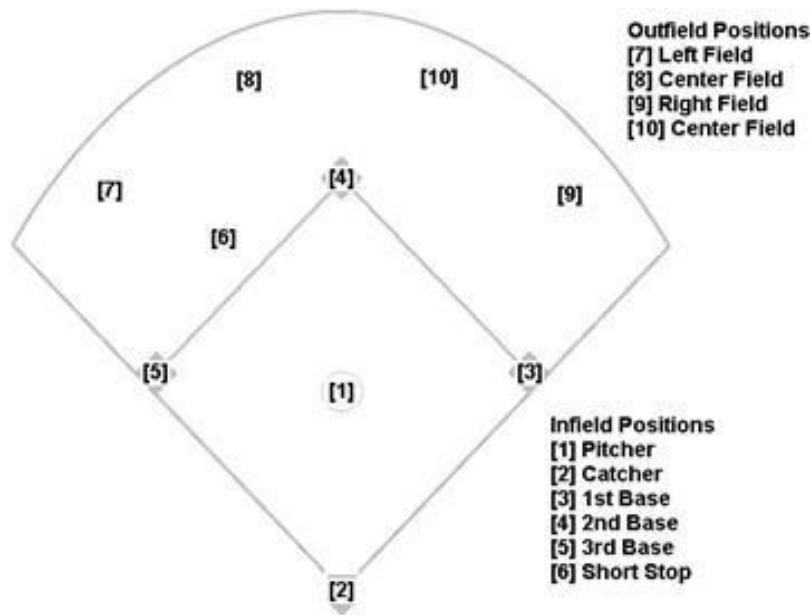
1.3. League Rules and Regulations

- 1.3.1. Rules and regulations are not to be changed during the regular playing season. However, suggestions for the modifications or revisions of these rules for future years are welcome if submitted in writing along with the reasons for the proposed change(s). In the event that temporary emergency changes must be made, they must have Board approval and written notification will be given to the managers involved one week prior to their enforcement.
- 1.3.2. When not clarified, the association will default to the national high school rules governing baseball prior to making a ruling / interpretation.

2. Coaches & Players

2.1. Coaches

- 2.1.1. Dugout personnel shall consist of not more than: 1 manager, 2 coaches, 1 scorekeeper, and 1 bat person.
- 2.1.2. No delay tactics will be tolerated; i.e. throwing the ball around the horn or taking infield after designated start time. It is the responsibility of the umpire and coaches to keep the game moving. Any attempt to delay a game shall be considered unsportsmanlike.
- 2.1.3. Do not pitch with sore-armed pitchers. No game this season is worth a lifetime injury.
- 2.1.4. No player may sit more than one inning unless all players have sat at least one inning (exception being an injury or illness).
- 2.1.5. Soft toss (a training method used during batting practice) utilizing baseballs while having your players hitting into the fencing is no longer permitted. This association will no longer contribute to the fencing being damaged as a result of this activity when using baseballs.
- 2.1.6. There is NO requirement that all players play at least one inning per game in both the infield and outfield. Decisions concerning player positions and rotations will be left to the sole discretion of the coaching staff for each team.
- 2.1.7. First and foremost, it's the umpire's game to control. The umpire is not to be unruly questioned by any player, coach or fan. Coaches are entitled to a conference as warranted. Consideration regarding having each of the head coaches involved in the conference will be at the umpire's discretion (pending the circumstances).
- 2.1.8. The association enforces a zero tolerance policy in addressing any outbursts, confrontations, or other forms of intimidation being employed by our participants within the league (which includes our fans). These kinds of actions negatively affect the AYBA as a whole and as such, the coaches are asked to keep this "in check".



2.2. Player Eligibility

- 2.2.1. Players should notify their coach if they are going to miss a game or practice. If notice is not given, the coach may choose not to play that player at the next game. This is totally at the coaches' discretion. This is the only circumstance where the "everybody plays" rule may be lifted. If this is to be done during a play-off game, the director of the league shall first be notified.
- 2.2.2. Except for cases of injury or illness, a player must play in at least half of the team's regularly scheduled games in order to be eligible to participate in the league play-offs. Coaches shall notify the director of the league of any player's ineligibility prior to the team's first play-off game.

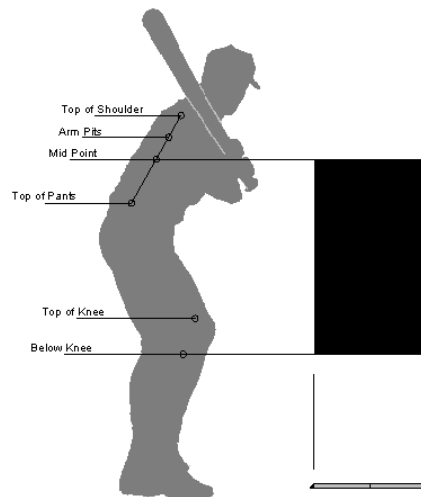
2.3. Dress Code (Uniforms)

- 2.3.1. Full uniforms are required at all times during the game. If a uniform has been issued and is not being worn, the player will not play.
- 2.3.2. Uniforms will include proper caps during games.
- 2.3.3. Earrings, necklaces, or bracelets will not be allowed.
- 2.3.4. Players may not wear metal spikes.
- 2.3.5. The league recommends that all players wear an athletic supporter.

Note: Catchers must wear a protective cup.

2.4. Pitchers

- 2.4.1. The league strongly encourages prospective pitchers to attend all league sponsored pitching clinics.
- 2.4.2. Pitchers will not be allowed to wear a long sleeve white shirt on their throwing arm nor will they be allowed to wear sunglasses while pitching.
- 2.4.3. The pitching mound will be 52 feet from the apex of home plate, as arranged by the groundskeeper.
- 2.4.4. There shall be no intentional walks. All batters need to be pitched to.
- 2.4.5. Breaking balls are not permitted unless perceived by the umpire to be a form of natural delivery. Any pitch perceived by the umpire to be an attempt to throw a breaking ball will be called a ball unless it is hit. In that event, the manager shall have the choice of accepting the result of the play or the pitch being called a ball. The umpire shall notify both managers if a ball is called on a breaking ball pitch.
- 2.4.6. Balks: For the first half of the season each pitcher will be given one warning per balk. The second half of the season the umpire will call balks at his/her discretion.
- 2.4.7. The maximum number of warm-up pitches allowed between innings is five (5) unless, at the sole discretion of the umpire, additional warm-ups are warranted due to weather or other conditions.
- 2.4.8. Pitchers may not pitch more than 3 innings in one game and not more than 6 innings a week (Sunday – Saturday).
- 2.4.9. If a pitcher delivers as few as one pitch during an inning that shall constitute an inning pitched.
- 2.4.10. If a pitcher enters a game, they must pitch a minimum of 3 batters or until the end of the inning.
- 2.4.11. A pitcher that has already pitched in a game may not reenter that game in a pitching position.
- 2.4.12. Trips to the Mound: Three (3) trips to the mound are allowed PER GAME.
- 2.4.13. The Strike Zone:



2.5. Catchers

- 2.5.1. Catchers are required to wear masks, chest protectors, shin guards, protective headgear,. **NO EXCEPTIONS. Note: Catchers should wear a protective cup.**
- 2.5.2. Any player warming up a pitcher shall wear a mask if on the playing field and in a crouched position.

2.6. Batters

- 2.6.1. Batters are required to wear protective headgear. Failure to do so results in an automatic out.
- 2.6.2. All players will be in the batting order. Batting order cannot be changed regardless of field substitutions.
- 2.6.3. Bats must be compliant with the USSSA or USA and have the appropriate stamp.
- 2.6.4. The diameter of the bat may not exceed 2 3/4 inches. Any bat that does not comply with this rule is prohibited.
- 2.6.5. No souvenir wood bats are allowed.
- 2.6.6. Any illegal bat used will be an automatic out. **NO EXCEPTIONS.**
- 2.6.7. A batter may attempt to advance to first base after the 3rd strike on a dropped or passed ball by the catcher.
- 2.6.8. There will be no unnecessary throwing of bats or other equipment at any time for any reason during the game (see rule 1.1.3 regarding unsportsmanlike conduct).
- 2.6.9. Bunting is allowed.

2.7. Base Runners

- 2.7.1. Base runners are required to wear protective headgear. Failure to do so results in an automatic out.
- 2.7.2. A ball being thrown back to the pitcher by the catcher is a live ball.
- 2.7.3. Base runners can attempt to steal any base at their own risk. Delayed steals are allowed.
- 2.7.4. Base runners are allowed to lead off of the base.
- 2.7.5. Base runners can advance as far as possible while the ball remains "in play".
- 2.7.6. Balls being overthrown or passed (not caught) which result in the ball going "out of play" will entitle the base runners to the base they were advancing to (at the time of the ball traveling "out of play") plus (+) an additional base.
- 2.7.7. During a close play at 2nd, 3rd, or home plate the base runner must avoid contact. Any runner that does not avoid contact and creates or potentially causes a safety concern may be called out at the discretion of the umpire. Intentionally sliding head first is not allowed.

- 2.7.8. Base runners missing a base shall be called "out" only after the opposing coach makes an appeal. This appeal must be made to the umpire before the next play is commenced.
- 2.7.9. A courtesy runner may be used to replace a pitcher or catcher after 2 outs in the inning.

2.8. League Property

- 2.8.1. If league property is not returned by player or parent when personally contacted, a registered letter will be sent requesting return of equipment or payment for it.

3. League Games

3.1. General

- 3.1.1. All players are required to stay in the dugout unless they are on defense, at bat, or in the on deck circle. There will be no running in and out of the field area or standing by the fence during play.
- 3.1.2. Non-rostered players will not be allowed to compete in official scheduled games.

3.2. Schedule

- 3.2.1. All games will be played as per the schedule. Only games canceled due to weather or premature darkness may be rescheduled.
- 3.2.2. The league may provide makeup dates for games that were canceled due to inclement weather. Those dates will be communicated at the beginning of the season.
- 3.2.3. The director of the league will reschedule make-up games.
- 3.2.4. Games shall begin promptly as scheduled. If a team has at least eight players present but is not ready to play at the time the umpire announces "Play Ball", the umpire shall impose a penalty on the offending teaming by calling either "ball" or "strike" (as appropriate) for each 15 seconds which elapses after the game is to have started. **Note:** If a first game has run late so that the second game cannot start as scheduled, the second game shall start five minutes after the conclusion of the first game.
- 3.2.5. Inclement weather related concerns. Prior to the start of the game, the director of the league (or board member) will be responsible for suspending or postponing a scheduled game due to inclement weather or premature darkness. After the start of a game, this becomes the responsibility of the umpire and coaches to suspend or postpone the game immediately upon inclement weather or premature darkness.

3.3. Teams

- 3.3.1. It is the intention of this league to field teams composed of 11 to 12 players. The league board reserves the right to modify the quantity of

teams being fielded in an effort to provide the most positive playing experience for the players and create the most functional organization possible. Maximum number of players on a team is 13.

- 3.3.2. Home team is the 2nd team listed on the league schedule & home team will occupy the 3rd base dugout. Both teams will help to drag/rake the field at the end of the last game of the night.
- 3.3.3. Teams must be able to field eight rostered players (see rule 3.7.1 regarding forfeitures).
- 3.3.4. In cases where a team can field only 8 players, the ninth batter is automatically out. Next player to show goes at the line up bottom.

3.4. The Game

- 3.4.1. Games shall be 6 innings or a hard stop at 1 hour 45 minutes from the scheduled start of the game. It is not at the umpire's discretion to rule on this issue.
- 3.4.2. It is the responsibility of the umpire to suspend or postpone the game immediately upon inclement weather or premature darkness. Continuing to play in light rain is acceptable (umpire & coaches discretion) pending the conditions of the field.
- 3.4.3. Waiting at least 15 minutes after the last lightning flash or sound of thunder is expected. Each time lightning is seen or thunder is heard the 15-minute clock should be reset. The safety of our players, parents, coaches and spectators is of utmost importance. After two 15 minute attempts, games/practices will be canceled.
- 3.4.4. If an inning cannot be completed due to darkness, weather, or time limit the game will revert back to the last full inning.
 - NOTE - If the home team has taken the lead at the end of 1 hr and 45 minutes the game will conclude with the home team as the winner.
- 3.4.5. Should a game be "called" due to weather or premature darkness, a minimum of 3 ½ - 4 innings shall constitute a full game. Example: If the home team were currently in the lead after 3 ½ innings, then the game would be called a completed game without having to play the bottom of the inning. Games called earlier than 3 ½ innings must be replayed as a new game (see rule 3.2.2 regarding rescheduling of make-up games).
- 3.4.6. If the game is tied at the end of 6 innings or a duly "called" game, it shall remain tied (see rule 3.8.2 regarding tiebreakers).

3.5. Run Limits Per Inning

- 3.5.1. The home plate umpire will call the game after 4 innings on a 12 run spread and 5 innings on a 10 run spread. (This is not at the discretion of the coaches.).

- 3.5.2. There is no run limit per inning.

3.6. Injuries

- 3.6.1. In the event of an injury incurred after the start of the game which (temporarily) prevents a player from running the bases, a courtesy runner may be used.
- 3.6.2. The courtesy runner shall be the player making the team's last previous out, or if no outs have been recorded in the game, it shall be the last player in the batting order.
- 3.6.3. Each player may be run for only once during the game. If a player is unable to play in the field or run the bases in subsequent opportunities in the same game, the player shall be removed from the game. No other use of a courtesy runner shall be allowed.
- 3.6.4. If during the game a player is injured and cannot return to play the game, the game can continue if the team can still field 8 players (see rule 3.7.1 regarding forfeitures).
- 3.6.5. When a team can field only 8 players after an injury, the ninth batter is automatically out. (see rule 3.3.4). **Note:** Opposing teams cannot intentionally walk a player to get to the ninth batter to achieve the automatic out (see rule 2.54.4 regarding intentional walks).

3.7. Forfeitures

- 3.7.1. The game shall be forfeited if a team is unable to field at least eight registered and rostered players at the start of the game.
- 3.7.2. The game shall be forfeited if a team does not show for a "rescheduled" game.

3.8. League Standings

- 3.8.1. League standings will be determined by a point system. Each win will be worth 2 pts. A tie will be worth 1 pt. A loss will be worth 0.
- 3.8.2. The following End-Of-The-Season tiebreaker will be in effect:
- A]** Head to Head Competition.
 - B]** Total runs differential between teams affected teams.
 - C]** Compare win/loss record against common opponents' starting at top of the league and working down through standings.
 - D]** Total run differential common opponents' starting at top of the league and working down through standings.
 - E]** Coin toss.

3.9. House Playoff Tournament

- 3.9.1. Regular season rules will be used with the below exceptions.
- 3.9.2. There is a hard stop at 1 hour and 45 minutes during pool play. Bracket play will be a 6 inning game.
- 3.9.3. There shall be no tie games during bracket play (tie games allowed during pool play). Games will continue into extra innings.
- 3.9.4. Tied games that are called because of weather or premature darkness shall be played out from the point play was suspended at a time scheduled by the director of the league. Resumed games shall play until the end of 6 innings or a duly "called" game.
- 3.9.5. The 12/10 run rule is in effect during the play-offs (see section 3.5 regarding run limits per inning).
- 3.9.6. The starting pitcher can return to the mound during the same game as long as they still have innings left to pitch.
- 3.9.7. Pitchers will be allowed to pitch 3 innings per game, 6 innings per day, and 9 innings for the tournament.
- 3.9.8. Innings pitched must be recorded with the tournament headquarters at the conclusion of each game.
- 3.9.9. The starting pitcher can return to the mound during the same game as long as they still have innings left to pitch.