



# Alpharetta Youth Baseball Association

## 4U / 5U Rookie League Playing Rules

All recreation league play shall be governed by the current Official Major League Baseball Rules, modified by the current Dizzy Dean Official Rules Book, modified by the current Alpharetta Youth Baseball Association.

- A. An official regulation game shall consist of 6 innings or one hour. Maximum time allowed in a game is one hour (1:00). After the one hour time limit there shall be no additional inning of play.
- B. The head coach must attend the plate meeting at the beginning of the game. The official start time will be declared at the end of this plate meeting.
- C. A new inning begins after the entire team has batted through their entire order, or a 3<sup>rd</sup> is recorded.
- D. Substitutions will be unlimited. However, all team players will bat in the same rotation order. Batting Order should be changed game to game.
- E. Bats must have a certified USSSA BPF 1.15 label and the barrel may not be larger than 2 and ¼ inches.
- F. Offense: Every player must play at least one inning in the infield, other than catcher, prior to the conclusion of the 3<sup>rd</sup> inning of the Game. The only exception to this rule is if prior agreement between both the manager and parent(s) has been made for the safety of the player, and the opposing manager shall be notified. Defense: Every player must play at least one inning in the outfield prior to the conclusion of the 3<sup>rd</sup> inning.
- G. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two consecutive innings. A player who starts an inning in the defensive lineup shall complete the inning in the defensive lineup, unless prevented from continuing by injury or illness.
- H. A ball thrown outside the fence becomes a “dead ball” and each base runner is entitled to one base.
- I. If the pitcher catches a batted ball (before it touches the ground) within the confines of the six foot pitching circle, play will stop, the batter is out and all base runners are frozen.
- J. A defensive player must throw, not roll, the baseball to another defensive player. If a thrown ball bounces and/or rolls to the first baseman, it is up to the umpire’s discretion whether the pitcher intended to “roll” the ball. If the intent was to throw the ball, and it is caught on the bounce or roll before the runner reaches the base, then the base runner may be called out. If the ball is clearly rolled, then the base runner must be called safe. NOTE: if a player is consistently throwing a ball that bounces or rolls to first base, then the umpire may use this observation to conclude that the intent is NOT to throw the ball, and suggest to the manager that the player needs to be replaced in the next inning or the base runners will be called safe. The intent is NOT to let coaches abuse this rule by putting the same player at key positions (eg, pitcher) who consistently throws it halfway to first base and it rolls the rest of the way.
- K. Outfielders shall not be permitted to run with the ball into the infield to make an out. If an outfielder runs the ball in and tags a runner or a base, the runner shall be awarded the base.
- L. A base runner may not advance on overthrows on a play

*Questions concerning the Rules should be directed to the AYBA Board.*

*July 31, 2015*



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- M. Play is stopped when the ball is thrown inside the infield, which is defined as the dirt area, or is in control, by a defensive player in the dirt area of the infield. Runners will be awarded bases according to their positions relative to a line drawn across each of the four base paths at their midpoints. The lead runner will be the determinant in the event two or more players occupy the same base. If the defensive player fields the ball inside the infield, any base runner can advance a base. That is, a defensive player cannot field the ball and stop play before a base runner has the opportunity to advance a base. When the ball is hit to the outfield, runners must stop at the closest base when the ball hits the dirt infield. Closest base is based on the halfway marks drawn on the base paths. Base runners can continue to advance while the ball is outside the dirt infield (e.g. still in the outfield) even if the outfielder is holding the baseball. But once the ball hits the dirt infield, the runners must stop advancing (if at least halfway, the base runner can stop at the next base, otherwise the runner must go back at the umpire's discretion).
- N. The "Infield Fly Rule" does NOT apply.
- O. No 4 Year old player will be allowed to play first base or catcher. Any player playing the pitcher position must wear a protective and/or caged helmet. (Mandatory).
- P. The player playing the pitcher position must have one foot inside the pitching circle before an at bat begins.
- Q. The catcher (optional) must stand 10 feet behind the batter/plate. No squatting is allowed. Any player playing the catcher or pitcher position must wear a protective caged helmet. (Mandatory).
- R. There will be no leads offs or base stealing.
- S. There will be no bunting.
- T. Defensive standing on bases is not allowed.
- U. On defense, **each team must play a regular baseball infield – max of 6 players in the infield if playing with a catcher. 5 player max if not playing with a catcher.** Includes a pitcher, catcher (optional) and players at first, second, third base and short shop. All other players must play in the outfield positioned in the grass 10 feet behind the infield dirt.
- V. Teams have the option of playing with a maximum of 10 defensive players in the field or all players on their roster. Must follow rule V above.
- W. Catcher position is optional.
- X. For the entire season, players will hit the ball as described below
- Y. **Before the 3<sup>rd</sup> game of the season (Spring, Summer or Fall).** All players will hit the ball from a tee with each player being allowed up to five swings. If any swing results in the tee being knocked over, then the swing is considered a foul ball. If the fifth swing results in a foul ball, the batter shall be allowed only one additional swing. If the 6th swing is a foul ball or a strike or the tee is knocked down, then the batter will be coach assisted to hit. Both teams will bat thru their entire line-up.



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- Z. **After Spring Break (or starting with the 3<sup>rd</sup> game )** the League Representative has the discretion to implement the following. Dizzy Dean coach-pitch rules shall be followed with the following modifications. First, a coach-pitcher may throw overhand or underhand from anywhere outside the foul arc in a direct line to the pitcher's mound. Second, **a batter is allowed up to five pitches**, regardless of the number of strikes. Third, if the fifth swing results in a foul ball or a strike, the batter shall be allowed only one additional swing on the tee. If the 6th swing is a foul ball or a strike, then the batter shall use a tee and be coach assisted.
- AA. At the discretion of the League Rep starting with the 3<sup>rd</sup> game, teams can be given the option to play 3 outs or continue to bat thru their line-up before a ½ inning ends. In order to play 3 outs, both coaches must agree to it at the plate meeting. If there is a disagreement then both teams will bat thru their entire line-up regardless of how many outs the defensive team makes.
- BB. Note that if the adult coach is struck by a batted ball, then the ball is dead and the pitch does not count; it is as if the pitch never happened.
- CC. A batter will receive two warnings for slinging a bat. On the third occurrence, the same batter will be coach assisted and talked with before batting again.
- DD. A batted ball that does not travel on or outside a marked 10 foot radius of home plate is a foul ball.
- EE. There will be no abuse of the players on either team by parents, managers, and/or coaches. If a manager cannot control himself, his parents and/or his coaches, the game can be awarded to the opposing team.
- FF. The offensive team is **allowed 4 coaches on the field**: first base coach, third base coach, coach pitcher and a batting coach.
- GG. The defensive team is **allowed 4 coaches on the field**. One in left field, one in center field, one in right field and one in the area outside the dugout. The three defensive coaches in the outfield must stay behind the players in the outfield and cannot touch the players or the ball. The one infield coach must stay near their team's dugout to give instructions to the infielders.

## **Conduct and Sportsmanship**

It is the Head Coach's responsibility to manage and control their teams and to lead by example.

- Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and un-sportsman like conduct.
- All umpires and AYBA board members have the authority to eject anyone violating the conduct rules.
- Any player, coach, parent, or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot if needed.
  - First ejection – Leave game immediately and suspended from attending or participating in the next scheduled game.
  - Second ejection – Same as above, but with 2 game suspension
  - Third ejection – Suspended for rest of season including tournament.



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- Physical contact or violence involving a player, coach, or parent will result in automatic ejection from the game, a one game automatic suspension, and possible suspension from the league.
- If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by AYBA Commissioner.

AYBA may revise/alter rules at any time during a season if needed to enhance the program