

Taney Baseball 2017 AAA (7-8) Baseball Rules

1.0 Game Preliminaries

1.1 Age

Players must be at least seven (7) years of age but no older than eight (8) by August 31, 2017, unless otherwise stipulated by tryout committee.

1.2 Team

A team must have at least seven (7) players in order to play a game. A team with seven (7) players must take an "out" for the 8th and 9th positions in the batting order each time those positions come up to bat, provided there are no late arrivals (see Rule 1.5). A team with eight (8) players must take an "out" for the 9th position in the batting order each time that position would come up to bat, provided there are no late arrivals.

1.3 Player Equipment

All players must be in **full uniform** during the game (TYBA-issued shirt, pants, cap, and baseball socks), or they will **NOT** be allowed to play. There will be no exceptions to this rule! All players must wear proper footwear, either sneakers or nonmetal cleats. All batters and base runners must wear protective head gear. Male catchers must wear protective cups.

1.4 Forfeits

A team forfeits a game if seven (7) players are not available within 15 minutes of the scheduled game time. The teams are welcome to scrimmage, but the game is officially a forfeit

1.5 Late arrivals

If a player is not at the field when the first pitch is thrown, the player goes immediately to the bottom of the batting order when he or she arrives.

1.6 Missed At-Bats (sick, injured, early departure)

If a player misses an at-bat, the team takes an "out" for the first missed at-bat. If a player misses a second at-bat, that player is ineligible for the remainder of the game, but no further "outs" are taken, subject to the minimum player rule above (i.e., if there are less than 9 batters, an "out" is taken for the missing batters).

1.7 Medical Release Forms

A completed medical release form for each player must be available at every practice and at every game. Without a completed medical release form or a parent present, a player is not eligible to participate.

1.8 Field dimensions

Standard Little League (60 feet pads) with pitching rubber 40 feet away from the back corner of home plate. Any error related to field dimensions shall be corrected immediately upon discovery of the same.

1.9 Applicability of Rules

To the extent not covered in these rules, standard rules of baseball apply. These rules and the standard rules of baseball may not be amended or disregarded by any manager or coach for any reason, even if both teams agree.

2.0 The Game

2.1 Games are six (6) innings in duration unless halted for bad weather or lack of light. A game is not official until three (3) full innings have been completed, or the home team is leading at the bottom of the 3rd inning, unless called due to the 1 hour, 45 minute rule (see Rules 2.2, 2.3, and 2.4).

2.2 **The scheduled start time changes ONLY if games are delayed due to bad weather, field conditions, late umpire, or the prior game running late.** (The scheduled start time does NOT change if a team is waiting for a minimum number of players, for example.)

2.3 If at one (1) hour and 45 minutes from the **SCHEDULED** start time (see Rule 2.2) the game is still on, whatever inning the game is in at that point is the last inning that will be played. If the third out of the bottom of an inning is made within one hour and 45 minutes from the start time, the next inning will proceed and will be the last inning that will be played, with the following provision: in the regular season, if the home team is leading by more runs than the number of the visiting teams' eligible batters in the bottom of any such inning, the game shall end no

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later than two (2) hours from the scheduled start time, regardless of whether the inning began before the 1:45 mark. (Note: the time rule applies to the third out of the bottom of the inning, *not* the first pitch of the next inning.)

2.4 If a game is called due to time as set forth in Rules 2.1 to 2.3, then the score of the game stands. If the game is stopped due to bad weather or lack of light, then three (3) full innings must have been played in order for the game to be official. If such stoppage occurs during any inning after the third inning, the score reverts back to the score of the previous full inning.

2.5 A game that ends in a tie is scored a tie (unless it is a playoff game, where extra innings will be played).

3.0 Pitchers and Pitching Machine

3.1 Both teams should have their pitching machines at each game, but the visiting team's machine is the one to be used for the game. The pitching machine shall be used for the first four (4) innings of a game only. Speed on the machine and distance from home plate (+/- 40 ft.) will be determined by both coaches before the game. .

3.2 There is a **maximum** of six pitches per batter (except if the sixth pitch is fouled off; see below). The batter may look at the first five pitches but must swing at the sixth. Three swings with no contact on the third swing constitute a strikeout. If a batter looks at the first five pitches and swings and misses the sixth, it is a strikeout. If the batter fouls off the sixth pitch or any consecutive pitches thereafter, he or she continues batting until a ball is put into play or a swing-and-miss occurs. There are no walks.

3.3 A batting team coach shall be solely responsible for feeding the ball into the pitching machine. During any such inning, the umpire may in his or her judgment deem a pitch un-hittable and such pitch shall not count against the batter's maximum six pitches.

3.4 Players pitch the fifth and sixth innings of each game (subject to time limits imposed by Rules 2.1, 2.2, and 2.3), but no individual player may pitch more than one (1) inning per game. One ball thrown constitutes one (1) inning pitched.

3.5 Players continue to pitch during extra innings in a playoff game, for the 7th inning only, subject to the limitation in Rule 3.4 that no individual player may pitch more than one (1) inning per game. If a game goes to the 8th inning, they will go back to the pitching machine and continue using that until a winner is determined. Only one pitching machine, determined by the commissioner, will be used for the all playoff games.

3.6 In any half inning, after the batting team receives a combined total of three walks and batters hit-by-pitch, only two additional batters on that team may be walked, and only after eight called balls. Batters will still be awarded first base if hit by a pitch. After the batting team receives a combined total of five walks and batters hit-by-pitch, no additional batter on that team may receive a walk. Each subsequent batter will have three strikes and unlimited balls, and may reach base only by hitting the ball into play and reaching base safely or if hit by a pitch. This rule applies to the total number of walks and hit-by-pitch in a half inning regardless of whether the team in the field changes pitchers during the inning.

3.7 A coach is allowed one (1) conference with a pitcher per inning. A second trip to the mound in the same inning must result in the substitution of the pitcher.

3.8 Any pitcher hitting three (3) batters total per game **MUST** be removed, resulting in the substitution of a different pitcher. The new pitcher is subject to the same count rules already applied in that inning pursuant to Rule 3.5 (e.g., 8 balls for a base on balls).

3.9 There are no balks.

3.10 Any team violating the pitching eligibility in Rule 3.4 shall be penalized as follows: (i) if the subject team wins the game in which the violation occurs, that team shall forfeit the game; (ii) if the subject team loses the game in which the violation occurs, the manager of the subject team shall be suspended from coaching the next game played by his/her team; and (iii) if in the sole discretion of the Commissioner, it is determined that a violation

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was intentional, then the subject manager shall be suspended for the next two games played by his/her team and the ineligible pitcher will be prohibited from pitching in the next two games played by his/her team.

3.11 A new pitcher may take a maximum of eight (8) warm-up pitches from the mound.

4.0 Defense

4.1 There can be no more than ten (10) players on the field at any time and no fewer than seven (7) players. Teams are allowed four (4) outfielders or three (3) outfielders and one short fielder playing directly behind second base in the outfield grass. Only six (6) players are allowed in the infield prior to the pitch.

4.2 If there are only seven players, a coach may catch pitches (but may not make defensive plays).

4.3 No player may sit on the bench for two consecutive innings (unless subjected to disciplinary action previously approved by the Commissioner).

4.4 When the pitching machine is in use, for each pitch, until the pitch is hit, the pitcher's helper (1) may play no closer than 40 feet from home plate, and (2) must be positioned on either side of the pitching machine within three feet of either side of the machine.

4.5 A ball thrown in the infield, which touches the pitching machine or the batting team coach, will be ruled the same as a dead ball. Base runners may advance to a base only if they were at least halfway to that base at the time the ball hit the machine.

4.6 There is no infield fly rule.

5.0 Offense

5.1 Offense bats until three (3) outs are acquired or for one (1) full rotation in the batting order. All players bat regardless of whether or not they are playing the field.

5.2 There is no bunting. The umpire has discretion to call a half-swing a bunt.

5.3 If a batted ball hits the pitching machine or the batting team coach, the batter is awarded a single, and all base runners advance one base.

5.4 A runner may not leave the base until the ball crosses the plate or makes contact with the bat. The first offense results in a warning to that player's team, with an out being awarded to the next offender on that team. A base runner occupying a base is considered on the base if his or her foot is touching any part of the base. The foot must maintain contact with the base until the ball crosses the plate. It is not required that a player on base have a foot on the top surface of the base as long as a foot is touching, or next to, the side of the base.

5.5 There is no stealing.

5.6 There is no "dropped third strike" in effect.

5.7 On any ball hit to any infielder, the batter may run no further than first base. All other base runners may advance no farther than **one** base from the base they possessed when the pitch was thrown and always at their own risk. If the play is made to a base other than first, runners (except for the batter) may advance one base on an overthrow/misplay and the ball shall then be deemed dead.

5.8 Other than overthrows, which are subject to Rule 5.7, a ball will be deemed dead if it enters dead ball territory or when an infielder gains full control of the ball thrown from the outfield within the infield dimensions, which is subject to the final interpretation of the umpire. The dead ball areas are defined by the umpire and the managers before the start of the game, following the guidelines discussed at the coaches' meeting. In the case of a dispute, the umpire's decision is final. For balls entering dead ball territory, the umpire shall award bases as set forth in Rule 5.7.

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5.9 If, in the opinion of the umpire, an infielder is attempting to make a play anywhere, then time will not be called, subject to Rule 5.7.

5.10 Slide or veer to avoid contact rule is in effect when the fielder is in possession of the ball while in proper defensive position. Under these circumstances, the runner must slide or veer to avoid contact or the runner is out. There are no head-first slides (except when returning to a base), or the runner is out.

5.11 With two outs, in every inning but the last, a catcher on the base path must be replaced with the player making the second out in that inning. The catcher must catch the next full inning.

5.12 The maximum barrel diameter of all bats used in TYBA games is 2 1/4 inches. For all non-wood bats, the maximum performance standard is a Bat Performance Factor (BPF) of 1.15. All non-wood bats must display a manufacturer's printed BPF rating of 1.15 or lower on the barrel and/or one of the following statements: "Approved for Play in Babe Ruth Baseball" or "Approved for Use in Little League Baseball." Wood bats are not subject to any BPF limitation. All bats not conforming to these regulations shall be considered illegal bats and shall be promptly removed from the game. Any player who reaches base safely (including a walk or hit-by-pitch) while using an illegal bat shall be declared out and all runners shall return to the bases each occupied when the batter first took his or her position in the batter's box, upon appeal of the manager or coach of the defensive team. The appeal by the defensive team must be made prior to the first pitch to the next batter.

6.0 Coaches

6.1 Teams are permitted to have one (1) coach in the outfield with their players when their team is in the field. All other coaches and the manager MUST be in the dugout behind the fence.

6.2 Only an adult, or child aged 13 or older, may be a base coach. A base coach under the age of 16 must wear protective head gear.

6.3 If a base coach touches a player, that player is out. An outfield coach may not touch a player when coaching.

7.0 Umpires and Officiating

7.1 An umpire has the power to eject any player, manager, coach, spectator, or any other person associated with a team who does not conduct him/her/self in accordance with the Taney Rules of Conduct. The offending party must vacate visual proximity of playing field. If the offending party does not vacate visual proximity of playing field, the team with whom the offending party is associated will forfeit the game.

7.2 No judgment calls may be protested. A game may be protested only if there is a violation or misapplication of a written Taney Youth Baseball Association rule or standard rule of baseball. Protests must be in writing to the Division Commissioner no later than 48 hours from the time of the incident.

7.3 Any player inadvertently throwing equipment will result in a warning to that player's team, with an out being awarded to the next offender on that team.

7.4 Any player deliberately throwing equipment may be immediately ejected by the umpire.

7.5 Score should be checked every inning with team scorekeepers. If there is a dispute, the score is to be checked with the umpire. The umpire's decision is final.

7.6 Only a single manager or coach from each team may review ground rules with an umpire before the start of a game. Regardless of who a team's manager is, only that team's coach who reviewed ground rules with the umpire before the start of the game is permitted to question the call of an umpire or discuss any other game issue with the umpire on behalf of that team. Managers are advised to make sure they participate in the pre-game review of ground rules with the umpire.

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8.0 Eligibility for Playoffs and Tournament Teams

8.1 To be eligible for TYBA intramural playoffs, a player must have played in at least the minimum number of intramural regular season games indicated below (depending on the total number of regular season games the player's team plays):

10 game season -- at least 6 games

11 game season -- at least 7 games

12 game season -- at least 7 games

13 game season -- at least 8 games

14 game season -- at least 8 games

For purposes of Rule 8.1, to play in a game means to be at the game, ready to play, and on the team's bench or playing in the field for the full duration of the game.

The Commissioner of a league may grant a waiver from this rule in cases where a player missed games because of injury or medical condition. In considering a waiver request, a Commissioner may require information from the player's coach, parent or guardian of the injury or condition.

8.2 A player who is not eligible for TYBA intramural playoffs because of not having played at least the minimum number of games required by Rule 8.1 above, also is not eligible to play for a TYBA tournament team.

ALWAYS HAVE A COPY OF THE RULES HANDY AT ALL GAMES!

Please use your common sense in applying these rules. Don't be too literal and think of the spirit in which they were written