

# Bluffton Youth Sports



## AA League Rules

1. The time limit for the games will be 1 hr. and 15 min. or six innings, whichever comes first. Game time is forfeit time. There is a 15-minute grace period before the first game of the day (note: grace period DOES count as game time except when delay is due to umpire or field preparation).  
**(Fall Ball Exception: The one hour and 15 minute time limit ends the game. We do not complete the inning as we are not keeping score)**
2. Each game shall have a 1 hr. and 15 min. time limit. No inning is started after this time limit has elapsed from the start of the game. In the case of a tie game, a max of one extra inning can be played (if still tied after 1 extra inning, the game will end in a tie). No new inning in the first game will start after 7:30. Inning start time begins immediately after the third out of the previous inning. No new inning will be started after 9:30 p.m. on school nights, Monday – Thursday. Tie games and incomplete games may be made up at a later date if necessary.  
**(Fall Ball Exception: 1 hour and 15 minutes total game time)**
3. Pitching machines are mandatory. In the event the pitching machine malfunctions or the ball lands in front of the plate it will be called a dead ball and the pitch will not count, even if the child swings at the pitch. In this case or if the coach feels the machine is not pitching correctly, with the permission of the umpire, the coach may adjust the machine. The Coaches may have a minimum of three (3) pitches and a maximum of five (5) adjustments in between innings. The speed of the pitching machine must be set at 40MPH.
4. The batter receives five (5) pitched balls unless he makes three strikes, making an out before the fifth pitch. Unless the batter swings and misses, no strikes will be called. If the fifth pitch is tipped, the batter continues to receive pitches until he lets a pitch by, strikes out, or gets a hit.  
**(Fall Ball Exception: All Batters receive up to 5 pitches to hit the ball regardless of how many strikes they make)**
5. The batter will be warned once for slinging the bat. The second time it occurs will result in the batter being called out.
6. All players are required to play at least every other inning in the field. No player is to sit on the bench for two consecutive innings. (Exception: disciplinary action agreed to by parent and coach.) **Further, no player will sit for a second time until everyone in the lineup as sat at least once.** A coach may be suspended for not complying with the participation rule.
7. All teams will bat completely through the order regardless of how many players there are on each team. All players present shall be listed in the batting line-up, late players will be added to the bottom of the line-up. After 3 outs though, teams should switch sides.

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8. There will be a 7 run per half inning or 10 batter maximum per half inning rule, except in the final inning of the game (i.e. the 6<sup>th</sup> inning or extra innings).
  - a. Should the tenth batter of the inning come to bat before 7 runs are scored, the batting team coach will announce that to the umpire and opposing coach, and the team in the field will end the play by either making the play/out, returning the ball to the pitcher in the circle (anyone not more than half way to the next base returns to their base), or any defensive player has possession of the baseball while standing on home plate. If the runner is at least half way to the next base, they may advance to that base. If the player is not yet half way to that base, they will be called back to the previous base.
  - b. Regardless of number of batters in a half inning, a team cannot score more than 7 runs in any inning except for the final inning (i.e the 6<sup>th</sup> inning or extra innings). Once a team has reached 7 runs, even if it is during a batted ball play, the ball will be dead, no other runs will score, and teams will switch sides. Therefore, if the bases are loaded, and 6 runs have already been scored in that half inning, and the next batter hits a ball to the outfield, only the first run will count towards the official score book.
9. **Batting Participation Rule:** A game cannot end until everyone in the batting lineup has batted at least once. In the event that the 15 run rule would come into effect before the losing teams' players have all batted, there will be another inning played with the losing team batting first (regardless of whether they were the home team). The losing team must get the score below the 10 run threshold in this additional inning, otherwise, the game will be over after their at bat.
10. The offensive team has the option of removing their catcher for a pinch runner once they get on base to help speed up the game. The catcher will be replaced by the runner that made the last recorded out, even if it was from a previous inning.
11. **Sliding Rules:**
  - a. **Home Plate Sliding:** On any play at the plate, the base runner must slide into home. Any runner who "runs over" the catcher with no intent to slide will be called out, and could face further disciplinary actions by the league.
  - b. **Head First Sliding:** There is no head first sliding into any base, unless the runner is diving back towards the bag they just came from.
12. Ten defensive players are allowed on the field. However, only six are allowed on the infield (C, P, 1B, 2B, SS, 3B), the remaining four will play in the outfield (20 ft. beyond the baselines or in the grass). A team with only nine players must place a catcher behind home plate and three players in the outfield. A team with only eight players must place a catcher behind home plate, and 2 players in the outfield.
13. The "coach pitcher" **MUST** remain inside the circle at all times, and may not coach any offensive players on base paths. After two warnings, the "coach pitcher" shall be replaced with another coach. If a batted ball inside the pitcher's circle hits the "coach

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- pitcher” or pitching machine, the batter will be awarded first base and all runners move up one base.
14. On defense, the “player pitcher” **must wear a helmet with a mask** and have one foot in the twelve-foot circle, and remain even with, or behind the machine until the ball is hit. The Pitcher is required to attempt to field any throw that comes within the circle. All play is stopped when the ball is returned to the pitcher. Any thrown ball that comes through the twelve-foot pitchers diameter and missed by the pitcher will also stop play.
  15. After the BYS Spring Break time off, the pitcher must have control of the ball in the circle to stop play.  
**Fall Ball Exception: Any thrown ball that comes through the 12 foot diameter pitching circle will stop play for the first 5 scheduled games of the season. The remainder of the season, the pitcher must have control of the ball in the circle to stop play.**
  16. Two defensive coaches are allowed on the field during games until the BYS Spring Break time off. One coach must be located in the outfield area (20 feet beyond the baselines). The other coach must be located behind the catcher next to the backstop to help retrieve balls the catcher may miss to help speed up the game. All other instruction from defensive coaches must come from the dugout area. After Spring Break time off, the only defensive coach allowed on the field will be located behind the catcher next to the backstop.  
**(Fall Ball Exception: Two defensive coaches are allowed on the field for the entire game, and should be located as detailed above)**
  17. Offensive instruction may consist of two base coaches who may not physically assist players in running the bases.  
**(Fall Ball Exception: During the fall season, these coaches are also the “umpires” under the honor system as there are no umpires provided for this season. We do not keep score during this season, so team coaches should work together to make the correct calls).**
  18. NO Bunting is allowed. No stealing or leading off. No intentional rolling of the ball. There is no infield fly rule, as runners advance at their own risk. Any player that slides heads first into a base will be called out (tripping into the base will not count as sliding head first).
  19. Tball bats are permitted.
  20. Base runners can advance a maximum of one base on an overthrow to first base and third base.
  21. Bases shall be 60 ft. apart. The pitchers mound shall be 46 ft. from the point of home plate.
  22. Home team will be responsible for keeping the official scorebook, and is responsible for posting the final score on the website.  
**(Fall Ball Exception: Official score will not be kept or entered on the website, but a scorebook should be kept to assure the 7 run max/inning is adhered to)**

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23. Games shortened by reason of curfew, or acts of God will be resumed at the point of termination. If both teams have batted four times or in the case of home team leading after three and a half innings, the game shall be considered a completed game. No game can be called until all batters have batted at least once, even in the event a team is winning by 15 runs after 3 innings (this score at this point will still be the final score however). If this occurs, see Rule #9.  
**(Fall Ball Exception: Games will not be continued or made up during the Fall Season)**
24. If a team does not have enough players to play a scheduled game due to a school function or a school holiday, the coach of this team must give 7 days notice in writing to B.Y.S. Otherwise game will result in forfeit.
25. Minimum number of players for a regulation game is eight (8). Less than 8 will result in a forfeit. Any games played with only eight players will be reported to Bluffton Youth Sports to follow up with missing player's explanations. If a team plays with eight (8) players the ninth spot in the batting lineup will be counted as an out, even if it is the first out or last out of the inning. Any teams playing with only 9 players will not have to take an automatic out.  
**(Fall Ball Exception: There are no automatic outs during fall ball season, regardless of the number of players)**
26. Any player, coach, or spectator that is removed from the game by an umpire or B.Y.S. staff member will be suspended for the teams next scheduled game. A second offense may result in the coach, player or spectator being suspended indefinitely. The umpire has complete jurisdiction of the field until he has left the parking lot. All Code of Conduct Rules will apply.