

Yorktown Athletic Club

Minors Division League Rules

The Minors program is designed to continue providing fundamental instruction while placing more emphasis on game situations. All Participants are allocated onto teams that will practice once per week. Each team will play one or two games per week lasting six innings (no inning to be started after 1:40 minutes). Each team will play no more than 10 fielders (6 in the infield, 4 in the outfield). There is a must play rule meaning that every player must play at least 3 innings in the field per game. And Roster batting will be used.

Rules for Minor league: Official Little League Rules as outlined in the "Official Regulations and Playing Rules booklet will be observed at all times, except for the rules adopted by the Yorktown Athletic Club, and described below:

Game Schedules : The Minor league game schedule, as determined by the Minor League Commissioner, will be strictly adhered to. Coaches will not be allowed to re-schedule games for any reason unless authorized by and handled by the Minor League Commissioner.

Postponements : The Minor League Commissioner will determine postponed games. If the fields are not playable, cancelled games will be posted via email and or the YAC website. Parents should check email prior to all games where the weather is questionable.

Team Uniforms : In the Spring Minor league teams are provided a complete uniform by the YAC, including hats, jersey, pants, socks. In the fall players are provided Jerseys and hats only. Each player should wear their entire uniform on game day, without substitution (no other hats please).

Game Umpires : All individuals involved with the Minor league baseball program should show respect for all of our umpires. (See general rule #9 for additional comments)

Field Responsibility : It will be the responsibility of the coaches to provide 3 volunteers (from each team) for field prep at 7:30 am (there is a maximum of 4 bags of speedy dry that can be used per field) Note volunteers will also be needed to rake the fields after the game as well.

Playing Time: All Players attending a game are required to play a minimum of three (3) innings in the field. Innings need not be consecutive. And at least 1 of those innings needs to be in the infield.

Defensive Players : A maximum of 10 players is allowed on the field at any time. All outfielders are required to be in position on the outfield grass.

Roster Batting : A Team's entire roster will bat in order, throughout the game.

5 Run Rule : A half inning will end when the defensive team records 3 outs or when a team scores 5 runs. On the play that scores the 5th run in an inning, additional runs will be counted until that play is completed. Example: 4 runs are already in for the inning and there are bases loaded. A hit scores 3 runs; all 3 runs will count giving that team a total of 7 runs for the inning. **In the last inning, 3 outs are required, regardless of the number of runs scored. When the umpire declares that an inning is the last inning due to reaching the no-new inning time (1:40), there will be unlimited batters in that inning until 3 outs are made. However, if the visiting team was limited to 5 runs (before the time limit call), then the home team will also be limited to 5 runs.** Example (it is the top of the 5th inning and the time is getting close to 1:40 since the start of the game, at some point in that part of the inning a Coach or Umpire should notify the other coach

that due to the time limit, we are now in **THE LAST INNING OF THE GAME.**) If this was not realized until the bottom of the 5th inning and the away team was limited to the 5 run rule in their half of the inning then the Home team will be limited to the same 5 run rule as well.

Mercy Rule –A team trailing the leading team by 12 Runs after 4 FULL innings, (3 ½ with the home team ahead) shall concede defeat immediately. It would be drop dead after the 4th Inning – any time a team goes up by 12 runs the game will be considered over, no last licks needed after 4 innings.

On Deck Batter (warm up): On deck batter will **only be permitted if there is an enclosed designated area.** No open area, on deck batters.

Substitutions: Defensive player substitutions may be made freely throughout a game. However once a pitcher has been removed from the game as a pitcher, **he may not re-enter the game as a pitcher.**

General Rules of Play

1. A teams head coach will identify to the home plate umpire their first base coach, 3rd base coach, bench coach and scorekeeper. All other person's (parents, sibling, friends, etc.) are requested to remain away from the bench area, from behind the backstop and away from the field of play.
1. Heart guards are mandatory for all players. All Male players should wear a protective cup. A protective cup is Mandatory for all catchers, including those players who warm a pitcher between innings. Additionally, any player warming up a pitcher, either on the field or on the sideline MUST wear a catcher's mask. This is a safety issue, and will be strictly enforced.
1. All Batters and base runners must wear batting helmets – **NO EXCEPTIONS.** If while running on the bases, the runner's helmet falls off, he must stop and put it on and continue running, or may continue running and stop at the next base. This is a safety concern and will be strictly enforced.
1. **JEWELRY OF ANY TYPE IS NOT PERMITTED TO BE WORN ON THE FIELD.** This includes but is not limited to watches, rings, pins, earrings, necklaces or other metallic items. If a child is seen wearing jewelry during the game, the game will be stopped and they will be asked by the umpire to remove it before play can resume. Medical bracelets or necklaces are the only exception, and it is suggested that these items be left on or near the team bench whenever possible.
1. All Pitching Changes/substitutions must be reported to the Home plate umpire.
2. Bats – The bat may not exceed 33" in length and the bat barrel may not exceed 2 5/8" in diameter. **All certified and stamped USA bats** are allowed. We no longer allow 1.15 BPF bats. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed. If an illegal bat is found in the course of a game, the bat will be removed and both teams will be issued a warning on the use of an illegal bat. If a second illegal bat is found during the course of a game, the bat will be removed and the player using the bat as well as the coach will be ejected from the game. Further instances of the use of an illegal bat can lead to expulsion from the Yorktown Athletic Club. **THIS IS A SAFETY ISSUE AND WILL BE STRICTLY ENFORCED BY THE YAC.**
3. An official game will consist of at least 3 ½ innings (where the home team is leading at the conclusion of 3 ½ innings of play), or 4 innings (if the visiting team is leading at the

end of 3 ½ innings, the home team is given three at bats in the fourth inning.) An official game can be called in this manner if rain forces the end of the game. Games that are tied after 4 innings or more have been played, may be suspended (due to bad weather) and continued at a later date from the point of suspension. As noted above, all general pitching rules will remain in effect for suspended games. Tied games of less than 4 innings that cannot be completed due to bad weather will not be suspended. Unofficial games (not yet reaching the above length) are suspended and played the next day (only in the playoffs meaning **we do not suspend games in the regular season**). The games will be rescheduled and replayed from the first inning. **Note: no inning starts after 1:40 minutes.**

1. Once a game has started, the Home plate umpire will have the sole discretion to call a game because of darkness or bad weather. If the possibility of lightning exists, the game **MUST** be suspended and the players removed from the field until the threat of lightning has passed.

Thunder & Lightning Policy – Thunder and lightning necessitates that games be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning. With any weather in the forecast, please set up a plan for shelter prior to the start of a game. When thunder is heard and/or when lightning is seen, the following procedures should be adhered to: Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car). Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems. After thunder and/or lightning have left the area, wait 30 minutes after the last boom is heard or strike is seen before resuming the game.

1. As noted our umpire crews are made up of young adults, some who are only in middle school. These individuals should be respected, even when a bad call is made. **ABUSE OF UMPIRES IN ANY FORM VERBAL OR PHYSICAL WILL NOT BE TOLERATED BY THE YAC AND IS IN DIRECT VIOLATION OF THE YAC CODE OF CONDUCT.** Individuals found being abusive to umpires, whether it is a coach, players or parents will be asked to conduct themselves in an appropriate manner. Where the abuse continues, the offending individual will be asked to leave the area surrounding the ball field. Future occurrences of abuse can lead to further disciplinary action, up to and including expulsion from the YAC. These young people should be praised for their commitment to youth baseball in Yorktown. We may not agree with all the calls they make, but they have offered their services when others have not. We should encourage their involvement in the YAC baseball program, and offer constructive comments when appropriate.
1. Protest will not be allowed.
1. A team must consist of a minimum of 7 players in order to start a game. When this happens the coaches are encouraged to play the game with the team having the more complete roster, supplying the “defensive players” For the team that is short. Teams that are short will be made whole up to a maximum of 9 players. The defensive players will still bat with their team, and will rotate when their spot in the order comes to bat. If a

pattern of non-attendance of players continues, the Commissioner will discuss this with the coach that is involved.

1. Speed-up Rule – with any number of outs, running for the Catcher, pitcher OR INCOMING catcher, pitcher is allowed. And with 2 outs it is required for the catcher. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on base.
1. Bunting, stealing, and tagging up on a fly ball is permitted. **There is NO limit on steals per inning per team, and the steal of home is allowed.** Runner may lead and/or Steal a base (after ball passes home plate) at their own risk and is subject to pickoff. (ex. if a pitcher or another fielder attempts a pickoff of a baserunner and the ball gets away or is overthrown that baserunner may advance 1 base at their own risk) Players are not allowed to take an extra base on an overthrow when stealing. (ex. player steals 2nd base, catcher overthrows 2nd runner cannot go to 3rd base.)
1. Stealing / Leaving a base – a player can lead after the ball passes home plate. Where a runner leaves a base early and reaches the next base safely, the runner will be returned to their original base, and all other runners will be required to return to their original base as well. However if the runner is thrown out by a defensive player on the play, the runner will be called out, and all other runners will be required to return to their original base. The umpires are the only individuals that can call this play. If an umpire does not see the runner leave a base early, then the runner has not left the base early. Coaches and players are prohibited from arguing this call with the umpires from the bench! When the umpire sees this infraction, the umpire will issue a warning to the coaches of both teams. Where a base runner is returned to their original base, and subsequently leaves the base early again the umpire will call the base runner out and return all other base runners to their original base.
1. All base runners must slide (feet first) OR avoid contact when advancing to 2nd, 3rd or home plate when a defensive play is being made at those locations. Where a base runner fails to slide or intentionally runs into or over a defensive player, the base runner will be declared out. For the safety of the player, **head first sliding is prohibited (unless they are returning back to a base)** When any of these situations occur, the umpires will issue a warning to both teams. If a similar play occurs again in the same game, the offending player will be ejected from the game.
1. Catchers are prohibited from blocking home plate from a base runner by kneeling on the third base line whether they have the ball or not. Again this is a safety concern. Catchers who have received a throw from the field are allowed to straddle the third base line in front of home plate and wait for the runner to slide. By straddling the third base line the catcher can still apply the tag before the base runner reaches home plate. With the catcher in this position there is less likely the chance of injury to either the catcher or the runner sliding into the shin guards. **Where the catcher illegally blocks home plate from the base runner, the base runner will automatically be awarded home plate and the run will be scored.** Where the catcher is awaiting a throw from the field, they should set up on either side of the third base line. This set up position by the catcher while awaiting the throw reduces dangerous collisions at home plate, while still allowing the catcher to make a play on the runner advancing to home plate.

1. If a batter throws their bat at any time, the umpire will issue a warning. If the same batter throws their bat a second time, the batter will be automatically called out for that plate appearance. If the batter throws the bat a third time, the batter will be automatically called out and ejected from the game.
1. Base runners will be awarded one base on throws into dead ball territory. **Base runners can only advance 1 base due to an overthrow** on any single continuous play.
Example: If a base runner advances to second on an overthrow to first, the play is dead even if the defense over throws again to second base.
1. The **infield fly rule will not be used** in the Minor league. Any pop up within the infield is considered a live ball and the runners advance at their own risk.
1. On Deck batters are NOT allowed in the Minors Division. The only player allowed to have a bat in their hand will be the player up at bat. This is a safety issue and will be strictly enforced.
1. Slash-Bunting is not permitted. Once a player squares around to bunt he/she must either bunt or take the pitch. If they make any attempt at swinging they will be called out, regardless whether contact was made or not.

Pitching Rules

1. A pitcher may not pitch more than 3 innings or (70 pitches) per day. Total of 7 innings per week (week is Monday to Sunday). A pitcher may not re-enter the game as a pitcher once removed from the game.
1. If a player pitches a single pitch in a game, that player will be required to have one full calendar day to rest before they can pitch again. A full calendar day begins on 12:01AM on the day following the pitch and ends at 11:59 PM. (Example: A player who pitches on Monday is not permitted to pitch again until Wednesday. Regardless of how many innings they pitched.)
1. Any question on the pitching eligibility of the player should be settled prior to the 1st pitch of any game (for a starting pitcher), or before the 1st pitch of any relief pitcher entering the game or after the game has started. Any violation of this rule will result in a forfeit by the team in violation.
1. **Breaking balls of any kind are not allowed.** If the umpire feels that a breaking ball was thrown deliberately, they will call the pitch a ball and deliver a warning to both coaches. If the umpire determines that a pitcher then throws another breaking ball, the umpire will remove the pitcher from the game and the player will not be allowed to pitch for the remainder of the game.
1. A pitch delivered by the pitcher who is not in contact with the pitching rubber will be called "no pitch" and the runners will not be allowed to advance.
1. **Balks** – There are no balks, Illegal pitches or quick pitches will be recorded as balls.
1. Intentional walks are not allowed.
1. Coaches are allowed two trips to the mound per inning, on the third visit the pitcher must be removed. Once a pitcher is removed he can no longer pitch in that game. The only exception to this rule is due to an injury.
1. It is **recommended** that a pitcher be replaced if he walks 4 batters in an inning, or hits 2 batters in an inning. (A pitcher that has little or no control and poses a threat to the safety of the batters will need to be removed)

Pitcher Safety – YAC has adopted the Pitch Smart Compliance Program. Please adhere to the very specific documented pitching limits in the chart following. This is an ENFORCED RULE. Pitch limits and “Daily Max” are HARD STOPS – meaning there is no exception for the pitcher to finish the batter. Teams should communicate between innings – to properly document pitch counts. In areas of disagreement – HOME TEAM owns OFFICIAL PITCH COUNT. Pitch Smart is a safety rule, so ALL PITCHING, regardless of league is relevant. Meaning a pitcher’s daily limit would include pitching in a local rec game, in addition to a travel game the same day.

GHVBL PITCH SMART RULES

AGE	DAILY MAX	REQUIRED CALENDAR DAYS REST & NUMBER OF PITCHES					
(Division)	(Hard Stop)	0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7U & 8U	50	1-20	21-35	36-50	N/A	N/A	N/A
9U & 10U	75	1-20	21-35	36-50	51-65	66+	N/A
11U & 12U	85	1-20	21-35	36-50	51-65	66+	N/A
13U & 14U	95	1-20	21-35	36-50	51-65	66+	N/A
15U & 16U	95	1-30	31-45	46-60	61-75	76+	N/A
VARSITY	105	1-30	31-45	46-60	61-80	81+	N/A
COLLEGE	120	1-30	31-45	46-60	61-80	81-105	106+
9U EXAMPLE	45 PITCHES WEDNESDAY	THU = 0	FRI = 1	SAT = 2	SUN = 3	MON = 4	TUE = 5
12U EXAMPLE	76 PITCHES WEDNESDAY	THU = 0	FRI = 1	SAT = 2	SUN = 3	MON = 4	TUE = 5

COACH TRIPS TO MOUND

Coach may make two trips per inning (for each new pitcher). At any time during the game, a pitcher receiving a 3rd visit from a coach MUST result in removal of the pitcher.

Catching/Pitching Restrictions

No restrictions on pitchers going to catch or catchers going to pitch

Playoffs (Single Elimination)

All teams make the playoffs – Higher Seed will be home team.

Seeding will be based on a point system for regular season games. 3 points for a Win, 2 for a tie and 1 for a loss.

Tie breaker for two teams at end of season will go first to head to head then to RUNS AGAINST for SEASON

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MINORS AGES 9-10 YEAR OLDS

YAC BASEBALL MINORS DIVISION (Ages 9 & 10)

The Minors program is designed to continue providing fundamental instruction while placing more emphasis on game situations. All participants are allocated onto teams of approximately 10-13 players. Teams will practice once per week. Each team will play games lasting six innings or approximately two hours. Games are currently scheduled to be played on Saturdays at 9:00 am & 11:00 am, with some midweek night games "under the lights"

In the spring the Minors division will also have a skills evaluation to assist in helping the coaches balance their teams.

Items each child should have to play Ball:

A heart guard shirt

A protective cup

A fielding glove

a Bat (USA Bat) and a Batting helmet

Cleats

During the spring Season YAC will provide a jersey, pants, socks and baseball hat. During the fall Just a Jersey and hat are provided to each player.