

Arapahoe Youth League



2026 Baseball Rules

ARAPAHOE YOUTH LEAGUE
2026 General Baseball Rules

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THE MISSION/SCOPE OF THE AYL BASEBALL BOARD

Arapahoe Youth League (AYL) Baseball is a community-based baseball program that works diligently to provide the best competition, fields and umpires for the development of youth athletes within our AYL Member Club Territories, while maintaining the spirit of community (our neighborhood) teams competing against each other. To support this mission, AYL Baseball offers three (3) levels of competitive baseball; our HS-Prep League, our Competitive (AAA/Majors) League as well as our Intermediate (AA) League.

HS-Prep ~ Upper and Lower Divisions of 7th and 8th graders only

Competitive ~ AAA and Majors Divisions consisting of ages 8U through 13U

Intermediate ~ AA program consisting of age groups 6U through 13/14U

~ 6U and 7U age divisions are coach pitch

~ 8U age divisions are modified coach pitch

~ 9U through 13/14U age divisions are full kid pitch

The AYL Baseball Board has made and will continue to make efforts to update and amend the AYL Baseball Rules for accuracy and to adapt to current and relevant new rules for each new baseball season.

These AYL Baseball Rules are provided “as is” and to the fullest extent applicable, are the guiding principles for AYL Baseball, however, the AYL Baseball Board retains **BROAD DISCRETION** and does reserve the right to change, amend and/or to make exception to any rule as deemed necessary, and without limitation, by looking at any circumstance that warrants such action. These changes, including change in content, description, terms, etc. may be made at any time without notice by a majority Board vote.

AYL By-Laws and General Principles of Operation, govern over all AYL sports. All non-baseball league rules are addressed in the AYL General Principles of Operation (GP’s). All references to the Board in this document will mean the AYL Baseball Board and/or its Delegates.

The current edition of the “National Federation of High School Associations Baseball Rule Book”, with associated modifications by CHSAA, shall govern all situations not addressed by the AYL General and Age Specific Baseball Rules.

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OVERALL GENERAL GUIDELINES

INCLEMENT WEATHER PROTOCOL: RAIN/LIGHTING

- When inclement weather approaches, especially for lighting, please take cover immediately.
- Go to a safe sheltered place or car; All players and coaches must vacate the field and dugouts. **DO NOT** stay on the field or in the dugouts.
- When lighting is in the area, within 10 miles, the umpire shall postpone the game for a time period of not less than 15 minutes. If it is determined, by the umpire, after 15 minutes the danger still exists, another 15-minute delay shall be called, after which if the danger or conditions warrant, or the fields are unplayable, the game will be suspended and may be: 1) resumed at a later date from where the game left off depending on the time left and innings played. Or 2) cancelled without rescheduling. See Rule 16.1
- All coaches and umpires are required to use the “My Lightning Tracker” app to monitor weather at all outdoor activities, including practices and games. Weatherbug, MyRadar and other apps are not preferred, but acceptable.
- Officials, Coaches, and players must not leave as the game will resume once any lighting danger or rain has subsided. The only entities that may suspend/postpone or cancel a game are the field umpires and/or VP of Baseball. Coaches should expect to be notified by the umpire if the game will resume. If the game is suspended, please refer to the following rules. (Rule 16.1) unless (Rule 15.6) applies.

TOBACCO & TOBACCO RELATED PRODUCTS GUIDELINES

The use of ANY tobacco products, dipping products or any electronic smoking devices such as e-cigarettes, vape pens or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires, parents and spectators) within the confines of the playing field, dugouts and viewing areas. Local facilities may have stricter policies prohibiting tobacco from facilities and parking areas. These policies, if any, shall be recognized and enforced during AYL events. Any violation of said rules are cause for immediate removal and suspension (see Rule 1)

ALCOHOL & ALCOHOL RELATED PRODUCTS GUIDELINES

The use of or presence of ANY alcohol products of any kind, shall be prohibited by all participants (including but not limited to players, manager, coaches, umpires, parents and spectators) within the confines of the playing field, dugouts and viewing areas. Local facilities may have stricter policies prohibiting alcohol from facilities and parking areas.

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These policies, if any, shall be recognized and enforced during AYL events. Any violation of said rules are cause for immediate removal and suspension (see Rule 1 below)

Rule 1 - Sportsmanship/Ejections

The AYL Baseball League is committed to promoting good sportsmanship, responsible behavior, and a positive environment for the youth of our community to play the game of baseball. AYL has a zero-tolerance policy regarding ejections and behavior. All coaches, players, and parents/spectators will be held to this standard.

1.1 Each Member Club is ultimately responsible for the conduct and sportsmanship of their coaches, players and parents/spectators. Similarly, each Head Coach is ultimately responsible for the conduct and sportsmanship of their assistant coaches, players, and parents/spectators.

1.2 If a Head Coach, assistant coach or parent/spectator is ejected because of their own actions, it will result in that person being given **at a minimum a One (1) league game suspension, potentially increased up to Three (3) games upon AYL Baseball Board review**, played by that team. Upon being suspended, they **may not attend** or **be on the premises** during the entire duration of the games played under suspension.

1.3 Player's ejections will result in a one (1) game suspension for that player.

1.4 If any person other than the Head Coach associated with said team (coach, player, or parent/ spectator) is ejected for **any** reason; the **Head Coach is also removed** and must leave immediately and for the remainder of that game.

It is the Head Coach's responsibility to know this rule, therefore, any Head Coach that does not voluntarily leave, will be removed from the next game played, in addition to a Member Club fine of \$100.00.

1.5 Any team who has any person (coach, player, or parent/spectator) ejected from a game but refuses to leave the playing facility within two requests from the umpire is subject to forfeiture of the game.

1.6 Any person (coach, player, or parent/spectator) who is ejected twice during the season will not be allowed to attend any more league games during that season without approval from the AYL Baseball Board.

1.7 If any coach, player, or parent/spectator is ejected during the final game of the season, the Member Club affiliated with the ejected person shall be subject to a **\$200.00** fine.

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1.8 The AYL Baseball Board retains broad discretion to impose additional sanctions on Clubs, coaches, players and parents for inappropriate or unsportsmanlike conduct as needed on a case-by-case basis.

1.9 Umpire incident reports are due within **48 hours** from the Umpire in Charge. If no umpire incident report is received within 48 hours to the VP of Baseball and/or the Club Delegate, then any such suspension **may** be rescinded.

1.10 CONTACT ~ Specifics: Avoid contact rule and language.

1.10.1 *Avoid contact rule:* Whenever a tag play is evident, a runner must make every effort to avoid contact with the fielder.
Runner may not jump over any player!

Note: All players are encouraged slide on all close plays to avoid a collision or interference. When contact is made it will be the umpire's judgment whether the runner created rough or deliberate contact. On a close play that the runner did not slide but did try to avoid a tag and or a collision and there was no intent to contact, the runner shall not be called out for not avoiding contact. Runners may not intentionally interfere by veering towards, without sliding, at defensive players who are trying to complete double plays. At the umpires' discretion, both runners may be called out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and may be ejected from the game (all subsequent at bats will be recorded as outs).

1.10 LANGUAGE: If any coach, player, or parent/spectator uses profane or obscene language, the officials may issue a warning or may immediately remove the offender for the remainder of the game.

* After a warning, if ANY second offense by a **player**, the player shall be immediately removed from the game and not allowed to return.

* After a warning, if ANY a second offense by a **coach or spectator**, the offending team shall forfeit the game.

1.11 SHOUTING/TALKING TO OPPONENTS PLAYERS: If any Coach, player, or spectator openly shouts/talks in a negative or derogatory manner to any of their opponent's players, the team Head Coach will be given an ejection warning. After a second occurrence of this unsportsmanlike behavior, the team Head Coach will be

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ejected, and the entire team/spectator group will be given a final warning that any further reoccurrence will result in the team forfeiting the game involved.

Rule 2 - Scheduling and Postponing Games

- 2.1 The date, time and location for all league games will be determined by the AYL Baseball Board.
- 2.2 The AYL Baseball Board is the only entity that may reschedule postponed games.
- 2.3 Games may be postponed, or cancelled, for any reason by an AYL Baseball Board official of the home field Club (or an AYL Baseball Board official of the Club whose field is being used) up to two hours before game time. A game may be postponed by such official due to inclement weather any time before the game commences.
- 2.4 Once a game begins **ONLY** the **On Field Umpire(s)** or the **VP of Baseball** may call the game due to inclement weather.

Rule 3 – Umpires

- 3.1 The Board will determine the number of paid umpires that will be supplied for regular season & playoff games.
- 3.2 **Scheduled Number of Umpires.**
 - 3.2.1 AAA - 9U through (HS-Prep)14U will have two umpires.
 - 3.2.2 AAA 8U will have one umpire.
 - 3.2.3 AA 10U through 13/14U will have two umpires.
 - 3.2.4 AA 9U American will have two umpires.
 - 3.2.5 AA 6U through 9U National AA will have one umpire
 - 3.2.6 Under some circumstances games in which two umpires are scheduled may be played with only one umpire and games scheduled with one may have two.

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3.2.7 Umpire Table

Age/ Division Level	6U – 9U AA Natl	8U AAA	9U AA Amer	10U - 13/14U AA	9U-13U AAA	14U HS- Prep AAA
Umpires Scheduled	1	1	2	2	2	2

3.3 Umpire positioning.

3.3.1 Umpires for **6U and 7U AA**, may either be behind or off to the side of the catcher, out of play, to call balls and strikes or, if desired, they may call balls and strikes from behind the pitcher. For **8U AA** the position to call balls and strikes will be either directly behind the catcher, or behind the pitcher.

3.3.2 Umpires for all 9U and above of both AA and AAA play must call balls and strikes from directly behind the catcher.

3.4 Only official AYL umpires may umpire a game unless approved by the Board. Any game played without AYL certified umpires will be deemed “no contest” and may be rescheduled, or cancelled, by the AYL Baseball Board. Exception: at any age if both teams’ Head coaches agree to play with Volunteer umpire(s) the game will be considered official.

3.5 AYL official umpires are independent contractors; however, they must conduct themselves in a manner consistent with League policies and expectations, must be in full uniform, be familiar with AYL Baseball Rules, exception rules and may be removed at the request of the AYL Baseball Board for non-compliance.

Rule 4 - Scorekeepers and Pitch Counters

4.1 Each team must supply one scorekeeper; **the home team’s scorekeeper shall be identified prior to the start of the game by the umpire as the official scorekeeper.**

4.2 Scorekeepers are required to check with each other at the end of each complete inning to verify the correct score and discuss any other relevant matters.

4.3 Paper scorebooks, *Game Changer* are considered an official scorebook. **Game Changer being the preferred method of scorekeeping.**

4.4 Each team must also supply one official Pitch Count Recorder.

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- 4.5** The Pitch Count Recorder is **required to keep pitch counts for both teams** and must provide the current pitch count for any pitcher when requested by either Head Coach or Umpire. **Recorders must check with each other at the end of each complete inning to verify the pitch counts are the same.** During post season play the AYL may require a hard copy of the Pitch Count Form be maintained for the duration of the post season.
- 4.6** The official pitch count recorder should inform both the Umpire and Head Coaches when the maximum limit for pitches in the game has been reached by a pitcher, however, any failure of notification does not relieve the Head Coach of the responsibility to remove a pitcher when that pitcher is no longer eligible.
- 4.7** The Head Coach is responsible for knowing the pitch count and will be removed, via ejection, for any violation from the game of occurrence. See Rule 1.2 above.

Rule 5 - Rosters & Player Eligibility

- 5.1** Rosters must have a minimum of in-territory players to participate in league play.
- 5.1.1** A **total of 5** ~ In-Territory players for HS-Prep teams.
- 5.1.2** A **total of 6** ~ In-Territory for AAA teams.
- 5.1.3** A **total of 7** ~ In-Territory players for AA teams
- 5.1.4** A **minimum** of **9** players must be rostered for all divisions and age groups.
- 5.1.5** A **maximum** OF **14** players may be rostered for all divisions and age groups.
- 5.1.6** In-Territory player numbers and Maximums and Minimums can only be amended by majority vote of the AYL Baseball Board.
- 5.1.8** The area in which the youth is associated (home or in-territory) will be determined by the youth's home address within the Clubs territory boundaries or by the location of the Public/Private or Charter School the youth physically (non-online) attends within the Club's territory boundaries. Attendance at on on-line school will not be used and the player's home address will override as the territory definition.
- 5.2** All players must adhere to the Roster and Age requirements as outlined in Rules 4 and 18 of the AYL General Principles of Operation.

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5.3 No player currently in High School is allowed to participate.

5.4 All team rosters must be submitted on the official AYL Roster Form. Players may be added or dropped (using the ADD/DROP form) until the add/drop deadline with board approval. Releases will be granted on season ending injuries or parents relocating.

5.5 Players must be on an approved AYL Roster PRIOR to participating in any AYL games.

5.6 Teams violating Rules 5.4 or 5.5 will be subject to game forfeitures and the Coach removed for the remainder of the season.

5.7 Players may only be rostered on one (1) AYL team and may play on only one (1) AYL baseball team during the season.

5.8 All players must reside in the State of Colorado.

5.9 Age cutoff information for all age divisions: April 30th is the designated date to determine playing age for the season.

5.10 All teams will be submitted through an AYL Member Club representative for approval and signature by the AYL VP of Baseball.

5.11 Team Rosters and any add/drop forms **must** be available upon request by the opposing team. Board may impose fines or forfeitures if roster is not presented. The Official Roster on file with the AYL VP of Baseball/Secretary will be the final determination roster, with regard to specific issues with player eligibility.

5.12 Late In-Season roster additions required because of an unusual loss of players can be added (should said roster be ineligible) with AYL Baseball Board approval. However, players to be added to a specific roster must come from the same Club, the same or lower level of play, as the team needing players.

Rule 6 - Uniforms

6.1 A player **is ineligible to play in any game** unless in full uniform that matches all teammates **unless team/player has prior approval by the AYL Baseball Board.**

6.2 Full uniform means matching baseball pants, team jersey with number on back, and matching cap.

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6.2.1 No duplication of numbers is permitted.

6.2.2 No artificial, taped, penned, or marked numbers are allowed unless granted prior approval by the AYL Baseball Board.

6.3 Inclement Weather uniform exceptions.

6.3.1 All Leagues and Divisions, players may wear jackets or sweatshirts over their jerseys during inclement weather. All players wearing jackets over their jerseys must show their jersey number upon request.

6.4 Players **may not** wear jewelry items (including earrings and watches) during games other than breakaway necklaces. The first offense shall result in a warning when such player hits; the second offense in the same game shall result in an out and the player being ejected.

6.4.1 **Exception: Medical alert bracelets & necklaces may be worn and be visible provided they are secured (taped) to the individual. Religious medals may be worn but must be secured (taped) to the individual and under the uniform (not visible).**

Rule 7 - Reporting Game Results

7.1 Head coaches for both the **HOME** and **VISITING** teams must report game *results to the AYL at the online game-reporting page.

*Results need to be reported within **24 hours** of the completion of the game, **unless the next game is within that time limit, and as such, scores must be entered immediately after the game in question.** Violation of this requirement may cause the associated Member Clubs involved to each be fined \$50 per occurrence. Further, during all AYL baseball tournaments, the game scores must be reported as soon as the game ends to allow the Tournament Brackets to move forward to the next game.

Rule 8 - Number of Games in a Regular Season

8.1 The number of regular season games scheduled for each team shall be determined by the AYL Baseball Board.

8.2 No refunds will be given to Clubs, teams or parents based on the number of games played during the season.

8.3 Games that are cancelled, delayed or postponed shall be rescheduled only at the AYL Baseball Board's discretion.

8.4 AYL does not guarantee a minimum number of games in a season

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Rule 9 - Forfeits

- 9.1 A team that cannot field a minimum of 8 players within 10 minutes after the scheduled game time shall forfeit its game.
- 9.2 If at any time during the game a team cannot field a minimum of 8 players, the team shall forfeit the game.
- 9.3 Any game forfeited will be posted as a **10 – 0** score.
- 9.4 A team that does not show up for a game will forfeit the game and the Member Club will pay all umpires/field fees for such game and will be fined **\$100.00**.
- 9.5 Any team that cannot field a minimum of 8 players and/or forfeits a game for any reason will be fined **\$100.00**.
- 9.6 The AYL will fine a Club **\$200.00** for any teams that cannot field at least 8 players for last regular game of the season.
- 9.7 If a team forfeits a game at any time during the playoffs, that team will be ineligible to continue play in the playoffs and their associated Member Club will be fined **\$500.00**.
- **All forfeits will consist of the fine amount noted above and the Member Club will pay all umpires/field fees for such game

Rule 10 - Equipment

- 10.1 **BASEBALLS:** All divisions will play with an approved regulation baseball that is determined by the Board. All divisions and age groups will play with the **AD Starr AD200 or Wilson 1030 or 1010s** approved baseballs supplied by the AYL.
- 10.1.1 The home team must supply one new game ball and one good used game ball to the home plate umpire prior to the start of the game.
- 10.1.2 Failure to provide two game balls or providing baseball not sanctioned by the AYL may result in a fine or forfeit as determined by the AYL Baseball Board.
- 10.1.3 Coaches are responsible to get their game balls back from the umpire at the end of the game.

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10.2 BATS -

All AA and AAA (Not HS Prep) AYL baseball games and tournament events will allow both USA Baseball and USSSA approved bats, and only if,

- 1) The **1.15 BPF USSSA** mark on its taper (see below)
- 2) The **BBCOR CERTIFIED** mark on its taper (see below)
- 3) The **USA BASEBALL** mark on its taper (see below)
- 4) A wood bat



10.2.1 AA players must use the following for bat size requirements:

6U and 7U	Bats from drop 12 (-12) to drop 3 (-3)
8U through 13/14U	Bats from drop 10 (-10) to drop 3 (-3) *13/14U changing 2027 see below
13/14U	*for 2027 Bats from drop 8 (-8) to drop 3 (-3)

10.2.2 AAA players must use the following for bat size requirements:

8U through 12U	Bats from drop 10 (-10) to drop 3 (-3)
13U	Bats from drop 8 (-8) to drop 3 (-3)

10.2.3 All **HS-Prep 14U** players, may only use BBCOR drop 3 (-3) or Wood bats as per NFHS High School rules.

10.2.4 Wood Bat Rule: To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo, composite or two-piece must meet the BBCOR standards and have the BBCOR stamp. Bat rules apply to the age division you are playing in (not the age of the player or team).

10.2.5 Any player using an Illegal bat that steps into the batter box will be declared out. Any second violation of any use of an Illegal bat by any player will result in an out and the team's Head Coach and the player being ejected.

10.3 HELMETS: Batters, runners and catchers must wear protective helmets approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE) that are always in good condition with full ear coverage when in the field of play.

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10.3.1 All batting helmets must have full ear coverage for both ears and all padding must be present in the helmet. Any helmet that has padding that has been modified or removed does not meet the NOCSAE standards and is deemed non-conforming. **If a batter/runner is found to be using a non-conforming helmet, they will be immediately declared out. A second violation for use of a non-conforming helmet by any player will result in an out and the team's Head Coach and the player using the helmet being ejected.**

10.4 CLEATS: Replaceable or fixed nylon (plastic) cleats may be worn by all players in 6U through 12U. **Any player in 6U to 12U that uses metal cleats during any AYL game will be declared out and ejected along with the Head Coach for the remainder of the game.**

**** Metal Cleats are allowed for ages 13U to 14U and HS-Prep ONLY.**

**** Metal cleats are NOT allowed on synthetic fields or portable mounds at any time, regardless of age.**

10.5 CATCHERS EQUIPMENT:

All catchers must wear NOCSAE standard catcher's head and face protection with full ear and throat protection, a body/chest protector, protector cup (male only), and baseball protective shin guards during games in all divisions. **If a team is found to be in violation of Rule 10.5.1 or 10.5.2, the offending catcher will immediately have to change into a conforming helmet. A second offense during the game will result in immediate ejection and suspension of the offending catcher and their head coach and may lead to a further suspension of up to 3 games.**

10.5.1 All catchers are required to wear NOCSAE standard catcher's head and face protection with full ear and throat protection. This means they may only wear the "one piece" hockey style catchers helmet. No two piece separate mask and helmet combinations are allowed.

10.5.2 All catchers are required to wear a chest protector that **MUST** have the NOCSAE stamp on it. There are two different options that would meet this requirement.

10.5.2.1 A new traditional chest protector that protects the heart/cardiac silhouette and meets the NOCSAE performance standard;

10.5.2.2 A body protector (compression shirt with heart guard built into the shirt) that protects the heart/cardiac silhouette and meets the NOCSAE performance standard under the traditional chest protector.

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Rule 11 - Pitching & Catching

11.1 The penalty for any pitching infraction shall be cause for **immediate removal** of the Head Coach for a **minimum of one (1) game** and may include forfeiture of the game or worse if determined by the AYL Baseball Board. The AYL Baseball board may also consider a longer suspension, up to a total of three (3) games, depending on the situation involved and severity of infraction.

11.2 Any player on an AYL team shall be allowed to pitch.

11.3 A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rule infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that result is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to AYL Rule 11.1.

11.4 As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.

11.5 The Head Coach must remove the pitcher when said pitcher **reaches the per day maximum pitch limit for his/her age group as noted below:**

(The player may remain in the game, but not as a Pitcher or Catcher)

13U-14U	~ 80 pitches per day
11U-12U	~ 70 pitches per day
9U-10U	~ 60 pitches per day
8U	~ 50 pitches per day

Exception: If a pitcher reaches the limit imposed for his/her age group while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs.

1. That batter reaches base safely
2. The batter makes an out
3. The third out is made to complete the half inning

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11.6 Pitchers, who are the pitchers of record when a game is suspended (See Rule 16.1) , must still adhere to the pitching rest requirements in Rule 11.6 following.

11.7 Pitchers ages 14 and under must adhere to the following rest requirements: Note of clarification - the day a pitcher pitches is considered day “zero” and if, for example, a pitcher who throws 45 pitches in one day must have two calendar days of rest before pitching again. That pitcher is eligible to resume pitching on calendar day 3, day “zero” plus two calendar days.

- If a player pitches 66 or more pitches in a day, four (4) days of calendar rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) days of calendar rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) days of calendar rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) days of calendar rest must be observed.
- If a player pitches 1 - 20 pitches in a day, zero (0) days of calendar rest must be observed.

11.8 Pitches recorded during a game that ends in forfeit shall count towards a pitchers’ daily pitching limits.

11.9 Violation of any section of this regulation can result in a protest of the game in which it occurs. Protest shall be made in accordance to AYL protest rules, (See Rule 17)

11.10 If a pitcher hits 4 batters during the same game, the pitcher must be immediately removed as pitcher for the remainder of the game.

11.11 Balk warnings and rules for AA – Balk warnings are on a per pitcher basis

Age Division AA	6U-8U, 9U National	9U American	10U	11U	12U	13/14U
Balks Called	NO	YES	YES	YES	YES	YES
Balk Warning	N/A	YES	YES	NO	NO	NO

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11.12 Balk warnings and rules for Majors/AAA/HS-Prep – Balk warnings are per pitcher

Age Division AAA/Majors	8U	9U	10U	11U	12U	13U & 14U HS-Prep
Balks Called	NO	YES	YES	YES	YES	YES
Balk Warning	N/A	YES	NO	NO	NO	NO

Daily Pitching Limits and Days Rest Chart:

AGE	DAILY MAX (PITCHES)	REQUIRED REST IN <u>CALENDAR DAYS</u> (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
8U	50	1 - 20	21 - 35	36 - 50	N/A	N/A
9U-10U	60	1 - 20	21 - 35	36 - 50	51+	N/A
11U-12U	70	1 - 20	21 - 35	36 - 50	51 - 65	66+
13U-14U	80	1 - 20	21 - 35	36 - 50	51 - 65	66+

Rule 12 - Batting, Substitution & Playing Time

12.1 All players present will bat in full rotation at all AA levels of play. A player must be able to occupy both offensive and defensive roles on the field to be eligible to play. For instance, a player may not exclusively play in the field and not occupy his spot in the batting order or vice versa.

12.1.1 At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner shall be the player who made the last out prior to the request. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule.

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12.2 All players present will bat in full rotation at all levels of play for 8U – 10U

AAA/M. A player must be able to occupy both offensive and defensive roles on the field to be eligible to play. For instance, a player may not exclusively play in the field and not occupy his spot in the batting order and vice versa.

12.3 AAA/M teams 11U and up including HS-Prep; Teams may bat a nine (9) player line-up, or a nine (9) player line-up with a Designated Hitter (DH) or a continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game. (See revised NFHS Rule 3.1.4 regarding the use of a DH.)

12.3.1 If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

12.3.2 A DH may be used in one of two scenarios (AAA/M only)

1. The DH may be a 10th starter hitting for any one of the nine starting defensive players. If the DH is used in this manner the role of the DH is terminated for the remainder of the game when:
 - a) The defensive player, or any previous defensive player for whom the DH batted, subsequently bats, pinch hits or pinch runs for the DH; or
 - b) The DH or any previous DH assumes a defensive position.
2. The starting DH may be any one of the starting defensive players. In this manner, the starting defensive player has two positions: the defensive player and the DH. The role of the defensive player may be substituted for by any legal substitute. If the defensive player has been substituted for, the original player/DH may reenter one time. The role of the DH is terminated for the remainder of the game when:
 - a. A substitute or former substitute for the defensive role subsequently participates in an offensive role; or
 - b. The starting defensive player/DH is substituted for either as a hitter or a runner

12.3.3 The DH must be listed next to or under the player he is batting for in lineup.

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12.3.4 The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position.

12.3.5 If the DH enters the game on defense, the player he was batting for must come out of the game.

12.3.6 Free substitution is not allowed.

12.4 Free substitution will be observed at all levels of play in AA and for ages 8U through 10U for AAA/M.

12.5 The **Minimum Play Rule** shall apply to all **intermediate AA** divisions of play.

12.5.1 The **Minimum Play Rule** is that a minimum of 6 (six) of the first 15 (fifteen) defensive outs must be played by all players present.

12.5.2 The minimum-play rule does not apply to:

12.5.2.1 Players who are injured, ill or subject to disciplinary measures concerning the members attitude and attendance provided that the names of these players are communicated to the opposing team prior to or during the game.

12.5.2.2 Players who become unable to finish a game due to illness or injury.

12.5.2.3 Any games that are called because of inclement weather, darkness or the mercy rule (provided that 15 outs have not been recorded against the opposing team).

12.5.3 Teams violating the **Minimum Play Rule** shall forfeit the game and the AYL Baseball Board may suspend the Head Coach of such team for one or more games.

12.6 A team must have a minimum of eight (8) players to start a game.

12.6.1 If a team plays with eight (8) players the ninth spot in the batting order will be an automatic out when that spot is due to bat. There are no exceptions to this rule.

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12.7 A player who arrives late to a game may be added to the bottom of the line-up provided his team's lead-off hitter has not batted twice in the game. Once the leadoff batter has completed a second at bat the late player is not eligible to participate in the game.

12.8 If a team starts a game with nine (9) or more players and because of illness, injury, or ejection the lineup drops to 8 players, the team may continue to play with the eight (8) remaining players with a penalty of an out where the removed player is due to bat. The sick, injured, or ejected players may not return to the game. **There are no penalties unless the lineup drops to 8 players.**

Rule 13 – Dugouts

13.1 The home team (as listed on the league schedule) will occupy the 3rd base dugout and the visiting team will occupy the 1st base dugout at all AYL sanctioned games.

Rule 14 - Field Dimensions

14.1 Age specific field dimensions:

Age Division	6U – 8U	9U & 10U	11U & 12U	13/14U AA	13U AAA	HS-Prep 14U
Pitching Distance	40'	46'	50'	54'	54'	60'6"
Base Distance	60'	65'	70'	80'	80'	90'

Rule 15 Official Game

Age/Division	6U & 7U AA	8U AA & AAA/M	9U & 10U AA & AAA/M	11U – 13/14U AA, 11U-13U AAA/M	14U HS-Prep
<u>Official Game</u>	6 Innings or 1 hr. 15 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 30 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 45 min. or 4 Innings (3.5 if home team is ahead)	6 Innings or 1 hr. 45 min. or 4 Innings (3.5 if home team is ahead) –	7 innings or 1 hr 45 mins or 5 innings (4.5 if home team is ahead)

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- 15.1** The table above summarizes an **Official Game** at all levels of play however, the AYL Baseball Board reserves the right to make changes to and of an Official Game.
- 15.2** At the start of the game, the umpire shall notify both coaches of the official start time. The game start time must be noted in either teams' score books or score reporting software.
- 15.3** A new inning **starts immediately after the 3rd out is made** in the bottom of the previous inning.
- 15.4** No new inning shall start after the Official Game time limits have expired.
- 15.5** In the event of inclement weather or darkness, an Official game shall consist of the allotted time limits or four innings (5 for HS-Prep) , or three and one- half innings (4 and one-half for HS-Prep) if the home team is ahead at the time.
- 15.6** All Regular season games can end in a tie based on the official game time or inning limit. Score will be reported as it was at the official end of the game. See Rule 15 above, Official Game, for details on time/innings for an official game.
- 15.8** All post season playoff games will determine a winner through additional inning(s); An AYL Tie Breaker will be used. This will continue until a winner is declared. See Rule 21.2

Rule 16 - Suspended/Cancelled Games

- 16.1** If a game is suspended **AND IS NOT** an Official game (see RULE 15), at the discretion of the AYL Baseball Board, the game will be noted as suspended and the game will be continued, from the point of suspension, at a later date, if scheduling allows for the game to continue. Both teams should document the game time remaining, the inning, outs, base runners, pitching, and score at the time of suspension.
- 16.1.1** If a player on the original lineup is absent when the game is resumed, his position in the lineup can be removed without penalty unless only 8 players are present, then the automatic out for the 9th batting order applies.
- 16.1.2** If a player was not on the original lineup and is present with the game is resumed, that player shall be added without penalty.
- 16.2** If a game is suspended **AND IT IS** an Official game:
- 16.2.1** The home team is leading AND is at bat, the game is over.

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16.2.2 For all other situations, the score will revert back to the previously fully completed inning to declare the winner. If the game is tied at the end of the previously fully completed Inning, at the discretion of the AYL Baseball Board, the game most likely will be declared a tie but may be continued from the point where the game was suspended, resuming at a later date with the original lineups. Ties will not be declared for any post season playoff game.

Rule 17 - Protests

17.1 Coaches may protest a game if they believe an umpire has misinterpreted a rule or for roster/participation violations. ***Judgment calls may not be protested.**

17.2 If a head coach wants to protest another team's roster for having less than the 5 (HS-Prep 14U AAA), 6 (8U-13U AAA) or 7 (AA) in-territory players per requirement, Illegal player(s), minimum playing time or pitching violation, a protest must be filed with the AYL Baseball Board and a \$100.00 deposit must be made. If the protest is found valid the \$100.00 will be returned and the offending team, once their roster is fully valid, will continue to play out the season, but all prior games where said violation occurred will be forfeited. If the protest is found invalid, the **\$100.00** will not be returned.

17.2.1 Any in-territory rule offending teams in AA, AAA/Majors or HS-Prep will not be eligible for any post-season tournaments sponsored by AYL Baseball.

17.3 Game Protest Procedures:

17.3.1 Time must be called, and the game must be stopped before the next pitch.

17.3.1.1 All protests must be made prior to the conclusion of the game. The only instances where protests will be accepted after the conclusion of the game will be for violations accounted for in rule 11.7 & 17.2.

17.3.2 After appealing to the Home Plate Umpire, the protesting coach shall inform the Home Plate Umpire that his team is playing the game under protest. ***Umpires do not determine if the protest is valid**

17.3.3 Both scorebooks must be marked at the exact point of protest and signed by both head coaches and the Home Plate Umpire with the elapsed game time noted; The home plate umpire must sign the home scorebook or make his own notation on the exact point of protest, provided, that if either team refuses to have their

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scorebook marked, the protest shall not be invalidated by such reason, and the AYL Baseball Board shall determine the validity of the protest based on the information submitted and its own investigation.

17.3.3.1 If a team is using Game Changer as their scorebook a screenshot of the exact point in the game where the protest was filed will be accepted in lieu of a signed paper scorebook.

17.3.4 The game shall continue and reach a conclusion.

17.3.5 The AYL will ask the umpire-in-charge to report, in writing, the protested situation and his ruling to the Protest Committee, normally within **48** hours of the beginning of the disputed game.

17.3.6 The protesting coach shall submit to their delegate within **48** hours, in writing citing the specific rule in question, a detailed explanation of the basis for the protest and any other information. The league requires a \$250.00 deposit and the team's scorebook where it is marked and signed (a copy of the scorebook will suffice).

17.3.7 Teams shall be designated as "Team A (protesting) and Team B" with no Club or Team designation. Players shall not be designated by name.

17.3.8 If a protest is upheld, the protest fee will be returned, and the teams will be notified of the game result/continuation as determined by the Board.

17.3.9 If a protest is denied, the protest fee will be forfeited, and the game result will stand.

Rule 18 - Unnecessary or Willful Delays

18.1 Teams must appear on the field promptly and any unnecessary or willful delay will result in forfeiture of the game.

18.2 Pitching WARMUPS.

18.2.1 Pitchers will receive a maximum of **8** warmup pitches, or up to 2 minutes, upon entering a game.

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18.2.2 A pitcher that returns for a subsequent inning will be allowed only **5** warmup pitches, or up to 2 minutes.

18.2.3 Age 8U AA pitchers will receive 6 warmup pitches and 4 when returning

Rule 19 - Tiebreakers (Standings) *Note: League Software will show the standings and will preform all tiebreakers!*

19.1 Record (Winning pct, number Wins)

19.2 Head-to-Head (Recursive) (Used only when all tied teams have played each other)

19.3 Points Allowed (An average is used if teams have not played an equal number of games)

19.4 Points Scored (An average is used if teams have not played an equal number of games)

19.5 Computer Generated Coin Flip (A system random number generator breaks ties at this stage)

Note: *If the system cannot break ties at a particular tiebreaking stage, the system will move to the next tiebreaker and only return or revert back to a previous tiebreaker for head to head recursive.*

Note about the Head-to-Head tiebreaker: *Head-to-Head is ignored if all tied teams do not play each other at least once. For example, if three teams are tied, and one team plays the other two, but the other two do not play, this tiebreaker is ignored (regardless of the outcome of the two games played by the first team).*

Rule 20 - Run Rule Mercy Rule

20.1 For AA 6U through 9U National, teams may not exceed the maximum number of runs allowed for the first 5 innings. During the final 6th inning, there is no run limit; the fielding team must get 3 outs to retire the side.

20.2 The game shall end due to mercy rule if either team is losing by an excessive number of runs. If the losing team is losing by the number of mercy rule runs the game is over. The inning does not need to be complete for the mercy rule to apply.

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20.3 The Mercy rules for 9U AA American through 13/14U AA and all AAA are as follows:

- ~ **15** after **3** innings
- ~ **10** after **4** innings
- ~ **8** after **5** innings

20.4 For 6U through 9U AA National, mercy rule are as follows;

- ~ **10** after **4** innings
- ~ **8** after **5** innings

RUN AND MERCY RULE TABLE

Age Division	6U, 7U, 8U, 9U Nat'l	9U Amer – 13/14U	8U – 13U	14U
Level	AA	AA	AAA/M	HS-Prep
Max Runs per Inning	7 runs (First 5 innings)	N/A	N/A	N/A
Mercy Rule	Rule 20.4	Rule 20.3	Rule 20.3	Rule 20.3

Rule 21 - Tie Games

21.1 For all Leagues and divisions, regular season games, if at the end of official game (see Rule 15) the game is tied, and then the game will be declared a tie.

21.2 For all playoff games, The AYL Tiebreaker will be used. Rule 21.2 will continue until a winner can be declared.

AYL Tiebreaker:

The “last recorded out” in the previous inning is placed on second base and the inning is played starting with one out. Each team will have two outs for their turn at bat. This is continued until a winner is declared.

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Rule 22 - Pre-game

22.1 No Infield practice is allowed prior to the start of the game.

Rule 23 - General Play Rules

23.1 Saying "swing" is not allowed. Neither coaches, players, nor spectators may shout or verbalize "swing" to the batter at the time of the pitch. If this is heard by the umpire, the pitch will be deemed a ball even if a swing is attempted.

23.2 Saying "Balk" is also not allowed at any time as an attempt to confuse the pitcher or defensive team.

23.3 Walk up music will be allowed as well as music between innings. However, the use of Walk-Up music shall not cause a delay in the game. If, in the opinion of the Umpire the use of Walk-Up music is creating an unusual delay in the game, the Umpire can stop both teams from using Walk-Up music for the rest of the game.

GENERAL PLAY RULE SUMMARY TABLE

Age/Division	6U & 7U AA	8U AA	8U AAA	9U AA NAT	9U AA AMER -13/14U AA 9U – 13U AAA and 14U HS-Prep
Leadoff Allowed	NO	NO	NO	NO	YES
Walks Allowed	NO	NO	YES	YES	YES
Stealing Allowed	NO	NO	YES	NO	YES
Infield Fly Rule	NO	NO	YES	YES	YES
Dropped 3 rd strike	NO	NO	NO	NO	YES
Bunting Allowed	NO	YES*	YES	YES	YES

* The batter may bunt any pitch thrown from the opposing team's pitcher. The batter **MAY NOT** bunt any pitch thrown from a coach pitcher.

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Rule 24 – Electronic Communication Devices

24.1 Electronic communication devices are not allowed to be used at anytime on the field by either the offense or defensive teams.

Rule 25 - Field Use Policy

25.1 Fields are closed if snow or standing water is present.

25.2 Do not **prepare the field in any way**. Local municipalities, unless an exception has been provided, are responsible for field preparation. Do not shovel snow off the field. Do not jump the fence if the gate is locked.

25.3 Lights are automatic; do not tamper with the lighting controls.

25.3.1 Any person found tampering with any light controls will be suspended for the remainder of the season and game forfeitures may be handed out.

25.4 **SUNFLOWER SEEDS ARE PROHIBITED AT ALL TURF FIELDS!**

- **This includes any area around the field, up to and including the parking area**
- **Any violation of this policy will result in the immediate removal of the offending person and may result in the entire team being removed from the premises resulting in a forfeit.**
- **Please respect our fields and the rules, failure to abide by these rules will result in the loss of use for the fields by our field partners.**

Rule 26 - Concussion Certificate Policy

26.1 All Coaches and Assistants on the field at any time during any event, games or practices, are required to have proof of concussion certification.

26.2 Failure to have or provide concussion certificates will result in immediate removal from the activities until such documentation is provided.

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APPENDIX A – AGE SPECIFIC DIVISION RULES
AA – 6U & 7U - COACH PITCH

Rule 1 - Pitching & Hitting

- 1.1 Coaches must pitch overhand to their players and must be in physical contact with the pitching rubber at the time of the released ball. Coaches are allowed to use kneeling pads as long as they remain in contact with the pitching rubber.
- 1.2 Each batter will receive up to 7 pitches from his coach. A batter who fouls off the 7th pitch shall continue to receive pitches until he hits the ball into fair territory or misses the pitch. There are no walks allowed.
- 1.3 Players get 7 pitches in attempt to hit the ball. After seven pitches without the ball being put into play, the batter will be declared out.

Rule 2 - Coaches on the Field

- 2.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.
- 2.2 At no time may the fielding team's coaches be in the infield during play.
- 2.3 At no time may the fielding team's coaches touch the ball while in play.
- 2.4 The pitching coach shall position themselves to not be an interference to the defensive team on any possible play once the ball has been hit.
 - 2.4.1 Penalty: If a coach violates this rule after the ball is pitched, interference shall be called and the batter is out. This includes the ball hitting any kneeling pad the pitching coach may use.

Rule 3 - Defensive Players

- 3.1 While in the field, a team may play 10 players. The 10th player **must** be used as a 4th outfielder. The outfield is defined as 15ft behind the direct base lines.
- 3.2 The fielding team's pitcher, not the coach pitcher, must stay within a radius (**max 5 feet**) of the pitching rubber until the ball is hit.

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APPENDIX A – AGE SPECIFIC DIVISION RULES
AA – 6U & 7U - COACH PITCH – CONT.

3.3 Each team must have a designated catcher and that player must play at the catcher's position in full equipment.

Rule 4 - Base Running

4.1 When a ball is hit into the outfield, the following rules shall apply:

4.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder **who must be in the infield.** (However, see Rule 4.3 regarding overthrows from the infield). The outfield is defined as 15ft behind the direct baselines.

4.1.2 Runners who **are less** than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base it is at their own risk, the fielding team can make a play on the runner (4.1.3).

4.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.

4.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**

4.2 Runners may advance one extra base on an overthrow from the outfield at their own risk.

4.3 Runners may **not** advance an extra base on an overthrow to any base by an infielder.

4.4 There are no lead-offs. A runner may advance only after the ball is hit. If a runner leaves too soon and the batter hits the ball, there will be no penalty against the runner unless one (1) warning has already been issued to the hitting team. In such instance, the lead runner shall be called out.

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APPENDIX A – AGE SPECIFIC DIVISION RULES
AA – 6U & 7U - COACH PITCH - CONT.

- 4.5 There is no base stealing allowed, no dropped third strike, no infield fly rule, and no bunting allowed.

Rule 5 - Coaching Base Runners

- 5.1 The adult pitcher may talk or motion to the batter before the ball is pitched,
- 5.2 If a base coach physically assists a runner when a ball is in play the runner shall be declared out.

Rule 6 – End of games – Mercy Rule

- 6.1 If the game were to end due to mercy rule, then the teams will be allowed continue play in a scrimmage scenario through the end of the set time limit for the game. All innings played after the invocation of the Mercy Rule will not count toward the final score or team standings.

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APPENDIX B - AGE SPECIFIC DIVISION RULES
AA – 8U NATIONAL AND AMERICAN DIVISIONS

Rule 1 - Base Stealing

1.1 Base stealing is not allowed in the 8U AA divisions.

Rule 2 - Base Running

2.1 When a ball is hit into the outfield, the following rules shall apply:

2.1.1 Runners may advance until the ball is controlled by an infielder. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of an infielder and **who must be in the infield**. (However, see Rule 2.2 regarding overthrows from the infield). The outfield is defined as 15ft behind the direct baselines.

2.1.2 Runners who are less than half-way to the next base must return to the previous base once the umpire has determined the ball is controlled by an infielder. Such runners may not be called out while returning to the previous base, however, if the runner continues to the next base, it is at their own risk, the fielding team can make a play on the runner (2.1.3).

2.1.3 Runners who are at least half-way to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner

2.1.4 The decision of whether a runner is half-way to the next base when a ball is controlled by an infielder shall be made by the umpire at his discretion. **This is not an arguable rule.**

2.2 Runners may advance one extra base on an overthrow to any base by an outfielder.

2.3 Runners may not advance an extra base on an overthrow to any base by an infielder.

2.4 No lead offs are allowed.

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APPENDIX B - AGE SPECIFIC DIVISION RULES
AA – 8U NATIONAL AND AMERICAN DIVISIONS –
CONT.

Rule 3 - Infield Fly Rule

3.1 The infield fly rule will not be enforced at 8U AA

Rule 4 - Dropped Third Strike

4.1 The dropped third strike rule does not apply in 8U AA

Rule 5 - Modified Pitching Rule

5.1 The following modified pitching rules will exist at the 8U AA Modified Coach Pitch Division (both American and National) as follows:

There will be no walks allowed. If the opposing team pitcher reaches four (4) balls on a batter, a coach of the batting team will then have the opportunity to throw (3) pitches to the batter. The batter will keep the same strike count received from the opposing tem pitcher and can strike out if batter reaches three strikes before the coach throws the 3 pitches. If batter fouls off the third strike the batter will get an additional pitch, each to be treated as the third pitch.

5.2 Coaches must pitch overhand to their players and must be in physical contact with the pitching rubber at the time of the release of the pitched ball. Coaches are allowed to use kneeling pads as long as they remain in contact with the pitching rubber.

5.3 The pitching coach shall position themselves to not be an interference to the defensive team on any possible play once the ball has been hit.

5.3.1 Penalty: If a coach violates this rule after the ball is pitched, interference shall be called and the batter is out. This includes the ball hitting any kneeling pad the pitching coach may use.

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APPENDIX B - AGE SPECIFIC DIVISION RULES
AA – 8U NATIONAL AND AMERICAN DIVISIONS –
CONT.

5.4 The fielding teams' pitcher, not the coach pitcher, must stay within a reasonable radius (max 5 feet) of the pitching rubber until the ball is hit.

Rule 6 - Bunting

6.1 The batter may bunt any pitch thrown from the opposing team's pitcher.

6.2 The batter **MAY NOT** bunt any pitch thrown from a coach pitcher.

Rule 7 - Nine (9) Players in the Field

7.1 Teams play with a maximum of nine (9) players in the field.

Rule 8 - Coaching Base Runners

8.1 The coach pitcher is allowed to talk to, instruct or motion to the batter before the ball is pitched.

9.2 A base coach who physically assists a runner when a ball is in play the runner shall be declared out.

Rule 9 - Umpires

9.1 Games for the 8 year old both, National and American Divisions, will be played with one (1) umpire.

9.1.1 The umpire is recommended to be behind the plate, but may also position themselves behind the pitcher, to call balls and strikes.

9.2 In the event that an AYL umpire is unavailable, the game may be cancelled, delayed, postponed or rescheduled.

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APPENDIX C - AGE SPECIFIC DIVISION RULES

AAA – 8U

9.2.1 Only official AYL umpires may umpire a game unless approved by the Board. Any game played without AYL certified umpires will be deemed “no contest” and may be rescheduled by the AYL Baseball Board. Exception: at any age if both teams’ Head coaches agree to play with Volunteer umpire(s) the game will be considered official.

Rule 1 - Base Running

- 1.1** Base runners **ARE NOT** allowed to lead off or leave the base prior to the pitch crossing home plate. 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter).
- 1.2** Base runners **ARE** allowed stealing of second and third bases only. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
- 1.3** On a base on balls, the batter may attempt to steal second prior to the pitcher and catcher coming set at his own risk, but any runner on third base is not allowed to advance home even if the defense attempts to throw the runner out at second base.
- 1.4** Base runners **ARE** allowed to advance to second or/and third base due to a wild pitch or passed ball.
- 1.5** Base runners on 3rd base **ARE NOT** allowed to advance to home unless the ball is hit or they are forced home by a walk, hit by pitch or dropped third strike with two outs and the bases loaded. The runner on third base cannot advance to score a run on a passed ball or wild pitch. The runner cannot steal home.
- 1.6** A runner starting from 1st or 2nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). Continuation is defined as a ball batted into play.
- 1.7** Batter **CANNOT** run on dropped 3rd strike and shall be called out immediately.

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APPENDIX C - AGE SPECIFIC DIVISION RULES
AAA – 8U – CONT.

Rule 2 Defensive Players

2.1 The defense uses 9 players in the field.

Rule 3 Umpires

3.1 The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games.

3.2 In the event that an AYL umpire(s) is (are) not available, the game may be delayed, postponed, rescheduled or cancelled at the AYL Baseball board discretion.

3.2.1 Only official AYL umpires may umpire a game unless approved by the Board. Any game played without AYL certified umpires will be deemed “no contest” and may be rescheduled by the AYL Baseball Board. Exception: at any age if both teams’ Head Coaches agree to play with Volunteer umpire(s) the game will be considered official.

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APPENDIX D - AGE SPECIFIC DIVISION RULES
AA – 9U NATIONAL AND AMERICAN DIVISIONS

Rule 1 - Base Running

9U AA NATIONAL DIVISION:

- 1.1 Base runners **ARE NOT** allowed to lead off any base. The runner may not leave the base until the ball crosses the plate. One (1) team warning then runners are called out for any reoccurring infraction.
- 1.2 Base runners **ARE NOT** allowed to steal any base once the ball has crossed the plate.
- 1.3 Base runners **ARE NOT** allowed to advance bases due to a wild pitch or passed ball.
- 1.4 Base runners on 3rd base **ARE NOT** allowed to advance to home unless the ball is hit or they are forced home by a walk or hit by pitch.
- 1.5 Base runners **ARE NOT** allowed to continue to second base on a walk.

9 AA AMERICAN DIVISION:

- 1.6 Base runners **ARE** allowed to lead off.
- 1.7 Base runners **ARE** allowed to steal second and third bases only.
- 1.8 Base runners **ARE** allowed to advance to second or/and third base due to a wild pitch or passed ball.
- 1.9 Base runners on 3rd base **ARE NOT** allowed to advance to home unless the ball is hit or they are forced home by a walk, balk, hit by pitch or dropped third strike with two outs and the bases loaded. The runner on third base cannot advance to score a run on a passed ball or wild pitch. The runner cannot steal home.

Rule 2 - Defensive Players

- 2.1 The defense uses 9 players in the field.

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APPENDIX D - AGE SPECIFIC DIVISION RULES
AA – 9U NATIONAL AND AMERICAN DIVISIONS –
CONT.

Rule 3 - Umpires

3.1 The Board determines the number of paid umpires that will normally be supplied for regular season & playoff games.

3.1.1

9U AA National	One (1) Umpire
9U AA American	Two (2) Umpires

See Rule 3.3.1 for umpire positioning.

3.2 In the event that AYL umpire(s) is (are) not available in either National or American Divisions, the game may be delayed, postponed, or rescheduled at the AYL Baseball board discretion.

3.2.1 Only official AYL umpires may umpire a game unless approved by the Board. Any game played without AYL certified umpires will be deemed “no contest” and may be rescheduled by the AYL Baseball Board. Exception: at any age if both teams’ Head Coaches agree to play with Volunteer umpire(s) the game will be considered official.

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APPENDIX E - AGE SPECIFIC DIVISION RULES

AA - 13/14U

Rule 1 - Age of Players

- 1.1 No player will be allowed to participate if they are currently in High School.
- 1.2 All players must be **under the age of 15** before May 1st of the current baseball season.
- 1.3 If a player enrolled in High School participates in a game, that game will result in a forfeit and the Head Coach will be indefinitely suspended. Reinstatement is by Board Approval only.
- 1.4 Players shall be required to bring a current Middle School ID (or equivalent) for participation. ID's may be checked prior to game. Players without any current Middle School ID may not be allowed to play unless approved by the AYL Baseball Board.
- 1.5 AYL Roster rules apply; see Rule 4 of the General Baseball Rules, Roster and Player Eligibility

Rule 2 - 13/14U League designation

- 2.1 Teams with seven (7) or more players who are 14 years-old on April 30th of the current season are required to play in the American League.
- 2.2 Teams with seven (7) or more players who are 13 years-old on April 30th of the current season are allowed to play in either American or National league.
- 2.3 Divisions will be set by the AYL Baseball Board.

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APPENDIX F - AGE SPECIFIC DIVISION RULES
HS-PREP 14U AAA

Rule 1 - Age of Players

- 1.1 All players must be in the **7th or 8th grades**. No player will be allowed to participate that is currently in High School.
- 1.2 All players must be **under the age of 15** before May 1st of the current baseball season.
- 1.3 If a player enrolled in High School participates in a game, that game will result in a forfeit and the Head Coach will be indefinitely suspended. Reinstatement is by Board Approval only.
- 1.4 Players will be required to bring a current Middle School ID (or equivalent) for participation. ID's may be checked prior to game. Players without any current Middle School ID may not be allowed to play.
 - 1.4.1 Players that are home schooled or attending online school may bring a school registration or other documentation showing they are in Middle School.
- 1.5 AYL Roster rules apply; see Rule 5 of the General Baseball Rules, Rosters and Player Eligibility.

Rule 2 Playing Rules

- 2.1 All Colorado High School rules (NFHS) are in effect with the exception of any AYL rules.
- 2.2 All HS-Prep players, may only use drop 3 (-3) BBCOR or wood bats. Please refer to rule 10.2 for further information.

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APPENDIX G - TOURNAMENT SPECIFIC RULES

Rule 1 – Tournament Formats

1.1 AA Tournament Series

- 1.1.1** The **Opening Day Challenge** tournament will consist of two “pool play” games, immediately followed a single elimination bracket, all on Saturday. All teams will play the bracket. **This tournament will be played only by the AA American league divisions.**
- 1.1.1.1** Games for the opening day challenge will be amended to last one hour(60 Minutes), with no new innings being started after the one hour has ended. If the game time proceeds past one hour, there will be a dead stop time at one hour and fifteen minutes.
- 1.1.1.1.1** If a game reaches its drop dead limit, then the final score will revert to the score of the final completed full inning.
- 1.1.1.2** Pool play games must be played to completion to count, if a game is stopped or suspended due to inclement weather, then the result of the game will not count toward the seeding of the bracket.
- 1.1.1.3** Due to format, games will not count toward regular season standings
- 1.1.2** The **Mid-Season Classic** tournament will consist of two “pool play” games on Saturday, then a single elimination bracket on Sunday. All AA teams will play the bracket.
- 1.1.2.1** Mid Season Classic – Tournament pitching exception rule: All players who start their last batter at 49 pitches or less on Saturday will have a full reset of their pitch count for Sunday. Pitchers are allowed to finish the at bat in which they reach their 49th pitch. If a pitcher faces a new batter at 50 pitches or more, then they will not be eligible for the pitch count reset for Sunday.
- 1.1.3** The **World Series Championship** tournament will consist of a **modified** double elimination tournament.
- 1.1.3.1 Structure** – Standard winner (undefeated) and loser (one loss) brackets are used until the championship World Series game which places the winner of the undefeated bracket against the winner of the one loss bracket.
- 1.1.3.2 Championship World Series Game** – The undefeated bracket champion plays the one loss bracket champion for the championship in a winner take all final game.

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1.1.3.3 Elimination – All teams will be eliminated once they have lost two games. However, if the undefeated bracket champion team loses the Championship World Series Game, they will be the runner-up and the loser's bracket champion will be declared the World Series Champion.

1.2 AAA/M and HS-Prep end of season tournament

1.2.1 All age levels of AAA/M and HS-Prep will play in a single elimination end-of-season tournament.

Rule 2 – Tournament Rules Enforcement

2.1 The AYL Baseball board tournament rules committee is made up by the AYL baseball board members. The Rules committee will hear all protests in real time and make a full determination to the outcome of any protest prior to the start of the next contest.

APPENDIX G - TOURNAMENT SPECIFIC RULES - CONT.

Rule 3 – Protests

3.1 Any team wanting to file a protest during the tournament will still need to comply with the protest procedures of rule 17, stop play and file the protest with the umpire at that time. **The UMPIRE DOES NOT HAVE ABILITY TO ADJUDICATE OR RULE ON THE PROTEST, NOR DO THEY HAVE THE ABILITY TO NOT ALLOW THE PROTEST TO BE FILED.**

- 3.1.1.** After the protest is filed, the game should continue to its natural conclusion. Once the game has concluded, the head coach of the protesting team must contact their AYL club delegate to explain the circumstances of the protest while remaining at the field.
- 3.1.2** The head coach of the opposing team and the umpire in charge must also remain at the field. The opposing Head Coach also needs to reach out to his club delegate and the umpire needs to reach out to the head of officiating.
- 3.1.3** The two club delegates and the head of officiating shall then contact the tournament rules committee for immediate adjudication of the protest.
- 3.1.4** Any Protest filed during the tournament will also carry a **\$200** protest deposit to file said protest.
- 3.1.5** If the protest is found to be valid and causes a forfeit, the protesting team will have their deposit returned and will be noted by the Rules Committee as the rightful winner of the contest and allowed to continue in the tournament.

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3.1.6 If the protest has a direct effect on the next game played, that game will be delayed until the protest is completed and the outcome of the protest has been issued by the Rules Committee.

3.2 **Protests may not be filed after the conclusion of the game unless a rostering violation, pitch count violation or a Minimum play rule violation is the cause for the protest. However, all protests must be filed prior to the commencement of the next game of the bracket.**

Rule 4 – Rosters

4.1 All teams must only use players from their roster from the season to compete in any AYL Tournament.

APPENDIX G - TOURNAMENT SPECIFIC RULES - CONT.

4.1.1 End-of-season Tournament roster additions required because of an unusual loss of players can be added (should the roster be ineligible for play - 7 or less players) with AYL Baseball Board approval. However, players to be added to a specific roster must come from the same Club and the same or lower level of play, as the team needing players.

Example: No AA team may pick up a AAA player to complete the roster.
No AA National team can pick up a AA American player to complete the roster.

4.2 Teams may only pick up players to complete a roster to a playable size of 8 players.

Rule 5 – Home Team Designation

5.1 In **AA**, all opening day challenge and mid season classic tournament pool play games will have the home team designation decided via coin flip at the pregame meeting by the umpire.

5.2 In **AAA** bracket play, the higher ranked seed (1,2,3 etc) will always be the home team.

5.3 In **AA** bracket play, the higher ranked seed (1,2,3 etc) will be the home team with the following exception being observed.

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- 5.3.1** In the AA World Series Championship game, the team that is the undefeated bracket champion will be the home team regardless of original seed.
- 5.3.2** When teams fall to the one loss bracket in the end of season tournament, the original seed will still be in effect and the higher seeded team will be the home team.

Rule 6 – Baseballs

- 6.1** For all tournament “pool play” and bracket games, each team shall supply one new game ball for each playoff game. If a team no longer has any new game balls, they shall supply their most gently used game ball they have.
 - 6.1.1** Game balls for championship games of the Opening Day Challenge and Mid Season Classic will be in the same distribution as stated in rule 6.1.
- 6.2** Game balls for the World Series championships will be provided directly from the AYL