

1. League Season: 2010 AA Level

The league season will begin on April 17th and will continue until playoffs are concluded by the end of June.

2. Playoffs

All teams will qualify for the playoffs. The seeding for the playoffs will be done randomly...in reverse order of the draft. The playoffs will use a double elimination format. During the playoffs the home team will be determined by a coin flip.

3. Game Time

- a. No full inning will begin after 1 hour and 45 minutes unless four innings have not been completed (3 1/2 if the home team is ahead).
- b. If the following day is a school day, no full inning may start after 10:00 p.m., unless 4 innings have not been completed (3 1/2 if the home team is ahead).
- c. Tie games will not be resumed. Tie games can go to extra innings if ample time remains such that the next game will be able to start at its scheduled time. All games will begin at the published start time, unless the game before has exceeded its allotted time.

4. Suspension and Forfeitures

- a. A team must have a minimum of 6 players from the team's roster and a minimum of 8 players, including replacement players, at the start of the game. Failure to do so will result in forfeiture.
- b. A manager cannot discuss or question in any way any judgment call. The first violation will result in a warning; the second violation will result in ejection.
- c. The use of profanity by players, fans, managers, or coaches is prohibited. Unsportsmanlike conduct of any nature will result in ejection.
- d. Any manager or coach ejected from the game will automatically be suspended for the next game. An ejection will result in review by the BYB Executive Board
- e. A manager is responsible for the conduct of his team and fans. If team members or fans engage in un-sportsmanlike conduct, the umpire shall warn the team's manager. If there is a second incident of unsportsmanlike conduct, the umpire shall inform the BYB Board.
- f. No smoking or drinking of alcoholic beverages by any manager or coach while on the field or in the dugout will be allowed. Managers and coaches shall not consume alcoholic beverages prior to a game; any manager or coach coaching a game while under the influence of alcohol shall be subject to review by the BYB Executive Board.

5. Miscellaneous

- a. The infield fly rule does not apply.
- b. When your team is batting you are only allowed a first and third base coach. An additional coach or parent will be allowed to back up the catcher.
- c. Respect all umpires decisions. If you need to question the umpire, with respect to a rule interpretation, you must do so in a respectful and non-confrontational and/or threatening manner

REMEMBER: THERE IS NO QUESTIONING OF ANY JUDGMENT CALL BY ANY UMPIRE.

- d. All teams are responsible for picking up everything in the dugouts after every game.
- e. Home teams will be responsible for operating the scoreboards from ground level. Please make sure the boxes are not damaged, as they are very expensive to replace.
- f. Occasionally, BYB will have conflicts with the High School. We try to communicate with the best of our ability. Barrington High School will have priority in any conflict. Please try to understand and act accordingly.
- g. If there is a problem with a parent that appears to be out of control, you may go into the concession stand and call the local authorities. Please remain calm at all times.
- h. First Aid Kits will be located in the concession stands both at F.O.D. and Langendorf Park, should you need it.
- i. No soft toss allowed against the backstops.

REMEMBER - Your kids are always watching you; please behave appropriately and show respect for the other managers & coaches who are volunteers like yourself, and especially for the kid umpires; they are good knowledgeable kids trying their best but will make mistakes.

6. Use of Players

- a. All players on a team's roster will bat in consecutive order. A player arriving after the game starts, is added to the end of the order. The opposing manager must be notified.
- b. All players must play a minimum of four (4) innings and may not sit out in consecutive innings. In official games shortened due to weather, time limit or darkness, this rule will not apply.
- c. No player can sit twice until every player has sat once.
- d. In addition to playing a minimum of 4 innings, each player must play 2 innings at an infield position during the game. The catcher position is **not** considered an infield position at any time. There will be a maximum of four innings that a player may play in the infield and a maximum of two innings per position. If a manager or Coach believes a player should be exempt from this rule, then they must notify a parent of the player and a Commissioner with an explanation, and the commissioner must approve the exemption. A Manager or Coach must notify both the umpire and opposing Manager of the exemption before each game.
- e. Coaches will be required to prepare, maintain and submit to the AA Commissioner a copy of their line-ups reflecting the positions played by each player during a game, along with the batting order the coach utilized. Copies of these materials can be e-mailed to the Commissioner weekly along with the pitching log referred to in 8.d.

****Any violations concerning the use of players should be reported to the AA commissioner. Any violation of rules concerning the use of players shall be grounds for suspension of managers. These rules should be strictly adhered to and will be strictly enforced. ****

7. Replacements

- a. If a team loses a player for the season, the manager must notify the AA Commissioner. The league, at its discretion, will provide a substitute player.
- b. If less than 9 players are available for a game, the team can use a player from any team within the A or AA divisions. During the playoffs, however, replacement players will be limited to players from the A division.
- c. A substitute player must play. A substitute player must bat last and can only play the outfield.
- d. If a rostered player shows up late to the game, and a substitute player is playing, the substitute player may remain for the rest of the game.

8. Pitching/Defense

- a. Prior to May 1, players will pitch the 1st, 2nd, and 5th innings, and coaches will pitch the 3rd, 4th, and 6th innings. After May 1, players will pitch the 1st, 2nd, 5th and 6th innings, and coaches will pitch the 3rd and 4th innings. By mutual agreement of the coaches, teams may eliminate an inning of coach and/or player pitching depending upon the speed of the game and the available player-pitchers. For example, if a game has been played for more than 90 minutes and has yet to enter the 5th inning, coaches may agree to coach pitch the 5th instead of player pitch in an attempt to complete a six inning game. A coach always has the right to inform the other coach that his team is “out” of players eligible to pitch (see Rule 8.b. and c.), and allow the opposing coach to pitch.
- b. A player can pitch no more than two innings and/or throw more than 40 pitches in a game. Once a pitcher has thrown 40 pitches, he shall be removed from the game even if he has not completed two innings. A pitcher may not pitch on consecutive days, pitch in more than two games in a week, or throw more than 70 pitches in a week. For purposes of this rule, a week runs from 12:01 AM Sunday through 12 midnight the following Saturday. Player pitchers are charged with innings pitched regardless of whether the games are suspended, rained out, made up, tie games, forfeits, playoff, exhibition, or travel league games or any other type of game during BYB&S scheduled field time. Once a player has thrown one pitch it counts as one full inning. A pitcher must be replaced after hitting two batters in an inning or three batters in a game. A new pitcher will have a maximum of 8 warm up pitches.
- c. A player who has thrown 30 pitches in a game must be given at least two days rest before pitching again. A player who has thrown 40 pitches in a game must be given at least three days rest before pitching again. For example, if a player pitcher threw 30 pitches on Monday, two days rest means the player-pitcher cannot pitch again until Thursday; if a player-pitcher threw 40 pitches on Monday, he could not pitch again until Friday.
- d. Coaches will be required to maintain and submit to the AA Commissioner a player pitching log identifying the players who have pitched, the dates the players

pitched, and the number of pitches the players threw on each date. This information should be submitted by e-mail at the end of each week of the season.

- e. Kids will pitch from the 46 ft. pitching rubber. Where two pitching rubbers are installed, the 46 ft. rubber should be the second rubber from home plate. Managers and the umpire shall agree on the pitching rubber to be used prior to the start of the game.
- f. During player pitch innings, batters can walk until the bases are loaded. If the bases are loaded, a batter will not receive a walk. (A batter hit by a pitch, however, will be awarded 1st base). Once the bases are loaded, if a player-pitcher has thrown four balls to the next hitter, the coach of the hitter may take the mound for a maximum of four additional pitches (a foul ball on the fourth pitch keeps the at bat alive). The coach pitcher will have a maximum of 4 pitches and a batter can be struck out by the coach pitcher if he swings on a 3rd strike. There are no called strikes or balls during coach pitch. The batter is out after four coach pitches if the ball is not put into play or fouled. Ex: Bases loaded, 4 balls, 2 strikes from player pitcher. Coach pitcher comes in and the batter swings and misses at the first 3 pitches: the batter is out.
- g. A pitcher who is struggling to get the ball to the plate from 46 feet may, upon mutual agreement of the Managers, move up to the closer rubber. He must, however, throw from a rubber and not the flat dirt.
- h. During coach pitch innings, coaches will pitch to their own team from the pitching rubber. A very limited exception will be allowed during the regular season for players having a difficult time batting. In such limited cases, the coach may move closer than 46 feet. Coaches may throw a maximum of 6 pitches to a hitter during coach pitch innings (a foul ball on the sixth pitch keeps the at bat alive). Coaches may not pitch underhand. There are no called strikes or balls during coach pitch. There are swing strikes and players can strike out on 3 strikes. Ex: Coach pitch throws 1 pitch that the batter takes, then 3 swing strikes: the batter is out.
- i. During coach pitch, a defensive player will occupy the position of the pitcher. He must be within a 6 ft. radius of the pitching rubber and cannot stand in front of the coach pitcher until the ball is hit.
- j. Pitchers shall not wear long white sleeves.
- k. Player pitchers found by BYB to be in violation of any of the limiting rules herein shall be ineligible pitchers for that game, and the next three successive games. Managers of teams using ineligible pitchers are likewise subject to league discipline.
- l. Unless a team begins a game with less than nine players, every team must play (3) outfielders. Outfielders must be positioned in the outfield grass. Unless an outfielder catches a fly ball on the infield, the outfielder must return the ball to the infield by throwing the ball to an infielder and may not run to, or otherwise cover, a base to bring about a force play.
- m. Prior to May 1, 2008, teams will be permitted to utilize one defensive coach in the outfield.

9. Base Running

- a. A pinch runner must be used for the catcher in the upcoming inning if the catcher is on base with 2 outs. The courtesy runner shall be the last batted out. If possible you should find an extra parent to be in charging of preparing the catcher for the next inning. Not having your catcher ready for the next inning is one of the main reasons for games not going the entire six innings.
- b. Base stealing will be permitted during player pitched innings only after May 1st. However, a runner may only steal one base per batter. A runner who stole first may only steal third base if it is a new batter. They may not steal home plate and may not take an extra base on an overthrow.
- c. No lead offs. A base runner may not leave a base until the ball gets to or past the catcher, including during any period when base stealing is allowed. If a runner leaves early, the runner will be returned to the base he was at prior to that pitch.
- d. When a play is made on a base runner at first base and the ball is overthrown, the base runner may not advance. This rule applies even when the left fielder tries to throw out the runner at first base.
- e. Base runners may not advance on overthrows to any base.
- f. All base runners may advance as far as they can on a hit ball. Once a ball is held by an infielder and a play is not being directed at the runner, however, a runner who is not more than halfway to the next base shall be returned to the preceding unoccupied base.
- g. Defensive obstruction of the base runner results in award of the next base. Offensive obstruction will result in the runner being called out.
- h. A batter may only advance to first base on a walk. This is true even if the ball gets away from the catcher or pitcher. A walked batter may not attempt to steal second base until the next pitch is thrown.
- i. Sliding rule. If there is a play on the runner at 2nd, 3rd or Home, the runner needs to slide to avoid contact or will be called out. Prior to May 1st, umpire should issue a warning. After May 1st, runner would be called out. This is intended to minimize injury and prepare kids for future levels of play.

10. Batting

- a. Each team will be permitted a maximum of six runs per inning.
 - 6 runs will conclude a team's at bat.
 - 3 outs will conclude a team's at bat.
 - Unlimited runs will be allowed in the 6th inning, unless a visiting team has a lead of 15 runs or more, the 6 run limit applies.
 - Example 1: If a visiting team is leading 14-5 going into the 6th inning, the team is limited to 6 runs in the 6th inning (they would lead 20-5 for a 15 run lead)
 - Example 2: if a visiting team is leading 16-5 going into the 6th inning, the team is limited to 6 runs in the 6th inning (they would lead 22-5 for a 15+ run lead)
 - If a visiting team is leading 25-5 going in to the 6th inning, the visiting team may still bat, but is limited to 6 runs.
 - When any of the above scenarios occurs, the home team in the 6th inning is limited to the number of runs needed to tie

(because the visiting team has already foregone the opportunity to score more than 6 runs)

- All extra innings, if permitted, will have 3 run limits for each team. During the playoff, both teams will be permitted to score unlimited runs in the 6th inning and all extra innings.
- b. The barrel width of the bat may not exceed 2 1/4 inches.
- c. The strike zone will be knees to shoulders, and at least one and one-half ball width on either side of the plate. Managers or coaches shall confer with the umpire prior to the first pitch to agree on the width of the strike zone.
- d. Teams should utilize a rotating and/or rolling batting order to permit each player the opportunity to bat throughout the line-up during the regular season.

11. Threatening Weather and Lightning Conditions.

- a. Threatening weather conditions and/or lightning will end the game or practice session. The activation of a lightning detector regardless of existing weather conditions or a visual sighting of lightning will end the game or practice session at that point. Due to the lack of lightning safe, enclosed structures, the Station Fields (Lines Station), the FOD facility or Park District (Langendorf or Beese) will be cleared of all persons in lightning conditions. All players, spectators, coaches and managers are to move to an area of safety i.e. Langendorf Park Field House, High School Gym (if available) or a motor vehicle with a metal roof. Areas around the concession stands **are not** considered safe areas. No one will be allowed into the Station Fields, FOD Facility or Park District field area while a lightning detector is activated.
- b. Games scheduled to start while a lightning detector is activated will be cancelled as a rain out if the delay due to the activation exceeds fifteen minutes past the games posted starting time.
- c. Practice sessions will be delayed until the lightning detector or condition has cleared. No one will be allowed to practice until a detector has cleared.
- d. No one will be allowed into the Station/Lines Fields, FOD Facility or Park District field area while a lightning detector is activated. Dropping off players by parents or guardians will not be permitted until the activation has cleared. For safety considerations, everyone shall remain in their cars while a lightning detector is activated or lightning conditions exist.