



2009 Boys – A (G2) Guidelines

Revised April 2009

1. League Season

The league season will begin on April 21st and will continue through mid-June.

2. Playoffs

There are no playoffs for this level.

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. 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.
- c. 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 a 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 a forfeit.
- b. A manager cannot discuss any judgment call with an umpire. 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&S 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.

5. Miscellaneous

****Line Up/Pitching Reports must be turned into the commissioner via email the same day the game was played.**

- a. The infield fly rule does not apply.
- b. When your team is batting you are only allowed a first base and third base coach. An additional coach or parent will be allowed to back up the



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catcher. When your team is on defense you will be allowed 1 coach in the outfield.

- c. Respect all umpires decisions. If you need to question the umpire, in regards to rules interpretation, you must discuss it in a respectful way.

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. Occasionally, BYB&S 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.
- f. 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.
- g. First Aid Kits will be located in the concession stands both at F.O.D. and Langendorf Park, should you need it.
- h. No soft toss allowed against the backstops.
- i. Only coaches and players are allowed in the dugouts and on the field.
- j. Team scorekeepers should confirm the score with one another after each inning.

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 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 innings, if six innings are completed. In official games shortened due to weather, time limit or darkness, this rule will then not apply.
- c. No player may not sit out for consecutive innings.
- d. No player can sit twice until every player has sat once.
- e. 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* considered an infield position for this rule.



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- f. There will be a maximum of four innings that a player may play in the infield and a maximum of two innings per position. A player may be exempt from this rule if the Manager or Coach determines it to be an unsafe situation. 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.

****Any violations concerning of the use of players should be reported to the A commissioner. These rules should be strictly adhered to and will be enforced. ****

7. Replacements

- a. If a team loses a player for the season, the manager must notify the A Commissioner. The league, at its discretion, will provide a substitute player.
- b. If less than 9 players are available for a game, the A team can use a player from any other team within 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 must be removed from the game.
- e. Teams are allowed to compete with a minimum of 8 players. If a team has less than eight it is a forfeit. If the opposing team has enough players to lend one or two players to play in the outfield, they should do so. Coaches mutually need to determine whether there will be any player pitching in this game. Any player pitch efforts always count towards your pitch count totals for the week.

8. Pitching/Defense

- a. **Prior to May 1st** - players will pitch the 2nd and 5th innings. Coaches will pitch the 1st, 3rd, 4th, and 6th innings.
After May 1st - Players will pitch the 1st, 2nd and 5th innings. Coaches will pitch the 3rd, 4th, and 6th innings.
- b. Players will have a maximum pitch count of 30 pitches per game.
- c. Players may throw no more than 55 pitches in a week.
- d. Players may never pitch on consecutive days.
- e. Players must have two complete days of rest after throwing 30 pitches.
- f. Players may not pitch in more than two games in any given week. The week ends at midnight Sunday.



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- g. Once a player is taken out as a pitcher, he may not re-enter as a pitcher. He may play any other position. A player who has pitched in the 1st or 2nd inning may never pitch during the 5th inning.
- h. A pitcher may not face the next hitter if the pitcher is **3 or less** pitches from the maximum pitch count number.
- i. A pitcher may finish facing a hitter if the pitch count number is eclipsed during the at bat.
- j. Maximum of 8 warm up pitches before an inning. Maximum of 8 warm up pitches for a new pitcher.
- k. Pitch counts are to be kept by managers and a **line up/pitching report** must be delivered to the league commissioner every Monday.
- l. A player can pitch no more than two innings in a game and may not pitch on consecutive days. 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.
- m. Players will pitch from the 40ft pitching rubber.
- n. A batter will not receive a walk. If a player pitcher has thrown four balls to a hitter, the coach of the hitter may take the mound for a maximum of 4 additional pitches (a foul ball on the fourth pitch keeps the at bat alive).
- o. During coach pitch innings, coaches will pitch to their own team from the pitching rubber with the exception of players having a difficult time batting in which case the coach may move closer. 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.
- p. 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.
- q. Every team is allowed to play (4) outfielders. Outfielders must play in the outfield grass. Outfielders are not allowed to make any plays in the infield.

9. Base Running

- a. A pinch runner must be used if the catcher is on base with 2 outs. The courtesy runner shall be the last batted out.
- b. Base stealing is not allowed.
- c. No lead offs. The **base runner must stay on the base until the ball is hit**. If a runner leaves early on a ball hit in play the runner will be returned to the first open base.
- d. When a play is made on a base runner at first base or any other base and the ball is overthrown, the base runner may not advance.
- e. Play stops once a ball is returned from the outfield to the infield. If the runner is in the process of attempting to advance to the next base, and only



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if the runner is at least halfway to the next base, the player may advance. For example, if a batter is attempting to get a double when the ball is returned to the infield, the batter/runner may proceed to second base if the batter/runner is at least halfway to second base when the ball is returned to the infield.

- f. The base runner may only advance as many bases as the batter takes. For example: With a runner on second, the batter hits a ball over the outfielder's head. The runner on second crosses home plate before the ball is retrieved by outfielder, but the batter stays at first base. The runner must return to third base and the run does not score.
- g. Defensive obstruction of the base runner (including by any field coach) results in award of the next base. Offensive obstruction will result in the runner being called out.

10. Batting

- a. We will have a 6 pitch rule during coach pitch innings. Each batter will have 6 pitches to put the ball in play. There are no strike outs during coach pitch. If the batter does not put the ball in play after 6 pitches, he is called out. A foul ball on the 6th pitch doesn't count as a pitch.
- b. A batter will not receive a walk. After four balls are thrown during player pitch, a coach from the offensive team takes the mound for a maximum of four pitches (see pitching rules). A batter can strikeout during player pitch innings.
- c. A batter hit by a pitch will NOT be awarded first base.
- d. Each team will be permitted a maximum of six runs per inning.
 - 6 runs will conclude a teams at bat.
 - 3 outs will conclude a teams at bat.
 - Unlimited runs will be allowed in the 6th inning, unless a visiting team has a lead of 10 runs or more, then the 6 run limit applies.
 - All extra innings, if permitted by time, will have 3 run limits for each team.
- e. A batted ball that strikes the coach pitcher will be in play. If a coach-pitcher intentionally catches or knocks down a ball to avoid an injury to a player, the batter will be awarded a single.
- f. A batted fair ball that strikes a defensive coach or that is caught or knocked down by a defensive coach will be ruled a ground rule double with all base runners awarded two bases.
- g. The barrel width of the bat may not exceed 2 1/4 inches.

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



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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.