

**Yorkville Youth Athletic Association
Intermediate League
Rule Book for Coaches & Umpires
2010**

I. GENERAL AND ADMINISTRATIVE

A. **The Field** - The field will be a 60-foot diamond with the center of the **pitcher's circle** located 45 feet from the back edge of home plate. The **pitcher's circle** will be approximately 12 feet in diameter.

B. **The Coach and Other Equipment** - A YYAA coach will throw pitches overhand to his team.

1. The **coach pitcher** should be positioned completely inside the pitcher's circle. He will pitch to his own team.
2. **Equipment** - Batting helmets will be worn by all batters and base runners.
3. **Equipment** - Catcher's equipment. Catcher must wear full equipment, including helmet, mask, throat protector, chest protector, shin guards and protective cup.
4. **Uniforms** - All players must wear sneakers or "turf shoes", a uniform shirt, hat and pants. The shirt shall be tucked into the pants. Players may not wear baseball, football, or soccer cleats. Players may wear batting gloves if they wish.

C. **The Umpires** - There will be two umpires assigned to each game. If the league is unable to provide an umpire, each team will provide one person to serve as an umpire.

1. The "home plate umpire" shall keep track of swinging strikes, foul ball strikes, and the number of "pitches" thrown to each batter. He will also make the calls at home plate.
2. The "**first base umpire**" will be responsible for calling players out or safe on the field and will keep track of the number of outs per inning.
3. The umpires shall not call balls and/or "called strikes."
4. Umpires will have the final say on any call during the game.
5. Umpires will not issue warnings regarding bunting, leaving the base early, sliding, or dropping the bat improperly.

D. **The Coaches** - Each team will have at least one coach, and may not have more than three coaches on the field at a game.

1. Coaches shall wear a team uniform shirt and hat during the game so as to be easily identified by the umpires if necessary.
2. During the innings of a game, coaches will remain in foul territory. They may not cross the foul lines into fair territory except in case of a medical emergency, injury, or if time out is granted by the umpire.
3. Between innings, coaches may cross the foul lines and enter the field to position their defensive players.
4. Coaches will keep attendance at games and shall report to a Director any player who misses two or more games.
5. Prior to the start of each game, the coaches **are required** to remind and warn their players of the rules and penalties for bunting, leaving the base early, sliding, and dropping the bat improperly, as described in these rules.

E. The Teams - At the **starting time** of the game, each team must have on the field at least 8 players from its roster for a game to be considered "official."

1. If a team is unable to put at least 8 players from its roster on the field by the official start time, the shorthanded team **will forfeit the game** to the opposing team, and the umpires will declare the opposing team to be the "winner" by a score of 1-0.
2. The two teams will then play a game. The team that is not shorthanded should loan players to the shorthanded team, if and when possible. The game will not be "official," and all other rules do apply.

F. The Game

1. **Time-Limit** - The elapsed time for any game shall not exceed **Ninety (90) minutes** without the permission of a League Director.
2. The number of **innings per game** shall not exceed six (**6**) without the permission of a League Director.
3. If, in the opinion of the umpire(s), at the end of a complete inning there is insufficient time remaining before the expiration of the 90-minute **time limit** for the teams to play another complete inning, the umpire(s) shall rule that the game is complete.
4. The umpire may not allow only the first (top) half of an inning to be played, except in situations where weather conditions warrant the suspension of a game for safety reasons. In the event that only the first half of an inning is played because of weather, the official score will be the score at the end of the last previously completed inning. However, if the home team is leading at end of the first half of the last inning, the home team will be awarded the win.

4. **Game Responsibility** – Coaches are responsible for fielding a team to all Yorkville Youth Athletic Association scheduled games, regardless of the number of players who will attend. Coaches do not have the authority to cancel any game for any reason. Any disputes with fellow coaches, umpires, directors, rules or Yorkville administration, shall be discussed with parties involved and Yorkville Youth Athletic Association Executive Director at the proper appointed time. The only time a coach may remove a team from the field is in the event of imminent danger.

G. The Inning - An inning shall consist of three (3) "outs" or 10 "at-bats" by the offensive team, whichever occurs first. An "at-bat" will consist of one-hit, or seven (7) "pitches," or three (3) "strikes," whichever occurs first.

H. Pitches & "No Pitch" - Any ball "thrown" by the coach will be ruled a "**pitch**" for the purposes of the "seven (7) pitch rule"(see Section II, A, 1 - "at-bat"), unless the home plate umpire rules the "throw" to be either a "**Dead Ball**" or a "**No Pitch**". If the coach produces a "throw" or series of "throws" which clearly and without doubt are unhittable by any player, or which bounce well in front of the batter's box, the home plate umpire should rule such "throws" to be "No pitch" ask the coach to adjust his pitching.

I. Strikes - there are two kinds of strikes.

1. A "**strike**" occurs when a batter swings at a "pitch" and does not make contact with the ball or the batter, having a count of less than two (2) strikes, hits a foul ball.

2. The "seventh (7th) pitch" rule [II, A, 1.] does not apply if on the seventh (7th) pitch, the batter makes contact with the ball and that contact results in a foul ball that is not caught in the air by a defensive player. The "at-bat" continues as if the "seventh (7th) pitch did not occur.

II. OFFENSE - As many as ten (10) batters may come to bat in any half inning.

A. Batters:

1. A player's "at-bat" will consist of one "hit," or seven (7) "pitches," or 3 "strikes," whichever occurs first.

2. A "hit" is any ball batted into fair territory that results in the batter being called out, or that results in the batter being called safe at a base.

3. Retiring the tenth batter: When the tenth batter comes to bat, the umpire will say in a loud voice - tenth batter – there are now two outs automatically (whether there was one or two outs prior to him getting up), the players will play for the normal out. The umpire will call time out, as usual, when the play is over. A new half inning will begin and the batting team is retired.

4. On a dropped third strike, the batter is out.

5. If a batter is hit by a ball thrown by the coach, his at-bat continues, and the ball thrown will be not be counted as a "pitch" for the seven (7) pitch rule.

6. A batter may not "bunt" or attempt to "bunt" a ball with the purpose of getting on base. (*See penalties section*)
7. Dropping the bat – The batter, after batting the ball, and before or while running to first base, will drop the bat in a safe and controlled manner in an area on or near home plate or close to the first base line. (*See penalties section*)
8. There is no infield fly rule in this league.

B. Base Runners:

1. Base runners must wear a batting helmet.
2. A base runner will keep one foot on the base until after the ball crosses home plate. Base stealing is not permitted. (*See penalties*)
3. When games are played at Asphalt Green, a base runner may not "slide" into a base for any purpose. (*See penalties section*) At all other locations, sliding is permitted, however slides can not be head first.
4. Base runners will not advance on pitches missed by the catcher or pitches that go by the catcher.
5. Play is stopped and a base runner may not advance to the next base when the umpire determines that the lead base runner is stopped and controlled.
6. The lead base runner will be considered as stopped and controlled and the play over when the umpire determines that the ball, after being hit into fair territory:
 - a. has been returned to the "pitcher-player" inside the pitcher's circle; or
 - b. has been returned to the infield and is in the process of being returned to the "pitcher-player" by a defensive player; or
 - c. has been returned to the infield and the ball is "being held" by a defensive player for the purpose of being returned to the "pitcher-player".
(*This rule is to prevent coaches from unfairly taking advantage of young fielders, who may be unaware of all the base runners, by encouraging their base runners to run with abandon creating panic on the defense and producing wild throws.*)
7. A base runner will be awarded the next base when the umpire determines that:
 - a. at the time the lead runner was "stopped and controlled" the base runner had gotten half-way or further to the runner's next base; or
 - b. at the time when the lead runner was "stopped and controlled," the base runner was forced to the next base.
8. A base runner who is between third base and home plate is allowed to

score if the tenth batter of the inning is retired when a fielder, in possession of the ball, steps on any base in the path of the tenth batter, **unless the base stepped on by the fielder is home plate**. If the base stepped on is home plate, the tenth batter is out and the run is not allowed.

9. All base runners will be awarded an advance of one base "on an overthrow" only when the overthrown ball touches a side fence, an object, or is touched accidentally or intentionally by any person situated along the sidelines before it is touched or "played" by a defensive player.

C. Batted Balls:

1. A batted ball that touches the **pitching coach**, prior to the ball being touched by a defensive player is an automatic "**dead ball**" and "**no pitch**". There is no penalty. Play resumes as if the "pitch" did not occur. A batted ball that is touched by an umpire accidentally is in play.

2. A batted ball that is intentionally touched or "played" by a defensive player, that then accidentally touches the **coach or umpire**, is still in play.

3. Special Foul Ball Rule: A batted ground ball that does not travel farther than the the pitchers mound, or a batted ball that bounces "very near" home plate, will be ruled a "foul ball" by the umpire.

III. DEFENSE - THE INFIELD AND THE OUTFIELD

General – All available players on a team will be on the field during a team's defensive half of an inning.

A. **Infielders** – No more than six (**6**) players may be positioned in the "infield," one of those six (6) "infielders" being the catcher.

1. The catcher will be positioned behind home plate.

2. All other infielders positioned in front of home plate (except the pitcher-player) will remain behind an imaginary line between 1st base to 3rd base until after the pitch is thrown.

3. All infielders are be required to play in "normal fielding positions" prior to the pitch being thrown. No infielder or outfielder is permitted to stand on or very near second base prior to the pitch being thrown.

4. The "**pitcher-player**" will be positioned approximately three (3) feet to the left or right of the "**pitcher-coach**," but not in front of the "**pitcher-coach**." He may move freely after the pitch is thrown.

B. **Outfielders** – All defensive players not positioned in the "infield" will be positioned in the "outfield". All "outfielders" will be positioned in fair territory not less than approximately 8 - 10 feet behind the bases and base paths between 1st base and 3rd base. The outfielders may be "arranged" in any manner and at any depth.

(Note: The intent and purpose of this rule is to specifically prohibit the use of the "short fielder" who could be used to fill in gaps in the infield or who would cover second base when the second baseman is playing a ball.)

IV. SPECIAL GROUND RULES

A. **Field Boundaries** - A batted ball, which reaches the fence, benches or bleachers in the outfield, is in play. Runners may advance as far as they can and they may be thrown out.

B. **Interference with the ball** - When a batted ball is hit beyond the last fielder and the flight or roll or path of the ball is interfered with by any person or object in any way, the batted ball will be ruled as a home run by the umpire(s).

C. **Interference with a fielder**

1. A batted fly-ball shall be ruled a "dead ball" and "no pitch" when the fielder, who could have fielded the ball on the fly, and while attempting to do so, is interfered with by a non-player, and such interference prohibited the fielder from making the catch.

2. A batted ground-ball shall be ruled a double, and all runners will be advanced two bases when an outfielder, who could have fielded the ball, is interfered with by a non-player during his attempt to field the ball.

D. **Coach/Player Interference** – No coach or player (not fielding or batting) are allowed on the field while the ball is in play. If any coach or player interferes with the game while the ball is in play, it will result in the following:

First Infraction – Warning to both teams and no pitch.

Second Infraction – An out will be assessed and the coach or player involved will be ejected from the game.

In the event that Coach/Player Interference results in a run being scored or prevented, an out will be assessed and the coach or player involved will be ejected immediately.

V. PENALTY SECTION

A. **Penalty for Sliding** - When games are played at Asphalt Green, if a base runner slides into a base for any purpose, he will immediately be called "out" by the umpire. At all other locations, if a base runner slides into a base head first they will be called "out" by the umpire.

B. **Penalty for leaving a base early** - If a base runner, in order to increase his "lead" to the next base, removes his foot from the base before the pitch crosses home plate, the base runner will immediately be called "out" by the umpire.

C. **Penalty for dropping the bat improperly** - If a batter, after hitting the ball, does not "drop" the bat in a safe and controlled manner, as prescribed in **Section II, A, 7**, the umpire will immediately stop play and call the batter "out." All base runners will then return to their original bases.

D. **Penalty for bunting** - If a player bunts a ball or attempts to bunt a ball, he will immediately be called "out" by the umpire.

VI. SPORTSMANSHIP

A. **Fighting:** A player who instigates a fight will be automatically ejected. A player who responds in a manner to defend himself will not be ejected. However, a player who responds to an instigated fight in a manner which escalates the fight shall be ejected as well.

B. **Unsportsmanlike Conduct:** This behavior which includes, but is not limited to, trash-talking, arguing with an umpire, purposely distracting the pitcher, and foul language, can result in suspension.

C. **Suspension:** If warranted, a player or a coach from any team can be suspended by the league or organizational directors. Coaches can bench their players, and can request that a player be suspended.