

Yorkville Youth Athletic Association Major League Coaching Objectives and Rules 2010

Expectations

As coaches at this level, your focus will no doubt be on fielding a competitive team. Your greatest challenge will be to ensure that the players are being taught the necessary skills, techniques, and understanding of the game of baseball so that when they enter the upper leagues the players will possess the necessary fundamentals and basic knowledge to allow for a truly competitive environment.

With respect to teaching your Major League players, your focus should be towards refining skills and talents of individual players with a strong emphasis on consistency. Often the difference between an average player and a good player is the ability to consistently execute the required fundamentals. A few basis examples of this are:

1. Player consistently being in the “ready position” just prior to the pitcher’s delivery
2. Outfielders consistently backing up the infield and each other
3. Making sure all fielders and runners understand their roles on each and every pitch. While many of your players will have been taught these basic skills, what they often lack is the discipline to consistently execute them. As a Major League coach, developing your players to the point where they consistently execute fundamentals should be on the top of your priority list. Accomplishing this will, without question, provide you with a more competitive team.

Rules

I. GENERAL AND ADMINISTRATIVE

A. The Field - The games will be played on a 65-foot diamond. The distance from the back corner of home plate to the far outside corner of first base and third base will be 65-feet. The distance from the outside corner of first base to the far corner of second base will be 65-feet. The distance from the back corner of home plate to the front edge of the pitcher’s rubber will be approximately 46-feet. The distance from the center of 2nd base to the back corner of home plate will be approximately 91-feet 11 inches.

B. The Umpires - The Yorkville Youth Athletic Association will provide one umpire for each game. In the event that no umpire is available, each team will provide one umpire to call balls and strikes from behind the pitchers mound during that teams offensive half inning, while one umpire from the opposing team will make calls from first base. Therefore, there will be two umpires on the field at the same time, one from each team. (Wait 10 minutes only for umpires then the game must begin.)

C. The Teams

1. Minimum players to start the game: At the start of the game, each team must have

present on the field at least (8) eight players from its roster for the game to be considered "official."

2. Batting the roster: The teams will bat the roster of all the players present at the game regardless of the number of players each team has present. There is no pinch hitting.

3. A Half-Inning: The offensive half-inning will consist of 3 outs or a number of at-bats equal to the number of batters in the line-up of the team with the fewer number of players present at the game, whichever comes first. For example, if team "A" has (10) ten players and team "B" has (13) players, the "maximum number of at-bats" during an offensive half-inning in that game will be (10) ten for both teams.

4. Substitutions - Pitchers: A pitcher may be taken out of the pitching position and returned to that position later in the game. (one time only) (4 innings maximum).

5. Substitutions - Not Pitchers: There will be free substitution of all players except the pitcher who may come back to pitch one time during the game.

6. Substitutions - Starters re-entering the game: After a starting player has been removed from the game, he may re-enter the game in another position, but he must occupy his original place in the batting order. There is no pinch hitting.

7. Minimum Playing time: All players in the line-up must play a minimum of (2) two innings in the field, and everyone in the line up must have been in the game by the bottom half of the fourth inning.

D. The Game

1. Number of innings: There will be a maximum of (6) six innings per game.

2. Time limits: The time limit for a game is (120) one-hundred and twenty minutes - (2) two hours.

4. Bases-on-balls – regular baseball rules apply.

5. Dropped third strike rule: The batter and runners may not attempt to advance on a third strike that is dropped by the catcher.

6. Infield fly rule: The infield fly rule will apply in all games, no exceptions.

7. Starting a new inning: No inning can start when there is less than 10 minutes remaining in the two-hour time limit. Absolute finish time is not later than 10 minutes after the completion of the two hour time limit. The umpires watch is the official time. Games played at 12 noon are over at 2 P.M.

8. 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.

E. Equipment

1. Bat size: Minimum bat diameter is 2.25 inches. Maximum bat diameter is 2 5/8 inches. Bats must be "approved for use by Babe Ruth Baseball". The maximum length is 42", and there is no maximum weight
2. Catcher's Equipment: catchers must wear full equipment including, protective cup, mask, chest protector, shin guards, helmet and throat protector. Catcher's mitt is not required and must be supplied by the player.
3. Cleats: baseball cleats may be worn, but the cleats cannot be metal, they must be rubber.
4. Baseball: the ball used will be a standard Little League or Babe Ruth League approved hard ball with a circumference of between 9" and 9.25". The weight of the ball will be between 5 oz. and 5.25 oz. or (142-149 grams)
5. Pine tar and rosin: No pine tar may be used on the bats. Use of a rosin bag is permitted by both the pitcher and batter.
6. Eye black and Sunglasses: the use of both eye black and sun glasses are permitted. The sunglasses must have plastic lenses.
7. Jewelry: All jewelry must be removed. Religious medallions or symbols may be worn, but must be securely taped to the chest.
8. Protective cup: all players will wear a protective cup at all times during the game.

II. OFFENSE

A. Batters

1. Stepping out of batter's box: An automatic strike will be called on a batter who steps out of the batter's box without calling for and receiving a time-out from the umpire.
2. Avoiding a pitch: A batter may step out of the batter's box to avoid being hit by a pitch without being penalized.
3. Dropped third strike: A batter may not attempt to advance to first base when the catcher drops the third strike.
4. Batting Helmet: a batter must wear a batting helmet.
6. Bunting: bunting by the batter is permitted.
7. Balks: There will be no balks called.
8. Dropping the bat: after hitting the ball, the batter will drop his bat in a safe and

controlled manner in or near the batter's box or near the first base line. Failure by the batter to drop the bat in a safe and controlled manner will result in the batter being immediately called out by the umpire.

9. Intentional walks: A batter may not be given an intentional walk.

B. Base Runners

1. Leading and stealing bases: Leadoffs are not allowed. A base runner must be in contact with the base when the pitcher, (1) has the ball in his possession, and (2) his foot is in contact with the pitching rubber. Base runner may leave the base when the ball crosses the plate, or when the ball hits the dirt in front of the plate, or when there is a wild pitch or when the pitcher's foot is no longer in contact with the pitching rubber. Runners may steal bases at any time the ball is in play. Unlimited stealing is permitted, including stealing home.

2. Sliding: sliding is permitted, however, sliding head-first into a base is permitted only when trying to get back to the base he has just turned. He may "dive back" to the base head first.

3. Batting helmet: a base runner must wear a batting helmet.

III. DEFENSE

A. Infield Positions

1. There will be six infielders: Pitcher, catcher, 1st Baseman, 2nd Baseman, Shortstop, 3rd Baseman.

2. Pitcher - a pitcher may not pitch more than 4 innings per game. A pitcher may not pitch more than six (6) innings during a double header. .

3. Complete inning pitched: if a pitcher delivers one pitch in an inning, he shall be charged with (1) one complete inning pitched.

4. Hitting batters: If a pitcher hits (3) three batters in the same inning or 4 batters during a single game, he will be removed from the game as a pitcher. Also, the umpire has the discretion to remove a pitcher before the pitcher hits (3) three batters in one inning if the umpire feels the removal is warranted. The pitcher may be return to the game in a position other than pitcher.

5. Base on balls - regular baseball rules.

6. Catcher - Equipment: Catcher must wear full equipment including: protective cup, mask, helmet, chest protector, shin guards and throat protector. Catcher may wear a catcher's mitt, but it is not required, nor is it supplied by Yorkville Youth Athletic Association.

B. Outfield Positions

1. There may be as many as (4) four outfielders position in the outfield.

2. Short fielder: no outfielder may be used as a "short fielder" to fill in for an infielder

who is otherwise occupied or to fill a gap between normally positioned infielders.

IV. 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. This behavior can result in ejection and/or 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.