

## **Yorkville Youth Athletic Association Minor League Rules 2010**

### **I. GENERAL AND ADMINISTRATIVE**

#### **A. The Game**

1. Number of Innings - There will be a maximum of (7) seven innings per game.
2. Time Limits - The time limit for a game will be (2.5) two and a half hours. An umpire's decision to continue a game will take precedence over permit. No extra innings will be played except in playoff games. No inning can start when there is less than 15 minutes remaining in the two-hour time limit.
3. Field – The home team will supply the bases and set up the field.  
*Field Dimensions:* The field will be 70' bases. 52' mound.
4. Equipment - Metal cleats are prohibited. All players must wear a protective cup. All jewelry is prohibited. Religious medals must be taped to the chest. Nothing may be worn on the wrists other than medical alert bracelets. Each team must bring 4 unused Senior League baseballs to each game.
5. Uniform - Uniform shirt must remain tucked into the pants during the game.
6. Bats – Wood bats only
7. Ball – Ball is a regulation hard ball.
8. Field – The home team will supply the bases and set up the field.

#### **B. The Teams**

1. Minimum Number of Player - The minimum number of players to start a game is (7) seven. A team with less than (7) seven players will forfeit the game. A team with (7) seven or (8) eight players will play with (1) one or (2) two players short. They will not be assessed an out for the missing players in their batting order. If a team starts a game with (7) seven players, it may increase to (10) if other players show up.
2. Substitutions - Unlimited substitutions are allowed. During a seven inning game each bench player must play two defensive innings in the field but does not need to be consecutive.
3. Line up – Line-up sheets that are presented to the umpire and opposing coaches prior to each game must include player name and uniform #.

## II. OFFENSE

### A. **Batters**

1. **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.
2. **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.

### B. **Base Runners**

1. No leading until the pitcher's arm is in 12:00 position.
2. Slide or Give up - Base runners must slide or give themselves up when there is a play at the base the base runner is arriving at. A runner who intentionally initiates contact with a fielder will be called out. If the fielder initiates the contact, the penalty shall not apply. Head first slides are only permitted when a runner is returning to a base.
3. Runners Coming Into Home Plate - Runners coming into home plate must either slide or try to avoid contact with the player covering home plate. The base runner may not attempt to run over or knock down the player covering home plate.
4. Courtesy Base Runner - if there are (2) two outs and a team's catcher is on base, a courtesy base runner must be used to run for the catcher. The courtesy runner is the player who made the last batted out.

## III. DEFENSE

### A. **Team**

1. There will be (10) ten defensive players. Four players will be positioned in the outfield. There will be no short-fielder position.
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### B. **Pitchers**

1. Batters Hit by Pitcher - If a pitcher hits (2) two batters in one inning the pitcher must be removed from the game by either the umpire, or by the coach of the defensive team. However, the umpire has the discretion to remove a pitcher before the pitcher hits (2) two batters in one inning if the umpire feels the removal is warranted. For example, a pitcher who does not have control over his fast ball, and who has hit several batters over a number of innings, but not (2) two batters in one inning, may be removed by the umpire.
2. Deliberately Throwing at a Batter - A pitcher is prohibited from intentionally throwing at a batter. If, in the umpire's judgment, a pitcher has

intentionally thrown at a batter, the pitcher will be ejected from the game, and may not be used in another position.

3. Pitchers are to throw only over the top fast balls and change ups. No curves, sliders, etc.

4. Pitcher Substitution: Pitcher must pitch consecutive inning. Once he leaves the game as a pitcher he may return to any other position except pitcher.

5. Pitchers are permitted to pitch up to 4 innings per game, and 6 innings per day. A pitcher who is relieved cannot pitch again in that game, but can play another position. A pitcher can pitch in more than one game of a doubleheader however they can not go over 4 innings in any one game and 6 innings for the day.

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#### 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, can result in suspension.

C. **Suspension:** If warranted, a player 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.