

MAJOR YBL Rules Revised 3-6-19



Anything else is like the minor leagues

The league will play using National Federation of State High School Rules with the following exceptions or modifications below. Additionally, please refer to our Procedure Manual, which can be found in your Clubhouse for further information and clarifications.

1) Pitching and Base Length Distances

Age Pitching Rubber Base Length

7U & 8U 40' 60'

9U & 10U 46' 65'

11U & 12U 50' 70'

ALL TEAMS IN THE LEAGUE ARE REQUIRED TO INSURE ANY FIELD THEY USE FOR THEIR HOME GAMES MEETS OUR FIELD DIMENSION REQUIREMENTS. Federation rules apply when protesting field dimensions.

2) Game Length and Time Limits:

7U No inning will begin after 1 hour and 30 minutes, unless game is tied

8U-10U No inning will begin after 2 hours, unless game is tied

11U-14U No inning will begin after 2 hours 15 minutes, unless game is tied

GAMES CANNOT END IN A TIE. All games must be played until a winner is determined, regardless of time.

The next inning is considered to begin the moment the previous inning ends.

3) Pitch Count, Balk Rules and Mound Visits

13U-14U	REST	11U-12U	REST	8U PREMIER & 9U-10U	REST	7U-8U	REST
65-85 Pitches	3 days	60-75 Pitches	3 days	50-65 Pitches	3 days	40-50 Pitches	2 days

50-64 Pitches	2 days	45-59 Pitches	2 days	40-49 Pitches	2 days	31-39 Pitches	1 day
31-49 Pitches	1 day	31-44 Pitches	1 day	31-39 pitches	1 days	1-30 Pitches	0 days
1-30 Pitches	0 days	1-30 Pitches	0 days	1-30 pitches	0 days		

Each team must keep a pitch count for every pitcher for both teams and confirm each inning, to avoid any disputes over the count. Should a dispute arise, the pitch count total of the pitcher's team will be used. A pitcher can exceed the max pitch count to complete an at bat, but a pitching change must be made prior to the next hitter. The finishing the at bat rule only applies to the max pitch count for each age level. A pitching change needs to be made mid-at bat to avoid a pitcher surpassing 1 or 2-day rest limit.

Each team must enter their pitcher's pitch counts through the team's clubhouse for each game and confirm the opponents pitch counts prior to their next scheduled game. Any team that repeatedly violates this rule will result in a suspension of the head coach, for a length to be determined by the league.

Coaches are to be proactive and stop play if it has been determined their pitcher or the opponents pitcher has reached the max pitch count and is continuing to pitch. Any team that after it has been brought to their attention the max pitch count has been reached or exceeded and continues to allow that pitcher to pitch will result in a forfeit against the team violating the rule. Teams who repeatedly violate this rule will have their head coach face a suspension, the length of which will be determined by the league. A report should be made to the umpire that a pitcher has reached or exceeded the max pitch count and the opposing team has been notified, but is continuing to pitch the pitcher in question. It is not the umpire's responsibility to arbitrate any disputes involving the pitch count rule, reporting this violation is simply to put it on record to the league.

A days rest is 1 entire day without pitching. For example if a pitcher pitches on Monday and is required to rest for 1 day, they can next pitch on Wednesday. If they require 2 days rest, they can next pitch on Thursday and if they require 3 days rest, they can next pitch on Friday. The only way a pitcher can pitch on back to back days is by not exceeding the 0 days rest limit.

Balks will not be called for ages 7U-10U (Excluding 9U and 10U Majors/Premier Leagues). Umpires, coaches and players should use time between innings to discuss any balks that would have been called if balks were being called. For the 9U and 10U Majors/Premier Leagues there will be 1 balk warning per pitcher per inning before penalties will be enforced. At the 11U & 12U levels, one warning per pitcher will be issued before penalties will be enforced.

A pitcher must be removed upon the 2nd visit to the mound in the same inning or on the 4th visit to the mound in the game and then on every subsequent visit after the 4th, regardless of how many pitchers a team has used.

4) Courtesy Runners

With 2 outs a courtesy runner for the catcher is OPTIONAL. A courtesy runner for any other position or with less than 2 outs is not allowed. For the away team, in the top of the 1st inning, should the player listed as the catcher on the lineup card be on base and there be 2 outs, a courtesy runner for that player is allowed.

5) Mercy Rule

Any team leading by 10 or more runs after 5 innings, 4 ½ if the home team is winning, will be declared the winner. 7U-10U leagues have a second run rule of 15 or more runs after 4 innings, 3 ½ if the home team is winning.

6) No Slide Rule

It is strongly suggested you review Federation rules concerning the no slide rule.

7) Fake Bunt is Not Allowed

The fake bunt, swing away is not allowed. Any player doing so will be called out and may ejected from the game, at the umpire's discretion.

8) Batting Order and Defensive Substitutions

All teams are required to bat their entire roster of players in attendance for the game. Free defensive substitutions are allowed for all positions except pitcher. Once a pitcher leaves the mound he cannot return to the mound in that game. Any player who leaves a game due to injury and is unable to continue, in the opinion of the umpire(s), will have his spot in the batting order passed over without penalty.

All teams must start a game with at least 9 players and must complete a game with at least 8 players.

Any player arriving late for the game MUST be inserted into the batting order as the batter leading off the next inning his team bats. The player will remain in that spot in the lineup for the duration of the game.

Any player who needs to leave a game early shall have his position in the batting order passed over without penalty. Once a player's spot has been passed over, the player cannot return to the game under any circumstances.

9) Player Eligibility

No player can be older than their respective age bracket prior to May 1st of the current year. Beginning with the 2020 season the age as of date for 7U teams will be **September 1st, for all other age levels it will continue to be May 1st.** An opposing team can request verification of a player's age by protesting the player's participation in the game with the umpire. The protesting coach would then need to contact the Commissioner's office within 24 hours of the completion of the game and provide a copy of the opposing team's lineup card and reference the player's full name and jersey number. The team with the questionable player has 48 hours from the time the Commissioner's office notifies the coach of the protest to provide a copy of the birth certificate to the Commissioner. Failure to do so will result not only in a forfeit for the game in question, but for all games the player(s) in question have played in previously.

The Commissioner has the right to request an original certified copy of the birth certificate, if the authenticity of the copy provided is in question. The player(s) in question have 5 days to provide an original certified copy from the date of the Commissioner's request. Failure to do so will result in the forfeiture of any and all games played by the player in question.

Players can be added and dropped from your roster throughout the season. **However, only players listed on the roster on June 10th are eligible to participate in the league playoffs.**

Players are allowed to be rostered on more than 1 team that participates in the MAJOR YBL as long as both teams are not in the same league. **Players are also prohibited from playing down competition levels. A player may only play up from the competition level of his primary team.**

Any player who is enrolled in high school is ineligible to play on any 7U-14U team in the league, regardless of their age. WE DO NOT GRANT ANY EXCEPTIONS TO THIS RULE!

10) Ejections

Players

Any player ejected could also be suspended, in addition to the game he was ejected from.

Coaches

1st ejection for the season, coach who is ejected for inappropriate conduct will receive at a minimum a one game suspension.

2nd ejection for the season, coach who is ejected for inappropriate conduct will receive at a minimum a two game suspension.

3rd ejection for the season, coach who is ejected for inappropriate conduct will be suspended for the remainder of the season and may be banned from coaching in the league permanently.

Please review Federation rules regarding assistant coach's communicating with umpires.

Spectators

Any spectator who is ejected for inappropriate conduct will receive at a minimum a two-game suspension.

Coaches are responsible for the conduct of the spectators in attendance at the game to support their team. Umpires will first warn the coach of the team if spectator's conduct is inappropriate. Coaches are expected to immediately address the issue with the spectator(s) who are behaving inappropriately after the warning is issued. If the inappropriate conduct continues the umpire may eject the spectator(s) without additional warning. If the spectator(s) do not leave the immediate area surrounding the field in a timely manner, the umpires may award a forfeit victory to the opposing team.

There is no circumstance where a spectator should ever interject themselves into the game to warrant being ejected from the park.

The league will review all ejections, to determine if a longer suspension is warranted. The Commissioner will be the final arbiter of the length of any suspension or expulsion. **There is no appealing either the initial mandatory suspension or any longer suspension issued.**

ALL PARENTS/GUARDIANS HAD TO ACCEPT A CODE OF CONDUCT PRIOR TO THEIR CHILD BEING ALLOWED TO PARTICIPATE IN THE LEAGUE. COACHES PLEASE MAKE YOUR PLAYER'S FAMILY MEMBERS AWARE OF THE CONCEQUENCES OF UNSPORTSMANLIKE CONDUCT TOWARDS THE UMPIRES OR OPPOSING TEAM MEMBERS. REMIND THEM OF THE IMPORTANCE OF BEING A GOOD ROLE MODEL AND DISPLAY GOOD SPORTSMANSHIP REGARDLESS OF THE CIRCUMSTANCES. LASTLY, THE HEAD COACH IS ULTIMATELY RESPONSIBLE FOR THE CONDUCT OF THEIR ASSISTANT COACHES, SPECTATORS AND PLAYERS.

Any coach or spectator who confronts the umpire(s) or anyone associated with the opposing team after the competition of the game, off the field of play will face an automatic 5 game suspension.

11) Social Media Posts

No coach, player or family member of a player or coach of a team is allowed to post derogatory comments about an opposing team, coach, player or umpire on social media. Any coach violating this rule will be suspended for a minimum of 1 game. Any family member of a player or a player who violates this rule will result in the player being suspended for at least 1 game. Anyone found to be a repeat violator will result in the coach or player being suspended for the remainder of the season and potentially result in the coach or player being banned from participating in the league permanently.

PLEASE ADVISE YOUR PLAYERS AND THEIR FAMILY MEMBERS WE HAVE A ZERO TOLERANCE POLICY FOR DEROGATORY SOCIAL MEDIA POSTS.

12) Rules Concerning Equipment

Metal spikes are allowed at the 13U and 14U age levels only, but turf shoes or plastic spikes are recommended for all age levels.

C Flaps for helmets are allowed if they are either part of the helmet or if an added accessory, manufactured by the same company that manufactured the helmet.

There are no bat restrictions regarding length, diameter or drop. Bats are not required to carry any specific certification mark.

Any field that uses a double first base or safety base, the base is considered one giant base, accessible to both the fielder and batter/runner. Once a batter/runner becomes a runner, only the base in fair territory can be used by the runner or fielder to determine safe or out.

13) Playoff Seating Tiebreakers

2 Teams Tied

First tiebreaker: head to head

Second tiebreaker: run differential in games against each other

Third tiebreaker: run differential for season (for all 7U-10U leagues, this tiebreaker does not apply, 3rd tiebreaker is coin-toss)

Fourth tiebreaker: coin-toss.

3 or More Teams Tied

Run differential for season, any remaining ties will be broken by coin toss.

No team will be rewarded for playing less games or not playing their entire schedule. Win total is the sole number used to determine tiebreakers above. For example, a team that finishes 8-8 that won its sole game against a team that finishes 8-6 will be awarded the high seed as both teams had 8 wins and the 8-8 team beat the 8-6 team in their head to head game, winning the tiebreaker. Furthermore, if the 8-8 team and the 8-6 team split their head to head games and the 8-8 team has a better run differential in the head to head games, they will be the higher seed.

14) 9U Majors/Premier, 10U Majors/Premier and ALL LEAGUES 11U-14U Play Federation Rules With Our Modifications and Exceptions

9U and 10U Majors/Premier Leagues will play using 1 balk warning per pitcher per inning.

15) Special Rules for 7U-10U Leagues, Not Previously Covered Above (excluding 9U and 10U Majors/Premier Leagues).

All 7U Leagues

Baserunners are not allowed to advance on an errant throw by the catcher to the pitcher or on pass balls or wild pitches.

Baserunners are allowed to lead off the base when the pitch enters the hitting zone, but not allowed to steal.

A batter who has been walked and has become a base runner CANNOT advance past 1st base as a result of the walk.

The strike zone will be two ball width wider than home plate on the outside and the inside and one to one and a half ball width below the knees. Umpires will be encouraged not to call the high strike. The widened strike zone is in place at this age level to reduce potential walks.

The catcher is expected to regularly throw the ball back to the pitcher to develop this skill and not hand the ball to the pitcher after each pitch to avoid errant throws. When appropriate a catcher can still hand the ball to the pitcher.

All 7U-9U Leagues Except 8U-9U Majors/Premier

Teams are allowed to bat through their lineup only 1 time per inning. If 3 outs have not been made by the time a team has batted around, the half of the inning will end. Any runners on base will only be allowed to advance as many bases as the hitter advanced on the last at bat of the inning. Dead ball will be called when play is made on any base runner or an infielder has secured the baseball and is in the infield.

If teams have a different number of players, to determine the "bat around number", use the larger of the 2 numbers.

All 8U Leagues

Runners can advance on passed balls or wild pitches to 2nd base or 3rd base, but CANNOT score from 3rd base on a wild pitch, pass ball or errant throw by the catcher to the pitcher. The only way a base runner can ADVANCE PAST 3rd base

is a batted ball in play or there is a base loaded walk or a bases loaded hit by pitch. These are the only 3 ways a base runner can ADVANCE PAST 3rd base.

A batter who has been walked and has become a base runner CANNOT advance past 1st base as a result of the walk, unless there is an errant throw by the catcher to the pitcher or the pitcher does not catch the ball cleanly.

The strike zone will be one ball width wider than home plate on the outside, one to two ball widths wider on the inside and one ball width below the knees. Umpires will be encouraged not to call the high strike. The widened strike zone is in place at this age level to reduce potential walks.

The catcher is expected to regularly throw the ball back to the pitcher to develop this skill and not hand the ball to the pitcher after each pitch to avoid errant throws. When appropriate a catcher can still hand the ball to the pitcher.

All 8U-9U Leagues, except 9U Majors/Premier

Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out. No advancing on dropped 3rd strike, but infield fly will apply.

All 10U Leagues, except 10U Majors/Premier

Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out. Players can advance on a dropped 3rd strike and infield fly rule will apply.