

Liberty Youth Baseball

Local League Rules (AAA)

9 and 10 Year Old Division - Page 1

- 1) Local league rules supersede all other rules. Consult the Dixie youth rule book for rules not listed.
- 2) Practice time may be for a maximum of one hour and thirty minutes (90 minutes) per day. A team may not practice more than five times per week and **NO** team will be allowed to practice on Wednesday for league.
- 3) Foul language, tobacco and alcohol will **NOT** be allowed on the field or in the park.
- 4) **NO** cell phones will be allowed on the playing field during a game by a coach or a player.
- 5) Only LYBA approved managers, coaches and players are allowed in the dugout and on the field. Failure to comply with this could result in punishment for the manager of the team as well as forfeiture of the game.
- 6) Managers and coaches are responsible for controlling themselves and their parents. This is supposed to be a fun game for our children. If a problem arises from coaches or parents that cannot be resolved, stop the game and get a board member.
- 7) Each team will be allowed a manager and three (3) coaches during games.
- 8) Each manager will have three (3) copies of their lineup. One for the scorekeeper, one for the opposing coach, and one for themselves.
- 9) Home team furnishes the scorekeeper. The scorebooks are located in the concessions stands.
- 10) Protests must be made before the next batter to the umpire or they will not be recognized. Protests on an umpire's judgement call will not be accepted.
- 11) The league commissioner will reschedule rainouts. A twenty-four (24) hour notice will be given to each team for the makeup game. If the rainout does not affect the determination of the first place team for any league, the Vice President has the final say as to if the rained out games will be rescheduled.
- 12) If a team does not have enough players fifteen (15) minutes past game time it will be counted as a forfeit. If both teams do not have enough players it will be counted as a double forfeit. You can play with only eight (8) players. Exception: If the opposing team has enough players to allow for a pool player to avoid a forfeit.
 - 12a) In the event a team does not have enough players to field a team, pool players will be allowed to play in order to maintain the schedule and lower the possibility of a forfeit.
 - 12b) A pool player is described as an extra player on the opposing team (over the required 10) that may be placed on the opposite team in order to avoid a forfeit. The player must be from the opposing team.
- 13) Any player absent at the beginning of the game and is not there by their turn to bat and misses their turn, will not be allowed to enter the ball game or the dugout.
- 14) All batters will wear a helmet. (Chin straps and face guards are not mandatory while batting)

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- 15) The visiting team shall furnish the pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a "no pitch" by the umpire. **The official pitch count statistician's pitch count is the official pitch count and cannot be protested.**

- 16) **Pitch Count Limitations:** A pitcher shall not throw more than 75 pitches in the same game or on the same day. **Exception:** If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. All pitchers in local league play must adhere to the following pitch count rest requirements:

Required Rest	No Rest	1-Day	2-Days	3-Days
Pitches Per Day	1-30 Pitches	31-45 Pitches	46-65 Pitches	66+ Pitches

Innings Limitations: A pitcher shall not pitch more than six innings in the calendar week between 12:01 AM Monday to 12:00 PM midnight the following Sunday. For the purpose of satisfying this rule, the pitching of one (1) pitch shall be counted as the pitching of one inning. The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning he is **NOT** charged for that inning. No innings pitched shall be charged to the pitchers that are listed in the batting order of both teams handed to the official scorer in games forfeited before actual game play begins. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game. **Exception:** A pitcher who delivers forty-one (41+) or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four or more innings in a game is **NOT** eligible to pitch in that game.

- 17) Team rosters will consist of a maximum of fourteen (14) players. In the event a team loses a player, the manager is responsible (Mandatory) for contacting the league Commissioner or Vice President requesting a new player from the eligible player pool (if any). A new player will be assigned by the Vice President to that team. The manager has a maximum of four (4) games after losing that player to communicate the need for a player. If all teams have the same number of players than no new player will be assigned.
- 18) A complete game will be six (6) innings or one hour and thirty minutes (90) minutes, whichever comes first. A new inning will not start after ninety (90) minutes. There will be a fifteen (15) minute extension to finish the current inning if needed. If the inning is not completed within the fifteen (15) minute extension the score will revert back to the previous completed inning.
- 19) There is a five (5) run rule in effect per half inning. This means that you can score five (5) runs per inning and there will be a ten (10) run rule after four (4) innings. Unless the winning team is the home team then there is a ten (10) run rule after three and a half (3-1/2) innings.
- 20) An inning will be complete when both teams have acquired three offensive outs or scored a maximum of five runs each.
- 21) Batting order will be continuous. All players will bat.
- 22) All players on offense must remain in the dugout at all times unless batting, on deck, or base running. All offensive players not in the dugout must wear a batting helmet.

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- 23) Infield fly rule **IS** in effect for live arm.
- 24) Bunting **IS** allowed.
- 25) Base coaches may not touch a runner at any time while the ball is in play. Umpire must make the call. The runner will be called out as a penalty if this happens.
- 26) **NO** head first sliding is permitted. Any player that slides into a base head first will automatically be declared out. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
- 27) Base runners must stay in contact with the base until the ball reaches the plate. Leaving the base too soon will result in the defensive team having the option of keeping or rejecting any part of the play.
(THE RUNNER IS NOT OUT)
- 28) Stealing bases **IS** allowed. The player can leave their current base only after the ball has reached the plate.
- 29) The base runner must slide at any base other than first base if the defense is attempting to make a tag. The defensive player cannot block the base or the baseline without possession of the ball. Obstruction will be called and the runner will be awarded an extra base.
- 30) All players will play a minimum of two (2) defensive innings per game (six defensive outs). Penalty for not doing this will be forfeiture of the game. If the bottom of the 5th inning is not required, it will not count as an inning played. The only reason a player will be excused from play will be due to illness or injury. Absent players must be reported to the other coach before the game.
- 31) There will be ten (10) defensive players with no more than six (6) players on the infield including the pitcher. The other four (4) players will play in the outfield.
- 32) Facemasks or a catchers helmet will be worn by **ANYONE** warming up a pitcher in a squatted position, either during a scheduled practice or during a game.