

**Alcoa Youth Baseball, Inc.
Rules and Regulations**

General Rules

1. All situations not covered by these rules will be governed by the United States Specialty Sports Association.
2. All situations not covered by league rules or USSSA rules will be governed by the Rules of Major League Baseball.
3. The responsibility for enforcing the foregoing rules will be vested in the president or executive director of the league. Appeal beyond the president will be made only to the full board of directors.
4. Foul, abusive, or threatening language will not be tolerated.
5. Use of alcohol or other illegal substance, or being under the influence of such products will not be tolerated at any league function. i.e. work day, practice, or games.
6. Coaches or players ejected from a game for any reason will be ineligible for their next game.
7. Coaches, umpires, and concession workers at Alcoa Youth Baseball will serve at the pleasure of the board of directors.
8. Coaches who violate league rules will be subject to suspension by the board of directors. Repeat violators will be subject to permanent removal.
9. Alcoa Youth Baseball, Inc. will not be responsible for any debt agreements entered into by any person(s) or teams.
10. There will be mandatory coaches meetings. The head coach or a designated representative must attend.
11. Only concession workers, or members of the board of directors will be allowed in the concession stand.
12. The executive director and/or home plate umpire will be responsible for cancellation of games due to inclement weather.
13. Rescheduling of games will be the responsibility of the president or executive director.

14. In the event of a rainy day, coaches scheduled to play that evening should report as early as possible to help with getting the fields ready for play.
15. After each game, it will be the responsibility of the teams to pick up trash in the dugouts.
16. The home team will be the “official score keeper.” An adult must keep the official book.
17. The home team will provide an adult to operate the scoreboard. No kids are allowed in the score boxes.
18. After each game or practice, the last coach to leave will be sure all lights are off and all gates are locked.
19. After the last game or practice, the coaches will put the bases in the storage building and put the rubber caps on the base receivers.

Player Eligibility

1. All players must have on file a current league contract and a copy of their birth certificate.
2. Any late sign-up players will go to the team with the next draft pick until the teams have a full roster.
3. At the parent’s request, if siblings are playing in the same league, they will be on the same team.
4. If a player is a return player for a team (protected or non-protected), and does not wish to remain on that team, the player must return to the draft. The only exception will be if the player’s parent is head coach of the new team to which the player desires to transfer, and the new team has a protected player slot open. The player would then count as one of the protected players.
5. Players will not be allowed to switch teams in the same league without the board of director’s consent.

6. If a player quits before the season is half over, he/she will be eligible to enter next season's draft. If a player quits after half of the season has been played he/she must return to the team they played for during the previous season.
7. The board of directors reserves the rights to review a request for player placement based on hardship.

Player Draft

1. Teams will keep all returning players from the previous year.
2. Effective for the draft to occur at the beginning of the 2003 season, teams will be allowed to protect three players.
3. In the situation where the head coach is new to the league, he/she can protect his child/stepchild and the child/stepchild of an assistant coach. The total number of new protected players cannot exceed three in any given year.
4. A list of protected and returning players must be submitted prior to the start of tryouts.
5. In order to be a protected player, he/she must be signed up before tryouts.
6. The draft order will be based on previous season standings.
7. The team that finished last in the league the previous season will get the first draft pick. Next to last will get the 2nd pick, third to last will get the 3rd pick, fourth to last will get the 4th pick, and fifth to last will get the 5th pick.
8. After the first round of the draft, the teams will draft in reverse order until all of the players are drafted.
9. Draft eligible players not present at the tryout will be drafted by blind draw by the draft order number.

League Standings

- League standings will be based on the following:
 1. win/loss record
 2. 1st tie breaker head to head record
 3. 2nd tie breaker runs scored head to head
 4. 3rd tie breaker will be a coin flip

Playing Rules- General

1. In case of a discussion, **only the head coach** will speak to the chief umpire. All other coaches and players will remain at their positions or in the dugout. Violation may result in being ejected and suspended for one game.
2. Before the start of each game, the head coaches will meet with the umpires at home plate to discuss the ground rules and anything else important for the game.
3. **Once the game begins, all coaches must stay behind the white line at the opening of the dugout. The head coach may cross the line, if he/she has been granted timeout by the umpire. If the coach comes across the line he/she will be warned, the second time the coach will be ejected from the game.**
4. **During a game each team is allowed to have the following number of coaches on the field: 6u-5, 8u-5, 10u-4, and 12u-4.**
5. All equipment must be kept in the dugouts during games.
6. All players, unless they are playing a position, on base, in the warm up box, or coaching a base will be in the dugout.
7. Only coaches, players, and umpires will be allowed in the dugout or on the playing field during the game.
8. Infield practice will be allowed before the start of each game, if time permits.
9. Pitchers will be allowed up to ten (10) warm up pitches to start a game.
10. A new pitcher (not a starting pitcher) will be allowed six (6) warm up pitches.

11. In case of sickness or injury to a pitcher, the new pitcher will be allowed as much time as necessary to warm up.
12. All base runners must avoid collision with defensive players. If a collision occurs:
 - If in the umpire's decision, the collision was severe enough to warrant so, the runner will be called out and may be ejected for the game.
 - If the contact is ruled incidental by the umpire, normal play should continue.
 - The umpire's decision is final.
13. If a baseball goes through, under or bounces over a fence, the runner is allowed two bases. The fielder should raise both hands in the air to signify a ground rule double.
14. If the baseball hangs in the wire mesh of the fence anywhere inside the park, the runner is allowed one (1) base.
15. If a batted ball in fair territory hits a light pole or the scoreboard and bounces back into the playing field, it is a homerun.
16. If the batter needs time to be called, they should ask the umpire before stepping out of the batter's box. Failure to do so will result in the pitch being called.
17. A player, coach, or fan ejected from the game must leave the park.
18. Teams with less than nine (9) players will be allowed to pull up players from the league below it.
19. Players pulled up must play in the outfield on defense and must bat at the bottom of the line-up.
20. If team members arrive late or after the line-up has been turned in, they are to be added to the bottom of the batting order.
21. Teams must have eight (8) players to start a game and must maintain at least eight players at all times during the game. Failure to do so will result in forfeiture.
22. In all leagues, a vacant ninth batting position will be an automatic out.
23. Any protest will be made to the president or executive director. Additional protest may be made to the full board at the next board meeting.

24. No new innings will start after 10:00 p.m.
25. All batters in all leagues will wear batting helmets.
26. All of the above rules are to be followed by each league with the exceptions noted in their age specific league rules.
27. Slaughter rule will be ten (10) runs after 4 innings and 15 runs after 3 innings. Slaughter rule does not apply to Wee Ball and T-Ball.
28. It is required that all players get at least one bat and two innings in the field, unless the coach is imposing discipline. If a player does not get one at bat and two innings in the field, he/she must start the next game.
29. Each league will play a 14 game schedule.
30. All bats must be regulation USSSA approved or Little League approved baseball bats.

Playing Rules

Wee Ball & T-Ball (6U)

1. Score will be kept during the games. There will be a five (5) run limit per at bat. If the score is tied in the fifth inning, the run limit is waived.
2. Game length will be five innings or one hour.
3. The base length for T-Ball games will be sixty (60) feet.
4. Each team may have all players in the field. Only six (6) defensive players are allowed in the infield.
5. **(T-Ball & Wee Ball)** The player must make an overhand throw to the base. If the throw is ruled not to be an overhand throw by the umpire, then the runner will be called safe. The player in the pitcher position may not run the ball to 1st base. Also, the pitcher may not run down the runner going to 1st base. The defensive player may run and touch 2nd base, 3rd, base, and home plate to make a play.

6. **T-Ball-** Each batter will be allowed six (6) pitches. Use of the tee is optional on the last two pitches. Foul balls count as pitches. Hitting the tee will be counted as a foul. If the sixth pitch is hit foul, the player will be allowed one additional pitch.

Wee Ball- After the sixth try, the coach may assist the batter in helping them hit the ball off the tee. There will not be strikeouts in Wee Ball.

7. Bunting is not allowed.
8. Base runners must stay in contact with the base until the ball is hit. Runners not on base when the ball is hit will be counted as an out.
9. A chalk line from foul line to foul line is fair territory and is marked as a ten-foot arc from the back point of home plate. For the ball to be “in play” it must be hit past this line. A ball stopping on the line is a fair ball. If the ball does not pass the line, it is considered a foul ball.
10. A pitcher’s circle, the center of a (10) foot diameter circle is forty (40) feet from the back point of home plate. “Pitchers” must be inside this circle when the ball is hit.
11. Adult pitchers must pitch from behind the ten (10) foot arc. After the ball is hit, the adult pitcher will move into foul territory.
12. Field should be lined as follows:
 1. An arc will be drawn ten (10) feet from home plate.
 2. A line half way between first and second base, second and third base, and third base and home plate.
 3. A circle around the pitcher’s rubber.
13. Defensive players must be given a position on the field the entire game. The players may change positions during an inning, unless the changes delay the game.
14. Two (2) defensive coaches will be allowed on the field during the game, but must remain in the outfield grass.
15. Outfield players must remain in the grass until the ball is hit.

16. Coaches cannot touch a player at any time the ball is in play. This includes both offensive and defensive play. Penalties are as follows:
 - a. Defensive- dead ball, runners advance two bases.
 - b. Offensive- dead ball, the runner is out
17. Play will stop when the ball is in the possession and control of an infielder in front of the outfield grass and raises his/her hand with the ball. The base runner will then either advance to the next base or return to the previous base, dependent upon whether the base runner has passed the lines drawn or is advancing to the lines drawn. The umpire makes this judgment.
18. All players will be listed in the batting order at the start of the game and must bat in turn throughout the game.
19. Line-up should be ready ten (10) minutes before the start of the game. If a player arrives after the start of the game, his/her name will be added to the end of the batting order and he/she will bat in his/her next turn.
20. The infield fly rule is not in effect.

Playing Rules- 9u

1. Game length will be six (6) innings or one hour and fifteen minutes.
2. All games will be coach pitch.
3. Base length for coach pitch games will be sixty (60) feet.
4. All players will be listed in the batting order at the start of the game and must bat in turn throughout the game.
5. There will be ten (10) defensive players. Substitutions will be made every inning so that no player sits out for more than two innings in a row.
6. There will be a seven (7) run per inning limit. If the score is tied in the sixth inning the run rule will be waved.
7. The infield fly rule is not in effect.

8. The batter will be allowed five (5) pitches.
9. The adult pitcher must move to foul territory once the ball is hit.
10. Bunting is not allowed.
11. The catcher must wear full protective gear, excluding a catcher's mitt, but including a protective cup.
12. During all games, the defense must stop the runners.

Playing Rules- 12U

1. Game length will be seven (7) innings or one hour and thirty minutes.
2. Pitchers may pitch a total of seven (7) innings per week. One pitch is considered an inning. The week will be from Sunday to Saturday. If a pitcher pitches two consecutive days, he/she may not pitch on the next day. Innings pitched for a make-up game counts on that week's innings.
3. At the coach's pleasure, he/she may bat nine (9) or ten (10) players, or all players present.
4. Free defensive substitution is allowed for all players in the batting line-up with the exception of the pitcher.

ALCOA YOUTH BASEBALL, INC.



Alcoa Youth Baseball & Softball
ALCOA YOUTH BASEBALL
GENERAL AND LEAGUE RULES

Provided by the Board of Directors- Revised 1/2016

