



## CITY OF AURORA 2015 PLAYER PITCH YOUTH BASEBALL RECREATIONAL RULES AND REGULATIONS

**Babe Ruth League, Inc. baseball rules shall govern all occurrences not listed in the Aurora Youth Sports rules. Participants may only play on one City of Aurora team. These rules are to be used as a guide. Umpires and/or supervisors may also enforce rules to better the program and/or to keep participants safe.**

### PHILOSOPHY

The City of Aurora Youth Sports Department offers programs for the following reasons:

- To allow participants to have fun.
- To allow all youth an opportunity to participate.
- To teach participants proper skills and fundamentals.
- To provide an environment in which the participant will learn sportsmanship, camaraderie and teamwork.

### PLAYING TIME REQUIREMENTS

1. No player may sit out more than 2 consecutive innings on defense.
2. Coaches are required to rotate their players to any position in which they show an interest and have the ability to safely play, especially at pitcher and catcher. Catchers may be removed by the umpires because of safety and/or slow play.
3. All players present will be placed in the batting lineup and stay in that position the entire game, regardless of defensive changes.
4. No player may go from the field to the bench unless an injury occurs. Defensive substitutions are only allowed between innings, **WITH THE EXCEPTION OF PITCHER AND CATCHER.**
5. All players present at the game shall be in the batting order and stay in that order throughout the game, regardless of their defensive positioning. Players arriving late shall be placed at the bottom of the batting order.
6. **Pitchers will be limited to 20 batters per game. Pitchers can be removed and return to the mound once per game.**
7. Playing time is the responsibility of the players, their parents and the coach, **NOT** the opposing team or umpire.
8. Coaches **NOT** adhering to these requirements are subject to probation and/or suspension.

### SCOREKEEPER & TIMER

These volunteers are considered an extension of the umpiring crew. Scorekeeper and timer are to remain neutral throughout the game. Failure to adhere to these conditions is grounds for removal from the score table and/or park at the discretion of the umpire and/or field supervisor.

- a. Fifteen minutes prior to the start of the game, each team must provide an adult to fulfill one of the positions. The two volunteers will decide on who does what. If they cannot agree, the field supervisor will assign the duties.
- b. Scorekeepers responsibilities are to keep track of hits, runs and outs on the official scoresheet. Errors are not kept; everything shall be counted as a hit. Scorekeepers are also responsible for notifying the umpire when the 7 run rule comes in to play and when a pitcher has thrown to 20 batters.
  - a. Scorekeepers should compare their records after each run-scoring play and at the end of each half inning. They should notify the umpire immediately if there is a discrepancy.
  - b. If a discrepancy occurs and the error cannot be found, the umpire shall accept the record of the scoresheet, unless the umpire has definite knowledge of the play in question.
  - c. Timers responsibilities are to keep the official time in addition to keeping runs, outs and innings on the scoreboard. Balls and strikes will not be kept on the scoreboard.

## COACHES IN DUGOUTS

- a. A team may have a maximum of 4 adults in the dugout, provided they are performing a team function i.e. Coach, Assistant Coach, Scorekeeper. The head coach is the only coach allowed on the playing field (with the exception of the base coaches when batting) and may stand in front of the width of the dugout - no more than 3 feet in front of the dugout.

## REGULATIONS

### EQUIPMENT:

Each coach shall be issued the following equipment:

- 1 Bat, no longer than 32 inches. Wood bats are legal.
  - Recommended lengths are: ages 8-11 – 27-30 inches; ages 12 and up – 30-32 inches.
  - **Players in the 8-10 year old division will be limited to bats no wider than 2 1/4". Composite bats will not be allowed in any City of Aurora Baseball or Softball league.**
  - Each team shall receive four 9 inch baseballs. One game ball each week will be given to every team at the end of their game.
  - 1 catcher's mask with helmet
  - 1 equipment bag
  - 4-5 helmets
  - Chest protector
  - Knee/Shin guards
1. Coaches are required to bring this equipment to practices and games.
  2. All equipment must be turned in to the field supervisor or umpire at the team's last game of the season.
  3. Players are encouraged to bring a ball to practice so more repetitions may be performed in drills.
  4. All players must provide their own baseball glove.
  5. All players must wear a protective cup at all times.
  6. Heart Guards and Mouth Guards are optional.

### FIELD SIZE

#### 8-10 year olds

- Bases are set at 60 feet.
- Pitching rubber is set at 46 feet.

#### 10-12 year olds

- Bases are set at 70 feet
- Pitching rubber is set at 50 feet.

#### 12-14 year olds

- Bases are set at 80 feet
- Pitching rubber is set at 54 feet.

### ROSTERS

1. All players must be registered at the Aurora Sports Office in the Youth Boys Baseball Program in order to participate.
2. Rosters are set by the Aurora Youth Sports Staff based on nearest school and neighborhood if able. Rosters also will be set in regards to number of registrations.
3. Teams are limited to 12 players (14 in the summer).
4. No child may participate unless they are registered and assigned to a team by the Youth Sports Staff.

### UNIFORMS

1. Each participant is required to wear the Youth Sports T-shirt provided by the Aurora Sports Department. The T-shirt may not be altered in any way. Exception - the player's name may be placed on the back of the shirt.
2. All players must wear their Youth Sports T-shirt to every game in order to participate. If lost, replacement shirts must be purchased at the Aurora Sports Office prior to play.
3. Long pants are required!
4. Rubber cleats may be worn. **NO METAL CLEATS!**
5. Every batter must wear a batting helmet at bat and when running bases. If a batter chooses not to wear a City of Aurora issued helmet, his helmet must bear a NOCSAE approved stamp/sticker.
6. Catcher must wear a mask, helmet, chest protector & knee/shin guards.
7. Jewelry of any kind is prohibited. This is inclusive, but not limited to, watches, necklaces, rings and earrings. Covering jewelry with tape or other materials is not permitted. Bows, ribbons and beads are prohibited; players may use rubber/cloth (elastic) bands to control their hair.

## UMPIRE

- City of Aurora Sports will provide a field supervisor and an umpire for each game. The field supervisor will be dressed in a Youth Sports Staff shirt. The umpire's duties include:
  1. Determine home team by toss of a coin.
  2. Keep games on time as much as possible.
  3. Call balls and strikes.
  4. Call outs and safes on the bases and in the field.
  5. Declare the ball dead or alive and positioning the runners as necessary.
  6. Interpret rules, handling safety concerns and first aid situations.
  7. Address any discrepancies.
  8. Enforce all Youth Sports rules, regulations and code of conduct.

## RULE INTERPRETATIONS, UNSATISFACTORY PERFORMANCES

1. These should be brought to the attention of the umpire in an adult-like manner by the team coach.
2. Parents need to express concerns directly to the coach.
3. It is the responsibility of the umpire to see that the Youth Baseball program rules and philosophies are followed. The decision of the umpire in all occurrences is final.
4. Protests are not allowed in Youth Sports.
5. Coaches are welcome to express any concerns to the Youth Sports Administrative Staff by calling 303-326-8700.

## RULES

### GAMES

1. 10-12's and 12-14's will play 6 full innings or 2 hours, whichever occurs first. 8-10's will play 6 innings or 90 minutes. Unless the full 6 innings are played, each game will last longer than the time limit.
2. Games in progress at the 2 hour (90 minutes at 8-10) mark will complete that full inning.
3. Every inning shall consist of 3 outs or 7 runs, whichever occurs first. Coaches are required to rotate their batting order each game to ensure an equal number of times at bat per player.
4. In case of inclement weather, a game shall be declared complete after 1 hour of play or 3 ½ or 4 innings.
5. When there is a run differential of fifteen runs or more and 90 minutes have been played, the game will be declared complete at the end of the inning. The home team that is ahead in this scenario will not bat.
6. In the event the game is tied at the end of 6 innings or when time has expired, no extra innings will be played. The game shall end in a tie.
7. If the home team is ahead in the 6<sup>th</sup> inning, when the run rule is in effect or when time has expired, the game will be over. The home team will not bat.

### START PLAY

1. Toss of a coin shall determine the home team.
2. Line-ups: All players registered on the team and present at the game shall be listed in the batting order. No player may bat twice until every player has batted once.
3. There shall be a continuous batting rotation. Every player bats in order regardless if he is currently playing in the field.

### FORFEITS

Teams must have 6 players present at game time to begin a game or the game will be declared a forfeit. The umpires will not work forfeited games. In the event a team has 6 or 7 players, teams may supplement one another with players if needed and wanted. **These players must play in the outfield on defense and bat on the bottom of the order.** If you have 8 players, you cannot borrow other players.

### BATTING AND BASE RUNNING

1. For safety reasons, the offensive team must be positioned in the dugout.
2. **The dropped third strike rule will only be utilized in the 12-14 age group.** It will be deemed a dropped third strike if the ball is not "legally caught" by the catcher. "Legally caught" means in the catcher's glove before the ball touches the ground. Additionally, if there are less than 2 outs, batters may not try to reach 1<sup>st</sup> base if that base is already occupied at the time of the pitch. **The batter will be out if there is a passed ball/wild pitch on strike 3 with the bases loaded.**
3. Bunts are allowed.
4. **Runners may leave the base once the ball crosses the plate at the 10-12 level. Leading off and stealing will be allowed in ages 12-14.**
5. In the 8-10 year old divisions, base runners may leave the base on contact.
6. **Runners will not be allowed to score on wild pitches or passed balls. Runners are allowed to score if the defensive team is making a play on ANY runner. Runners are not allowed to score on errant throws back to the pitcher.**

7. **In conjunction with the previous rule, runners on 3<sup>rd</sup> base will only be allowed to come down the line 20 feet. Attempts to take advantage of this rule by trying to lure a throw are considered unsportsmanlike.**
8. **The batter will be out if there is a passed ball/wild pitch on strike 3 with the bases loaded.**
9. Leading off and stealing will not be allowed if a team is up by 10 or more runs.
10. Straight steals of home and delayed steals of home are not allowed.
11. Any batter who throws the bat in a hazardous manner will automatically be called out.
12. Any runner who intentionally runs into and/or injures a defensive player will automatically be called out.
13. **The clapping of hands by base runners in order to distract the pitcher will not be allowed due to it being a very unsportsmanlike act.**
14. Sliding is allowed. Note: A runner MUST slide or avoid unnecessary contact at 2<sup>nd</sup>, 3<sup>rd</sup> or home plate whenever a play is being made on him. PENALTY: The runner will be called out and interference called if necessary.
15. The play shall END when the ball is declared “dead” by the umpire. The umpire shall position all base runners as needed.
16. The play shall also END when a thrown ball goes into “dead ball” territory (i.e. dugout, or outside the fence line or fence line extended).
17. **Base runners may advance one base and one base only on each overthrow – including walks.**
18. The infield fly rule will NOT be in effect. Teams/players will not be allowed to take advantage of this.
19. Coaches are strongly encouraged to teach base running fundamentals, not the “keep running” technique.
20. It is recommended that base coaches (volunteer parents) be positioned at first and third base to aid in the runners’ advancement around the bases.

#### **DEFENSE AND PITCHING**

1. The defense shall consist of 9 players; 3 outfielders, 4 infielders, 1 pitcher and 1 catcher.
2. The outfielders must be positioned a minimum of 10 feet behind the running baselines.
3. The 4 infielders must be positioned within 3 feet in either direction of that imaginary line.
4. The catcher must remain in the catcher’s box until the ball is hit (as designated by the umpire for safety reasons).
5. Coaches may only visit the pitcher once per inning, including meeting at the baselines. On the second visit, the pitcher must be substituted for.
6. Pitchers already in the game will only be allowed 3 warm up pitches at the beginning of an inning. Infield practice is only allowed in the first inning.
6. We WILL have pitching limits this season. Pitchers will be limited to 20 batters per game.
7. Breaking balls are disallowed. Pitchers should throw strictly fastballs and changeups.
8. **Intentional walks and the hidden ball trick are NOT allowed at any level.**
9. A balk is defined in many fashions, too many to list here. Please refer to our website and click on the attachment on balks. **The penalty for a balk is a ball to the batter.** Balks will be called only if an advantage is gained and in the following manner:
  - 8-10 year olds - no balks will be called
  - 10-12 year olds – 1 warning will be given
  - 12-14 year olds – no warnings will be given

**THANKS TO OUR SPONSORS:**



## CITY OF AURORA YOUTH SPORTS CODE OF CONDUCT

Coaches, players and spectators are responsible for promoting the philosophy of the City of Aurora Youth Sports Program. All coaches, parents and spectators should behave in a manner that will instill a sense of sportsmanship in all players. The City of Aurora enforces the policy of prosecuting any player, coach or spectator who violates any City of Aurora Municipal Ordinance.

No player, coach or spectator shall at anytime lay a hand upon, push, shove, threaten to strike or verbally threaten an official or city employee.

**PENALTY:** Individual(s) may be suspended from the City of Aurora sports Program for a minimum of 3 years and may be prosecuted.

No player, coach or spectator shall be involved in a physical altercation with another player, coach or spectator.

**PENALTY:** Ejection from game, up to a season long suspension and placed on probation.

Coaches are responsible for their assistant coaches, players, and spectators conduct BEFORE, DURING AND AFTER THE GAME. All coaches, spectators, and participants must conform to all City of Aurora and/or school district regulations and rules. Improper behavior will NOT be tolerated.

**PENALTY:** Possible ejection from game, suspension, arrest and prosecution, forfeiture of remaining games and no refund of fees.

All players and coaches will abide by the official's decisions, including a decision concerning a team's conduct. Officials and supervisors are empowered to WARN, EJECT AND SUSPEND coaches and/or players for any misconduct or violation of rules.

Verbal abuse or unsportsmanlike behavior towards an official, supervisor or staff member will NOT be tolerated.

**PENALTY:** Ejection from game, up to three-game suspension and placed on probation for the remainder of the season.

Any coach, player or spectator ejected from the game MUST leave the playing area immediately upon request. Failure to leave may result in the suspension of the game and forfeiture of the game.

Anytime a game gets out of hand, the official, supervisor or any City of Aurora official has the authority to forfeit the game.

All coaches, players and spectators will abstain from the use of vulgarity or unsportsmanlike manners while on Aurora public property.

**PENALTY:** Ejection from game, up to a three-game suspension and placed on probation.

All glass containers and drinking of alcoholic beverages, including beer, is prohibited by City Ordinance.

No coach will be allowed to coach if acting in an intoxicated manner.

**PENALTY:** Ejection from that game, up to a season long suspension and placed on probation. To be ruled upon by the official and/or City official.

No smoking is allowed inside the buildings or on school property, including parking lots.

The umpire or City of Aurora Youth Sports Staff will rule on situations that may arise that are not covered by program rules. All decisions are final.

All ejections and suspensions carry an automatic PROBATION. Once a coach, player, spectator and/or team has been placed on probation, their conduct will be evaluated throughout the remainder of the season. Further conduct violations may result in a MINIMUM SUSPENSION extending through the remainder of the season.

The Youth Sports Staff reserves the right to increase, decrease or overturn all ejections and suspensions.

Coaches may appeal suspensions by making an appointment with the Youth Sports Staff at 303-326-8700, Monday through Friday, 10:00a.m.-5:00p.m.

**No noisemakers of any kind will be allowed at the games by players, coaches and fans. This rule can be enforced by the umpire(s) or field supervisor.**