

# Southborough Youth Baseball

## AA Baseball (2007)

### SYB Local Game Rules Summary (for Umpires)

- 6 Inning Games
- 2 Hour games (no inning should start within 15 minutes of next game slot). However, games may continue to be played until 6 innings are completed if sufficient light permits safe play and if no field conflicts occur. Umpire should discuss situation with coaches and rule accordingly
- First 2 Innings are Machine Pitch
- First pitch from machine is “free”; no ball or strike
- Strike zone is from armpits to knees and one ball outside the corners
- Pitchers shall be removed from game after 4 consecutive or 5 total walks in an inning\*
- Pitchers shall be removed from game after 2 hit batsmen in an inning or 3 in a game\*
- Hit batsman may elect to stay at bat or take first base. If he stays at bat, the pitch will not be counted as a ball.
- 5 Run max rule per inning until last inning
- In last inning, visiting team can score unlimited runs up to a maximum of 5 more than home team; home team can score unlimited runs to win game
- No stealing allowed until 6<sup>th</sup> game of the season
- 3 Steals or base advancements per inning per team
- Each player is allowed one steal per inning (6<sup>th</sup> game or later)
- Each team is allowed two steals per inning (6<sup>th</sup> game or later)
- No Stealing or advancing to home except on a batted ball
- Runner is allowed one base on an overthrow per play (no advance on an overthrow of a steal).
- Runner must slide at each base if there is a play
- Obstruction and interference will be called.
- Catcher’s interference will not be called.
- Infield fly rule will not be called.
- First accidental thrown bat results in a warning; any additional occurrences will result in the batter being called out.

\* Coaches may agree to permit a pitcher to remain in the game if pitcher is not deemed to present a safety risk or is not causing game to be played at an unusually slow pace. Umpire should discuss situation with coaches and rule accordingly.