

2008 FYBA Instructional League Rules

PLAYER ASSIGNMENT

- 12 Players to a team (11 Min, 13 Max)
- Unless otherwise noted returning players remain on original teams
- Manager option to select two players is taken prior to draw to ensure eligible player pool for draw.
- Brother/sister option taken prior to draw.
- Any parent requests will be taken into consideration.
- A blind draw will take place to assign remaining players on teams. Each team will be evaluated for number of 7 and 8 years olds and will be drawn to create equitably aged teams.
- Township managers will be given township players if possible and township practice areas.

GAME SCHEDULE

- Reduced game schedule to increase practice opportunity
- Must practice regularly
- Rain outs must be made up.
- No league standings are kept
 - No mention of winning/losing or any score while on the field
- End of year tournament will be single elimination to be held for Fairfield teams only. Each team is guaranteed 1 game.

POST-SEASON TOURNAMENTS

- Regular season Team Managers will submit a list of the 2-3 best 8 year old players to be considered for All Star team selection.
- No more than four 8-Year Old All Star Teams will play in Fairfield, Hamilton or other Coach Pitch tournaments if available.
- Managers wishing to be an All-Star coach will submit their names to be considered for All-Star coaching opportunity for post season play.

GAME TIMES

- Games can consist of up to 6 innings
 - Weekday games are at the following start times:
 - 5:30pm - no new innings starting after 6:45 and will be finished by 6:59 if a game is scheduled to follow
 - 7:00pm - start no new innings no later than 8:15pm
- Weekend games shall start no earlier than 9:00am with no new innings starting 1 hour and 15 minutes and be completed 1:30 after scheduled start time after schedule start time.
- Home Team –Team is designated on schedule and supplies the game ball.
 - Visiting Team – Makes sure bases are taken in after last game of day
 - In order to keep the games moving please have catchers ready to go and limit between inning warm-up.

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EQUIPMENT/UNIFORM

- League rules state that shirt and cap are provided by FYBA must be worn to play. ** NO SHORTS **.
- A player's shirt must be tucked in and ball cap must be worn correctly.
- A player's bat should be specified for Little League use and the barrel of the players bat may not exceed 2 ¼"

UMPIRES

- Base coaches and pitcher will also act as umpires. (Adults Only)
- 1st base coach umpires 1st
- 3rd base coach umpires 3rd
- Pitcher umpires Home and 2nd
- Umpires may confer with each other or may consult the other team
- All decisions are final and no protests. Just remember we are here for the kids.

FIELD DIMENSIONS

- The Pitchers Mound will be set at 46 Ft. and Bases at 60 Ft.
- A chalked 5 ft. diameter circle will be placed around the Pitcher Mound.
- The fields should be set up to start playing. Do not remove bases at Waterworks fields 6 and 9. Last game of the day at Township 13 shall remove bases, leaving the pins, and return to equipment shed.

FIELDING POSITIONS

- Will consist of 1 Catcher and 4 outfielders
- Infield positions will be considered Pitcher, 1st Base, 2nd Base, Short Stop, and 3rd Base
- 10 on field max
- 8 on field min
- Outfielders cannot make a play on any base by running it in

PITCHING

- A coach will pitch to his/her own team
- Each batter will get a maximum of 7 pitches. NO WALKS
- After 7 pitches it will be an out
- 5 swings will be an out
- If last swing or 7th pitch is fouled off Batter will get 1 more pitch only
- The pitcher and the defensive player must be within the 5ft circle around the pitching rubber.
 - Coach pitcher must start with one foot on mound
- Player may wear a helmet when pitching if he so chooses.

CATCHER

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- Managers please have your catcher ready to go ASAP
- Get the equipment on the player you have catching in advance so that we can start the next inning without too much delay. Also, fielding team supplies a coach backup to help catcher and speed up game.
- Coach should not hide developing players at this position.

PLAYING TIME

- Each player will be entitled to play in the field for half of the game
 - Example: 6 inning game each player plays min of 3 innings
 - < 6 inning game each player plays min 2 innings
- Each player must play by the 2nd inning, infield/outfield time split evenly

BATTING

- ****Batters and on deck batters must wear a helmet at all times****
- All players on roster will bat in rotation determined by the Manager. Any later players will be added to the end of the line up. NO bunting is permitted.
- A maximum of 9 batters per inning or 3 outs
- Batting team will notify fielding team when 9th batter comes to plate; at that point, you have 2 outs. If batter gets a hit, all runners may advance until the catcher has ball and steps on home plate for the out or until an out is made on the advancing runners. The ball cannot be handed to the catcher.

BASE RUNNING

- Runners must wear a helmet at all times.
- A ball hit into the scoreboard or over the fence will be a Home Run
- A ball that goes under, gets stuck, bounces over or goes through the fence will be a Ground Rule Double.
- No player shall slide into any base head first while trying to advance, this will result in an automatic out.
- Players shall not lead-off or attempt to steal

FIRST HALF OF THE SEASON

- A ball hit in the infield will result in only a single base advancement. This includes any overthrows at any base.
- A ball hit in the outfield will be a live ball until it is thrown back to the infield. This may be when it hits the dirt or is stopped by a player.
- Runners may continue to the base in which they were advancing to only if they were at least half-way to that base.

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SECOND HALF OF SEASON

- Ball hit in the infield allows the base runner to advance until the play is fielded by an infielder and he asks for time or stops player from advancing, except if there is an overthrow at 1st base then only one base is awarded.
- If throw is fielded, runners may continue to advance until umpire awards time, runner will advance to base they are heading to or returning to
- Overthrow at 3rd base runner gets the base heading to or returning to plus 1
- Ball hit in outfield is live until it has been returned and fielded by an infielder and asks for time or stops runners from advancing

UNLESS NOTED OTHERWISE PLAY REGULAR BASEBALL RULES!