

Where Kids Play Ball



FYBA

Fairfield Youth Baseball Association Farm League (9-10) and Cal Ripken League (11-12) Rules

Fairfield 9-10 and 11-12 yr will play by Cal Ripken rules, with the exception of local rules adopted by FYBA:

FYBA Local Rules

Playing Field:

- | | | |
|------------|-----------|----------------|
| • 9-10 yr | Bases 60' | Pitching 46'6" |
| • 11-12 yr | Bases 75' | Pitching 51' |

Game Rules:

- Teams will have a maximum of 13 players in (9-10) & 12 players in (11-12)
- Continuous batting order will be used in all games
- All players will be scheduled for three innings per game on defense
- 9-10 yr will field 10 players (4 outfielders) and 11-12 yr will field 9 players (3 outfielders)
- Teams must use a courtesy runner for the catcher with two outs (no exceptions). A courtesy runner for the pitcher with two outs is optional. The courtesy runner will be the player who made the last out.
- Teams will have 1 minute to switch from offense to defense between innings
- Game times will be scheduled at 5:30 pm for the first game and 7:30 pm for the second game. Infield practice will be 10 minutes per team (starting at 5:00 pm) and there will be no infield practice for the second game. Teams are permitted to take groundballs outside of foul territory prior to either game.
- No batting practice before games will be permitted
- There is a 1 hour and 45 minute time limit for all games. No new inning can start after 1 hour and 45 minutes from the umpires starting time (no exceptions). Any inning that is started must be completed.
- Forfeit time is 10 minutes after scheduled game time (a minimum of 8 players are needed for a team to be eligible to play).
- A game will be considered complete if the umpire calls the game because of darkness or inclement weather conditions if:
 - 3 ½ innings have been completed and the home team is ahead
 - or**
 - 4 innings or more have been completed and either team is ahead.
- If a game is in progress and is called prior to the game being considered complete, the game will be considered rained out and will be replayed in its entirety.
- No tobacco products on playing area
- No hitting balls into fences (the only exception is whiffle balls)
- Runners may steal when the ball crosses the plate in the 9-10 league. The 11-12 may lead off during the wind up and are not limited as to when they may leave the base.
- 9-10 will have a 10 batter limit except in the 6th inning. Manager will announce the 10th batter prior to that batter stepping to the plate.
- The 10th batter in an inning may not be walked. Only strikes are counted during the at bat.
- If the 10th batter is hit by a pitch, he is awarded first base and then next batter comes to bat. This will continue for subsequent batters if they are hit as well
- When the 10th batter comes to the plate, there are automatically 2 outs in the inning, so any out made once the at bat starts, ends the inning.

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- If the 10th batter puts the ball in play and no force play is made, the inning is stopped by stepping on home plate while holding the ball.
- There is no limit on the number of batters in any inning for the 11-12 yr
- Installing/removing bases will be the responsibility of the visiting team
- Bunting is allowed in all leagues
- If a player is unavailable to bat for any legitimate reason, the manager has two options: An out can be taken for the batter and the player can remain in the game or the manager can remove the player from the game and no out will be taken.
- Managers and coaches must remain in or next to dugouts
- A player will be ejected from the game for the intentional throwing of any equipment or for verbal abuse over an umpires decision
- Only players, managers, coaches, scorekeepers, and one batboy/batgirl are permitted in the dugout
- Profane or loud abusive language is prohibited and is cause for ejection from the park
- If either team is ahead by 15 runs after 4 innings or 12 runs after 5 innings, the game is stopped

Pitching Rules:

- Every player on the roster is allowed to pitch 6 innings per week (the week starts Monday and ends Sunday)
- If a player pitches 3 innings or less they must receive 1 full day of rest before pitching again (ie a player pitches 3 innings on Monday; must rest on Tuesday and can pitch again on Wednesday)
- A player pitching 3+ innings must receive 2 full days rest (e.g. a player pitching 4 innings on Monday must rest Tuesday and Wednesday and can pitch again Thursday)
- One pitch thrown in an inning constitutes an inning pitched
- The starting pitcher may re-enter a game to pitch again as long as it is not in the same inning that the pitcher left the game. This re-entry can only happen one time in a game.
- Innings pitched is the only stat that will carry over from an incomplete game
- There will be no exceptions to the pitching rules – this is a safety issue and exists for the protection of the child (please don't request extra innings under any circumstance)
- Pitchers will need to pitch from a stretch as runners will be allowed to lead off in the 11-12 league

Draft Rules:

- The maximum roster for each team will be 13 players for the 9-10 yr old league and 12 players for the 11-12 yr old league - as set by the FYBA Board
- The returning teams/managers will have all returning players on their roster, unless specifically requested by player not to be on same team (these players will be included in the blind draw)
- Placement of new managers to open teams will be randomly assigned by the league VP (as agreed to in pre-season manager meeting)
- Draft order will be determined by random drawing for all teams (done at managers meeting)
- The league VP will be in charge of conducting the draft
- A snake method of drafting will be used (ie Round 1 from first to last and Round 2 from last to first and so on)
- Manager option will be used in the 6th round for any new manager

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- Each team will be given two team options to be used in the draft. These options will be exercised in the 3rd and 4th rounds of the draft.
- Options must be declared in writing to the league VP prior to the tryout. An option can only be used for players entering the league.
- Only players attending tryouts will be available for draft (exception – option picks).
- Brother options (if both are new to the league) will be exercised in the round following the initial brother selection.
- Draft will only continue while full rounds can be completed. Any remaining players will be placed in the blind draw.
- The blind draw does not have to be a full round to take place
- The draw will follow the same method of selection (snake) and pick up where the draft finished
- Will offer 13th player (9-10 league) and 12th player (11-12 league) first to the teams that want them. If not enough are taken, the draft/draw order will continue until all players are placed on a team – picking up from the point that the last players were selected
- If there is an expansion team with no returning players, this team will be given additional draft picks at the beginning of the first and third rounds. This will be in addition to their normal picks in those rounds.
- If the number of teams in a league is reduced, every effort will be made to keep the returning players from that team(s) together. The league VP will decide how these players are placed to other teams. The most likely method will be to place those players on the team with the fewest number of returning players.
- Sponsors kids will be placed to allow for maximum coverage of teams. The league VP will make the call on how this is accomplished.

DRAFT GUIDELINES BY ROUND

- Round 1 – Teams with less than four returning players on the roster
- Round 2 – Teams with less than seven returning players on the roster
- Round 3 – All teams draft or use first team option
- Round 4 – All teams draft or use second team option
- Round 5 – Teams with less than five returning players on the roster
- Round 6 – All teams draft or use manager's option
- Round 7 & beyond – All teams draft in this round and beyond

BLIND DRAW

The first round(s) of the blind draw will be used to get all teams to an equal number of players. Then the blind draw will continue as long as players are remaining but will not exceed the maximum players allowed by rule.

This is a summary of picks by round based on number of players returning to a team:

<u>2 players</u>	<u>3 players</u>	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
1,2,3,4,5,6	1,2,3,4,5,6	2,3,4,5,6	2,3,4,6	2,3,4,6	3,4,6
(8)	(9)	(9)	(9)	(10)	(10)