



**Alpharetta Youth Softball Association
(AYSA)**

**Recreational Softball
(Minors)**

LOCAL RULES AND REGULATIONS

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**North Park
13450 Cogburn Rd
Alpharetta, Georgia 30004**

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Alpharetta Youth Softball Association Local Rules

1. Introduction

The purpose of the Minor league is to provide quality instruction, develop strong character and establish good sportsmanship. Every attempt should be made to enhance the experience for the players in everything that is done, be it by a board member, coach, parent, fan or other player.

2. Team organization

2.1 Rosters

Rosters of Minor league teams will be determined by the AYSA Board using the draft procedure. The Board's main objective is to establish teams with as even of strength as possible (with the available information from the evaluations). Coaches can request one assistant coach. Both players will be frozen to the respective team. Should an assistant coach's daughter/player potentially result in an imbalance among teams, the request for the specific assistant will be denied by the Board.

Teams will be formed with no less than 9 players and no more than 13 players, if at all possible. Teams will be as equal in size as registration will allow. In the discretion of the Board, a team's size may be increased or decreased in accordance with registration numbers. The Board will attempt to accept all players who register before the season starts, but may limit the number of players, if necessary, to control the number of teams and the number of players per team.

Out of age placement (play up or play down) – At the request of a player's parents, a player may be considered to play in a younger or older age group. The player must evaluate in both the age appropriate age group and the requested age group evaluations. Failure to participate in both evaluations will result in the request being denied. After the evaluations, the Board will then assess skills in both age groups. The player must be in the top 30% of the age appropriate group and not be in the lower 20% of the older age group in order to be considered to be moved up. The player must be in the lower 20%, but not in the top 30% of the lower age group to be moved down. Any player moved to a different age group will not be able to participate on a Majors (all-star/select) team. The intent of this out of age group assignment is to provide an appropriate skills opportunity for the player. No player will be moved if it would result in another player not being able to participate in an age appropriate group.

Specials – A parent may request to be placed on the same team as one other player. The request must be made in writing, on the "Special Request" form at evaluations. No emails or other requests will be considered. The Board will attempt to meet the special request and will utilize the priority indicated on the form, but there is no guarantee that the special will be granted. Requests for: more than one player, daisy chained players, a specific coach, annually repeated requests will not be considered.

Rosters will be posted on the www.alpharettasoftball.com website after the "draft."

2.2 Player Eligibility

- A. Any player found not in good standing with AYSA will be suspended and ineligible to participate. Examples could include inappropriate behavior, financial, attendance/participation, etc.
- B. A player may be temporarily added to another Minor (older age group), Majors or Class "A" or "B" roster from the Minors league, provided it is an AYSA affiliated team without becoming ineligible to return to the Minors team, provided there are no more than ten (10) players, including the added player, participating in the game.
- C. The added player is eligible to pitch without becoming INELIGIBLE to pitch in Minors the remainder of the season.
- D. Any team's ineligible player(s) under suspension that participates in a game will result in the team's forfeiture of all games in which the ineligible player(s) appeared in the lineup. If a coach knowingly utilizes a suspended player, the coach will be suspended.

3. EQUIPMENT

3.1 AYSA Supplied Equipment

- A. Each team will be supplied a set of catcher's gear and a small selection of bats and batting helmets to share as a team. The batting helmets will have attached masks and chin straps.
- B. Teams will be supplied Tees, practice balls, and wiffle balls for practices.
- C. Softball (Optical Yellow having a COR of 0.47 & compression of 375) size:
 - 11 inch ball will be used by all age groups 9-10 and under.

- 12 inch ball will be used by all age groups 11-12 and above.

3.2 Player Supplied Equipment

- Players must wear cleats (NO metal cleats allowed) and have a softball glove.
- Players may use their own equipment, such as bat and helmets as long as they are ASA approved. Batting helmets must have attached masks and chin straps.
- Players playing the pitcher position must have a mouth guard or face masks (such as the Game Face). AYSA strongly recommends all players use a mouth guards or face masks (such as the Game Face) when playing in the infield and should consider using while playing outfield.
- Players may wear black shorts or pants. If players will be sliding, pants or shorts with sliders are recommended.

4. General Rules

4.1 Field Dimensions

<i>Team</i>	<i>Age Group</i>	<i>Pitching Distance</i>	<i>Bases Distance</i>
A	4-6 (6U)	25 feet/T-Ball	50 feet
B	6-8, 7-8 (8U)	25 feet	50 feet
C	9-10 (10U)	35 feet	60 feet
D	11-12 (12U)	40 feet	60 feet
E	13-14 (14U)	40 feet	60 feet
F	15+ (16U)	43 feet	60 feet
S	13-18 Slow Pitch	46 feet	60 feet

4.2 Regulation Games

- Grace Period: There is a 10 minute grace period for ONLY the first scheduled game per day, per field.
- Game Duration

<i>Team</i>	<i>Age Group</i>	<i>Max. Innings</i>	<i>Game Time Limit</i>	<i>Open Inning (whichever comes first)</i>	<i>Drop Dead Time</i>
A	4-6 (6U)	4 innings	65 min.	50 min OR 4 th inning	75 min.
B	6-8, 7-8 (8U)	7 innings	75 min.	55 min OR 5 th inning	85 min.
C	9-10 (10U)	7 innings	75 min.	55 min OR 5 th inning	85 min.
D, E, F	11+ (12U+)	7 innings	75 min.	55 min OR 5 th inning	85 min.

- No new regulation inning may begin after the *game time limit* is reached, except in the case of a tie (see D. Tied Games below).
- Open inning will be called at the designated time or inning, whichever comes first. If the *game time limit* has not been reached at the conclusion of the open inning, additional inning(s) will be played (open inning run limits will apply).
- If the drop dead time (during either a regulation inning or a tie breaker inning) is reached, the game will be declared over and the official score will revert to the previous inning's score. Examples:
 - If the drop dead time is reached and the Home team is losing (and has not had an opportunity to complete their offensive inning), the score will revert back to the previous inning.
 - If the Home team goes ahead after the *game time limit* has been reached, the Home team is declared the winner.
 - Coaches will not delay or slow down the play. The first incident the coach will be warned, the second incident will result in a forfeit for the offending coach's team.

C. Run Limits

<i>Team</i>	<i>Age Group</i>	<i>Regular Inning Run Limits</i>	<i>"Open" Inning Run Limits</i>
A	4-6 (6U)	5	8
B	7-8, 6-8 (8U)	3	8
C	9-10 (10U)	3	8
D	11-12 (12U)	3	8
E	13-14 (14U)	3	8
F	15+	3	8

D. Mercy Rule

A game will be called if the following run leads occur, however, the home team will always get their last at bat if needed.

Team(s)	Age Group	# Runs after Inning			
		3	4	5	6
A	4-6 (6U)	12	9	-	-
B	7-8, 6-8 (8U)	-	12	9	-
C+	9-10+ (10U+)	-	12	9	9

E. Tied Game

- 1) If a game is tied after the *game time limit* is reached or after the *maximum number of innings*, one extra inning will be played, (if less than the drop dead time limit).
- 2) Run limits for regular innings will apply. If game remains tied after one inning of play, score will be recorded as a tie.
- 3) The International Tie Breaker (ITB) will be in effect. Each team, when on offense, will place the last batted out (the last batter charged with an out at bat) from the previous inning, on 2nd base.

F. Weather/Field Related Cancellations

- 1) There are NO suspended games.
- 2) 4-6 Age Group: If a game is cancelled prior to the completion of 3 innings (2 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available
- 3) 7-8, 9-10, 11-12, 13-14, 15+ Age Groups: If a game is cancelled prior to the completion of 4 innings (3 ½ innings if the home team is leading), due to weather/field issues, the game will be rescheduled/replayed, if field space is available

G. Tournament Games

- 1) Game time limits, max innings and open inning rules remain in effect.
- 2) Run rules and mercy rules remain in effect.
- 3) Drop dead time is NOT in effect. Once an inning starts, it must be played to completion unless the mercy rule comes in to play.
- 4) Tournament Games must be played until a winner is determined. More than one inning will be played in case of a tie.
- 5) Weather/Field Related Cancellation rules (4.2.F) remain in effect.

4.3 Playing Strength

- A. AYSA’s goal is to have no forfeits. Coaches are expected to strive to field a team of no less than five players.
- B. If a team does not show up, they will forfeit game. If neither team shows up, both teams will record a loss.
- C. Player Call Up: To assist coaches in the ability to field teams in case of player absence, AYSA has implemented a Call Up Process.
 - 1) A team may borrow (call up) a maximum of 2 players from the next lower age group in order to bring team strength up to a maximum of 10 players.
 - 2) A borrowed player may play in no more than 3 games per day.
 - 3) In the event that a regular team member arrives once the game begins, the regular team member must replace a borrowed player.
 - 4) No borrowed player may play up while their team is playing a game.
 - 5) There will be no call ups of a player during the tournament until that player’s team has been eliminated.

Examples of call ups for team strength:

<i>If your team strength is...</i>	<i>You ...</i>	<i>For a total team strength of...</i>
5 players	Can call up 2 players	7 players
6 players	Can call up 2 players	8 players
7 players	Can call up 2 players	9 players
8 players	Can call up 2 players	10 players
9 players	Can call up 1 players	10 players
10+ players	Cannot call up any players	10+ players

4.4 Game Rules

Prior to each game, a pre-game conference must be held at home plate. This conference shall include: Coach/Umpire introductions, Exchange of lineups – including an indication of Pitchers and Catchers in age groups 7-8 & above and an indication of T-players in the 4-6 age group.

A. Offensive Play

- 1) All teams will bat a continuous batting order with all players batting for the entire game.
- 2) If a player gets hurt/sick and cannot bat, that batter will be skipped over in the lineup and an out will NOT be charged. If the player is able to continue the game, the player will be re-inserted in the previous batting order.
- 3) If a player leaves the game early, for reasons other than injury/sickness, an automatic out will be charged every time that player is to bat for the remainder of the game. If the player returns they must be re-inserted in their previous batting order.
- 4) Any team that has a player leave must notify the umpire and the other coach.
- 5) If a player arrives late, the player will be placed in the last batting position
- 6) At the first incidence of a thrown bat (as determined by the umpire), the umpire shall warn both teams. Any additional occurrences of a thrown bat, the batter shall be called out and any runners returned to their original bases (see special rules for 4/6, 6/8, 7/8 age groups).

B. Defensive Play

- 1) All players must play at least 2 innings per game in the field on defense.
- 2) No player may sit 2 consecutive innings on defense.
- 3) No player may sit a second inning in a game until all players have sat one inning on defense.
- 4) Within the first four innings of a game, each player must play an infield position for at least one inning. For purposes of this rule, infield positions include: pitcher, 1B, 2B, short stop, 3B. NOTE: **catcher is not included!** Should a coach have a concern about the safety of a player relative to this rule, the coach must notify the Recreation/Minors Vice Commissioner, have a discussion with the parents, and email both parties of the request in order to receive an exception to the rule.
- 5) Each player must play a complete inning in an outfield position within the first four innings.
- 6) No player can play the same position for an entire game. ~~Exception: Pitcher for age groups 11+. Coaches are responsible for developing all players with a desire to pitch/catch.~~ If the coach has a concern, it should be discussed with the appropriate AYSA Board Member.
- 7) The intentional rolling of a ball in an attempt to get a runner out is NOT allowed. If, in the judgment of the umpire, the ball is rolled intentionally, then all forced runners shall be safe.

4.5 Protests

For a protest to be valid, a coach must do the following prior to the next pitch being made:

- A. Report his or her intent of protest to the home plate umpire.
- B. Give the home plate umpire a \$25 protest fee.
 - 1) If the coach wins a protest, the protest fee will be refunded. No refunds will be given on a lost protest.
 - 2) The protest committee will consist of the Commissioner, Vice-Commissioner of Recreation Softball, Recreation coordinator for that age group, and the Umpires Representative.

4.6 Practice Limitations

- A. A team cannot have more than 4 meetings in a calendar week. A meeting of a manager, coach, or other appointed individual with more than 3 players will constitute a team meeting.
- B. This rule is in place for the regular season.

4.7 Rules of Conduct

- A. The purpose of this league is to provide quality instruction, develop strong character and establish good sportsmanship. The outcome of any contest is secondary to the development of quality character in our youth.
- B. The AYSA Board will exercise its authority to assure proper discipline is maintained.
- C. No player, coach, manager, parent or fan will threaten physical harm to, touch, accost, curse or ridicule any other player, coach, umpire or fan. Any violation of this rule will cause an automatic two game suspension.
- D. Any player, coach, manager, parent or fan removed from a game by an umpire will be suspended from the next game. On a second offense, this person is suspended indefinitely by the AYSA Board.
- E. Any team not supporting their concessions duty with a minimum of 3 adult volunteers for the entire scheduled duty will forfeit their next game.

- F. Each coach is required to fairly rotate players to ensure appropriate growth opportunities for all players.
 - 1) As described in section 4.7.B, in the event of violations to these rules, the AYSA Board will exercise its authority for discipline, including, but not limited to: forfeiture of the game, suspension of the coach, suspension of coach's daughter, and/or requiring game documentation of player positions to be presented at each game.
- G. Positive cheering for your own team is encouraged, however NO negative cheering will be tolerated. (No chattering at the batter or distractive cheers/noises made to the pitcher or other defensive players.)

4.8 A.S.A Rules

These Rules and Regulations serve as a supplement to the A.S.A Girls Softball Rule Book, but will override any A.S.A Rule if there is a difference between the two.

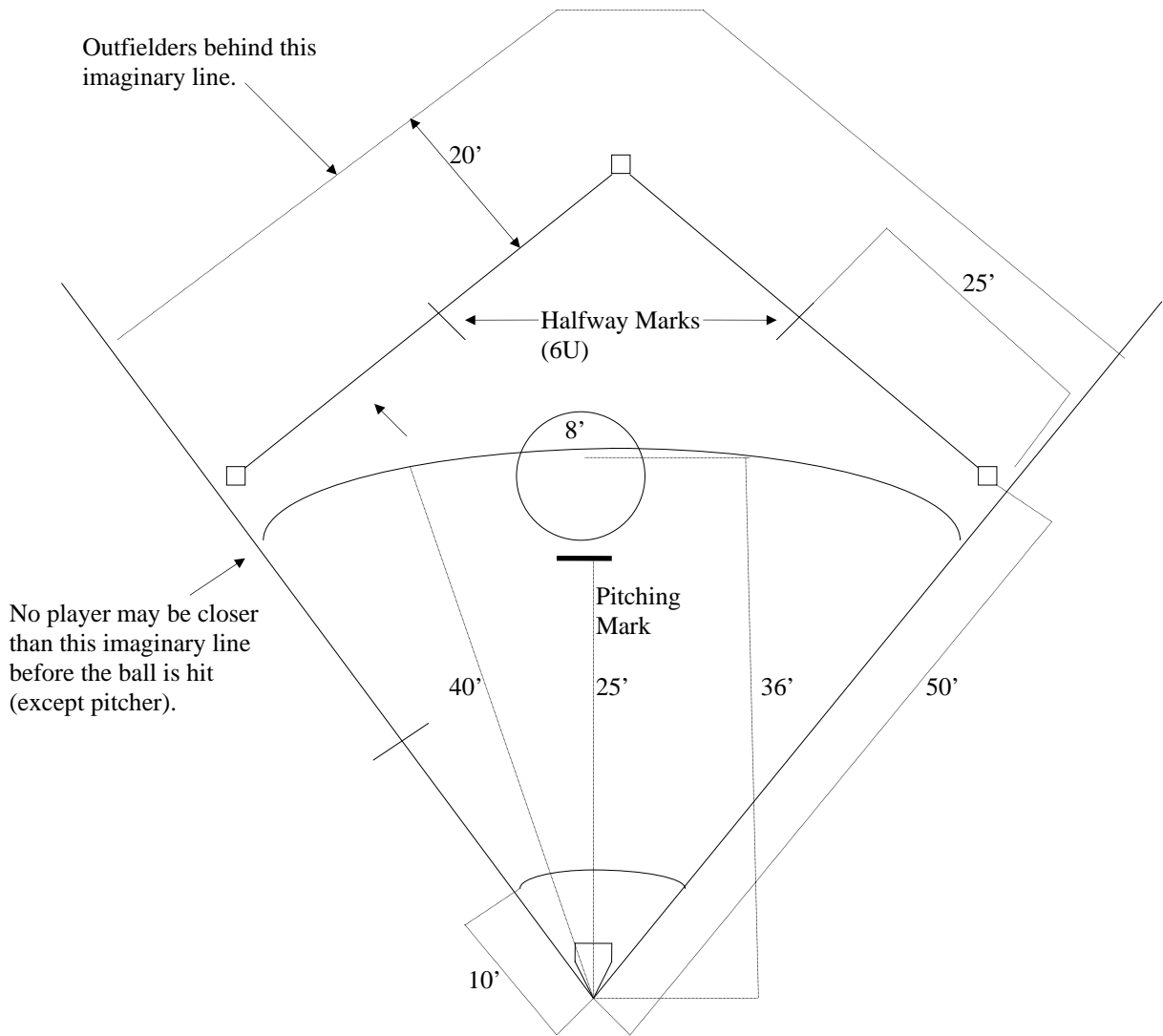
4.9 Special Safety Rules for Players

- A. Mouth Pieces/Facemasks:
 - 1) Due to the close proximity of the pitcher to the batter, AYSA REQUIRES that all pitchers wear a mouthpiece while playing defense on the mound. Any player without a mouthpiece will not be allowed to play the pitcher's position.
 - 2) AYSA recommends that all parents consider the following safety equipment: Mouth pieces for all players, Facemasks (ex. "Game Face") for all infielders
- B. Batting helmets:
 - 1) All batters must have a fastened chin strap on their helmets when batting, in the on deck circle, running the bases, in the batting cages, and during soft-toss or any time batting drills are being conducted. If the player does not have a fastened chin strap, each team will receive one warning from the umpire. On the second and subsequent offense(s), the batter and/or runner in question will be called out.
 - 2) 4 – 6 and 6 – 8 Age Groups: AYSA recommends players use batting helmets with approved face guards. Batting helmets with approved face guards will be required beginning in the fall of 2010.
 - 3) 9-10 and above Age Groups: Batters must wear a batting helmet with an approved face guard.
- C. No player may participate with jewelry. This includes earrings, bracelets, necklaces, etc. Managers should include pre-game checks to ensure compliance. Newly pierced earrings should be covered with tape or band aids.

4.10 Dugouts and Team Responsibilities

- A. Dugouts
 - 1) **Assignments:** Home team will occupy the 1st base dugout.
 - 2) **Cleanup:** Teams must remove all equipment and trash from the dugouts immediately at the completion of the game.
 - 3) **Vacate Immediately:** Dugouts are to be vacated immediately upon the completion of the game when another game is scheduled on the same field. Post-game team meetings must be held outside and away from the dugout to allow the following teams to prepare for their game.
- B. Team duties
 - 1) Electronic Scoreboard: The visiting team is responsible for keeping score on the electronic scoreboard.
 - 2) The Home Team is responsible for keeping the official scorebook.

5. Softball Field Layout for Ages 4-6, 6-8, 7/8



6. Special Rules for Ages 4-6

All other General Rules with the following exceptions apply for this age group.

6.1 Defensive Play

- A. All members of a team will play in the field for defensive play.
- B. There can only be 5 players in the infield before a batter hits. Four (4) players can be as far from home plate as needed, but can come no closer than 40 feet from the plate.
- C. The 5th infield player will be the player/pitcher. She must have at least one foot in within the 8 foot pitcher circle when the ball is hit.
- D. All other defensive players must be to the edge of the grass (on fields 5-8) or at least 20 feet behind the base paths (on fields 1-4).
- E. A player catcher is not allowed. A helper from the defensive team will be used to return the ball to the "T" or pitcher.
- F. There is no infield fly rule in this age group.
- G. Two coaches will be allowed on the field to help instruct the defense. Both coaches must stand behind the deepest defensive player and cannot move in front of players during a live ball.

6.2 Offensive Play

- A. The continuous batting order is in effect for the entire game.
- B. Batting: Players will receive 4 "coach pitches," if unsuccessful, the player will receive two opportunities off the tee. (as described in section D. below)
- C. "T" batters: Up to three players can be designated at this offensive position for the first half of the season. A player will be allowed 5 swings off the tee. If on the 5th swing a ball is fouled, a player is allowed a final 6th swing.
- D. At the halfway mark of the season (as determined by the AYSA Board – usually denoted by spring break) all batters will be pitched to by an adult pitcher from the offensive team.
 - 1) The adult pitcher must pitch from the 25 foot mark. There is no arc requirement.
 - 2) A player will receive 4 pitches. If a 4th swing is missed or fouled, the player will be allowed two swings off the tee. If this tee swing is not hit fair or is missed, the player is out.
 - 3) If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
 - 4) The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- E. In the event of a thrown bat, the player will be warned, however no outs will be called.
- F. A hit ball not leaving the 10 foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- G. No bunting will be allowed.

6.3 Special Base Running Rules

- A. No base shall be taken on a ball overthrown to any base. The intent of this rule is to encourage correct defensive plays via throws to the defensive base.
- B. If a batted ball does not leave the infield area and is returned to the pitcher/circle area, time will be called. A runner must be at or beyond the halfway point of the bases to receive the base when time is called. If a player runs through the circle with the ball in an attempt to get a player out, then time will not be called.
- C. If a batted ball goes through the infield boundaries, time will be called when the ball is thrown or run across the base paths in the infield. If a ball is thrown wildly into foul territory or in any manner so as not to cross the base line, time shall not be called.
- D. If a ball is returned directly to a base, and in the umpire's judgment there is a play to be made at this base, then the calling of time shall be suspended until after the attempt.

7. Special Rules for Ages 7-8, (6-8 Fall)

All other General Rules with the following exceptions apply for this age group.

7.1 Defensive Play

- A. Maximum of 10 players will play in the field for defensive play.
- B. There can only be 5 players in the infield before a batter hits. Four (4) players can be as far from home plate as needed, but can come no closer than 40 feet from the plate. The 5th infield player will be the player/pitcher. She must be behind the 35' pitcher's mark and must have at least one foot in the pitcher's circle when the ball is hit.
- C. All other defensive players must be to the edge of the grass (on fields 5-8) or at least 20 feet behind the base paths (on fields 1-4).
- D. It is required to have a player/catcher if there are 9 or more players in the field. A catcher is optional with 8 or less players. If a catcher is not used or if assistance is needed to return balls to the pitcher, a helper may be requested to stand behind the plate and help return balls to the adult pitcher, but ***may not coach*** from this position.
- E. One coach is allowed on the field to help instruct the defense. The coach must stand behind the deepest outfield player and cannot move in front of players during a live ball.
- F. There is no infield fly rule in this age group.
- G. Bunting is NOT allowed.

7.2 Offensive Play

- A. An adult pitcher from the offensive team will be used to pitch to the players.
- B. The adult pitcher must pitch from at least the 25 foot mark. There is no arc requirement.
- C. Each batter receives 5 pitches. If a batter fouls the 5th pitch, she will receive a 6th final pitch. If the 6th pitch is fouled or missed, the batter is out.
- D. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
- E. A hit ball not leaving 10 foot semi-circle fair line is foul. A hit ball lying on or touching the circle is fair.
- F. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called.
- G. The continuous batting order with all players batting is in effect for the entire game.
- H. In the event of a thrown bat, the player will be warned, however, no outs will be called.

7.3 Special Base Running Rules

- A. No base shall be taken on a ball overthrown to any base (this is in effect for the first half of the season). The intent of this rule is to encourage correct defensive plays via throws to the defensive base. After the first half of the season, one base can be taken on a ball overthrown to any base, but the runner must make the base safely.
- B. Time will be called when a defensive player has control of the ball inside the infield baselines and there is no intent to try to make a play to get a runner out. If the runner is between bases, the base in front of the runner will be awarded if the runner is over ½ way to the base. Calling Time Examples:
 - Time will be called when the ball is hit to the infield, a play is made to a base and the ball is in control of a defensive infield player and no additional put out attempts are being made.
 - Time will be called when the ball is hit to the outfield and is returned to the infield and is in control of a defensive infield player.
 - Time will ***not*** be called when the ball is hit to the infield and the ball is fielded (in control) and the player attempts to make a play to a base (when play is made to the base, time will be called as indicated above).
 - Time will ***not*** be called when ball is hit to the outfield UNTIL the ball is in control of a defensive infield player inside the infield baselines. If an outfielder fields the ball and holds it, not getting it back to the infield, runners may continue until ball is in control in the infield.
- A. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over-aggressively running the players. Examples:
 - Runner on 2nd - ball hit to pitcher - pitcher fields ball and makes throw to first – Runner on 2nd should not be instructed to score (unless there is an overthrow on first).
 - Runner on 1st – ball fielded by an infield player and makes the play to first – Runner from 1st should stop at 2nd not run to 3rd (unless there is an overthrow on first).

8. Special Rules for Ages 9 – 10

All other General Rules with the following exceptions apply for this age group.

8.1 Defensive Play

- A. The infield fly rule is NOT in effect.
- B. The player pitcher will be allowed a maximum of 5 pitches only.
- C. All balls pitched to a batter shall count as a pitched ball.
- D. Pitches for strikes will be counted as a strike, whether a called strike, swinging strike or foul ball, and accrue in the pitched ball count. Three strikes and the batter is out.
- E. Pitches for non-strikes (balls) will be counted in the pitched ball count. There will be no walks.
- F. If the batter has not struck out, or has not put the ball into play in fair territory within 5 pitches, an adult pitcher will replace the player pitcher.
- G. The player pitcher will then assume a "pitcher's helper" position, behind the rubber (or an imaginary line extending beyond the rubber) and within 6 feet of the rubber. The adult pitcher must pitch from the pitching rubber. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called. If a batted ball strikes the coach pitcher, the play is called dead and a new pitch is awarded. If the coach's pitch hits the batter, a base is not awarded.
- H. The adult pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. The pitch counts regardless if the pitch is a strike or a ball. (See examples below) The final adult pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out (in the case of no swing, the batter is declared out). If the final pitch is a foul ball, the batter is entitled to another pitch. The batter may foul off multiple pitches.

Examples of player pitches:

- 1) 5 pitches, 0 strikes – adult pitcher gets 3 pitches
- 2) 5 pitches, 1 strike – adult pitcher gets 2 pitches
- 3) 5 pitches, 2 strikes – adult pitcher gets 1 pitch
- 4) 5 pitches, 2 strikes (the fifth pitch fouled off, i.e. 2-2 count) – adult pitcher gets 1 pitch

8.2 Offensive Play

- A. A coach may not instruct a player not to swing at a pitch, i.e. give a take sign.
- B. Bunting is allowed during player pitch, bunting is not allowed when the adult pitcher is pitching .
- C. If the pitch count has two strikes and the batter bunts foul, the batter will be called out.

8.3 Special Base Running Rules

- A. Stealing of one base per pitch is allowed while the player is pitching. If a defensive attempt is made on the steal, the base runner may not advance an additional base, even if the ball is overthrown.
- B. Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand.
- C. Stealing of home is not allowed.
- D. Although a player may not steal home, the player may lead off third base, but is in jeopardy of being put out.
- E. A dropped third strike is recorded as an out and the batter may not advance to first base.
- F. Look back rule – Special enforcement – the rule shall be interpreted taking into account the age of the players. An out will not be called except when a player is clearly violating the intent of the rule by playing chicken, or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
- G. A courtesy runner (the last batted out) will be allowed for the pitcher and catcher in order to speed up play. It is mandatory with two outs.
- H. Coaches should not aggressively run their players. It is the head coach's responsibility to ensure that base coaches are not over-aggressively running the players. Examples:
 - Runner on 2nd - ball hit to pitcher - pitcher fields ball and makes throw to first – Runner on 2nd should not be instructed to score (unless there is an overthrow on first).
 - Runner on 1st – ball fielded by an infield player and makes the play to first – Runner from 1st should stop at 2nd and not run to 3rd (unless there is an overthrow on first).

9. Special Rules for Ages 11 - 12

All other General Rules with the following exceptions apply for this age group.

9.1 Defensive Play

- A. Infield fly rule is in effect.
- B. Ten players will be played in the field

9.2 Offensive Play

- A. All players will be in the batting order.
- B. Bunting is allowed.
- C. If a player has two strikes and attempts to bunt, if the ball is bunted foul the player will be out.

9.3 Special Base Running Rules

- A. During the 1st half of the season:
 - 1) If a batter walks, only 1st base can be taken. (The player is not allowed to steal second on a walk.)
 - 2) Stealing of one base per pitch is allowed. If a defensive attempt is made on the steal, the base runner may not advance an additional base, even if the ball is overthrown.
 - 3) Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand.
 - 4) Stealing of home is not allowed.
 - 5) Although a player may not steal home, the player may lead off third base, but is in jeopardy of being put out.
 - 6) A dropped third strike is recorded as an out and the batter may not advance to first base.
 - 7) Look back rule – Special enforcement – the rule shall be interpreted taking into account the age of the players. An out will not be called except when a player is clearly violating the intent of the rule by playing chicken, or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
 - 8) A courtesy runner (the last batted out) will be allowed for the pitcher and catcher in order to speed up play. It is mandatory with two outs.
- B. During the 2nd half of the season (will be assessed by AYSA Board as to which rules will go into effect):
 - 1) Stealing 2nd on a walk is allowed.
 - 2) Stealing of multiple bases is allowed.
 - 3) Leadoffs: The runner may not leave the base until the pitched ball has left the pitcher's hand.
 - 4) Stealing of home is allowed.
 - 5) If the catcher drops the third strike, the batter can advance to first. If the ball reaches first base before the batter, the batter is out. (If the batter does not begin to run to first base and instead turns toward the dugout, the batter will be called out).
 - 6) Look back rule – Special enforcement – the rule shall be interpreted taking into account the age of the players. An out will not be called except when a player is clearly violating the intent of the rule by playing chicken, or attempting to draw a throw. All other violations will be called a dead ball situation, with the runner returning to the last base occupied. The umpires will call the violation and instruct the player and coach as to the infraction and use it as a teaching moment.
 - 7) A courtesy runner (the last batted out) will be allowed for the pitcher and catcher in order to speed up play. It is mandatory with two outs.

10. Additional Rotation Rules – for A, B, C and D Leagues (added 5/7/10)

*These rules are in **addition** to the rotation rules in 4.4 Game Rules – section B. Defensive Play. Note that a Pitcher position in the 11+ age group is no longer exempt from the rotation rule.*

10.1 To further clarify the expectations, in addition to the infield/outfield rule – the following are the changes to the rules effective immediately for the A, B, C, D age groups in order to ensure proper rotation:

- a. NO PLAYER MAY PLAY A GIVEN POSITION FOR MORE THAN THREE INNINGS IN A GIVEN GAME.
- b. Each coach is REQUIRED to complete the line-up spreadsheet for seven innings, demonstrating their compliance with the rotational rules. A copy of this line-up (with player name and number) MUST be handed to the umpire during the pregame meeting. Non submission of the lineup is considered non compliance. Board members will periodically come to the field and ensure compliance (stick to your plan!). Coaches, do not focus your efforts, another coach's efforts or one of your parents on the other team's compliance as this will only heighten tensions on the field. The Board will manage this.