



AYBA RULES

7U REC

AYBA MISSION:

To provide families with the best baseball experience possible. To accomplish this we focus on skills development, sportsmanship, teamwork, and fun!

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All AYBA recreation league play shall be governed by the current NFHS high school baseball rules, modified by the Alpharetta Youth Baseball Association rules.

CONDUCT & SPORTSMANSHIP

1. It is the Head Coach's responsibility to manage and control their teams and to lead by example. Please look over our **Code of Conduct on our website:**
<https://dt5602vnjxv0c.cloudfront.net/portals/80606/docs/rules/ayba%20code%20of%20conduct.pdf>
2. Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and unsportsmanlike conduct.
3. All umpires and AYBA Board Members have the authority to eject anyone violating the conduct rules.
4. Any player, coach, parent, and/or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot **out of sight and out of sound.**
 - 4.1 First ejection – Leave game immediately, suspended from participating in the next scheduled game. **If a Player, he/she can stay in dugout for liability reasons. If continues disruption, coach will be ejected.**
 - 4.2 Second ejection – Same as above, but with next 2 scheduled game suspension.
 - 4.3 Third ejection – Suspended for the rest of the season including the tournament.
5. Physical conduct or violence involving a player, coach, parent, and/or spectator before, during or after a scheduled game will result in an automatic ejection from the game if during or before, a one game automatic suspension, and possible suspension from the league.
6. If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by the AYBA Commissioner and AYBA Board.

PLAYING FIELD

1. The base paths are 60' between bases.

EQUIPMENT

1. For this 7u age group recreational league AYBA aligns with these bat rules. Legal bats include all USSSA BPF 1.5 certified bat, USABAT certified bat and BBCOR certified bats. Wood bats are allowed and there are no restrictions on length, weight or barrel size for all wood bats only.
2. Any player playing the pitcher position must wear a protective mask and/or cage helmet. (Mandatory)
3. The catcher must wear protective gear. (Squatting - Chest protector, helmet if standing add shin guards and cup).

PLAYER SUBSTITUTION

1. You are allowed no more than one(1) substitute if you have 9 and no more than 2 substitute players if you have 8 to make 10 in any regular season game or a tournament game. You must have 8 players from your team to make it an official game. Less than 8 players of your team is a forfeit.



- 1.1 Substitute players for regular season and tournament games must be registered recreational players From the current season and from the same age group.
- 1.2 Substitute players must play outfield and bat last every inning.
2. Every player must play at least one (1) on the infield, other than catcher, prior to the conclusion of the 4th Inning. The only exception to this rule is if a prior agreement between both the coach and the parents has Been made for the safety of the player, and the opposing coach shall be notified at the plate meeting. Every player must play at least one (1) inning in the outfield prior to the conclusion of the 4th inning.
3. No player shall be omitted from the defensive lineup in two (2) innings until every player has been omitted From the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two (2) Consecutive innings. This includes substitute players.
4. A player who starts the inning in the defensive lineup shall complete the inning in the defensive lineup, Unless prevented from continuing by injury or illness.
5. Teams must bat all players in a continuous order. Defensive substitutions are unlimited.
6. A player in the batting order has to leave or is injured and not able to bat for the rest of the game is not an Automatic out. A player arriving late does not constitute “sitting out” for innings missed.

GAME PLAY

1. The head coach must attend the plate meeting before the game begins. The official start time will be declared at the end of the plate meeting. If an assistant coach attends the plate meeting instead of the head coach, the assistant becomes the head coach for the game. Only exception for this rule is if the head coach is attending to a player injury or late due to traffic and the assistant coach must declare this at the plate meeting. Warming up his team players is not a valid reason. Once the head coach arrives, he/she may immediately resume their head coaching duties.
2. Two (2) defensive coaches are allowed in the playing field, behind the outfield players in foul territory and cannot touch the players or the ball. One (1) defensive coach is allowed outside within arms distance of the dugout. No buckets allowed outside the dugout. Any violation of this rule will lead to a possible ejection of any coaches in violation of the rule.
3. The home team is responsible for keeping the official scorebook for the game. The visiting team is responsible for keeping the scoreboard for the game.
4. The head coach for the home team must email the official game score to the League representative.
5. Games are 6 innings or 1 hour and 15 minutes (1:15) which ever comes first. Time supersedes in all cases.
 - 5.1 An official game is defined as 4 complete innings (3 ½ innings if the home team is leading) only for weather delays.
 - 5.2 Regular season games may end in a tie.
 - 5.3 Gametime limit is 1 hour and fifteen minutes (1:15). Time limit supersedes all others. Note: A new inning begins at the instant the last out is made in the previous inning.
 - 5.4 Mathematical Elimination – A game shall be called whenever a team has been mathematically eliminated from the possibility of at least tying the game in the last regulation inning.
6. Run Limit – An inning is over after the following three (3) outs or five (5) runs is scored.



7. During tournament play, ties will be broken with each team starting their half of the inning with their last batter from the previous inning on second (2nd) base and one (1) out.

OFFENSE

1. No leading off or base stealing.
2. No bunting
3. A player may slide into any base. No headfirst slides. A headfirst slide into any base is an illegal slide and the base runner is called out. A runner may dive headfirst if returning to a base.
4. A runner must slide at home if there is a “play at the plate”. If there is a “play at the plate” is at the discretion of the home plate umpire. If a runner does not slide or avoid contact and interferes or creates unnecessary contact at home plate, the runner shall be declared out.
5. Going over the top of the fielder (in possession of the ball) who is not lying on the ground, such as hurdling, jumping feet first, and diving is dangerous and therefore is illegal. The act of obstruction does not negate the runner’s responsibility to avoid a fielder legally. The runner will be called out, and the team receives a team warning. On the second (2) team violation, the player is ejected.
6. Any runner is out when he/she does no slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag, or if he/she maliciously runs into a fielder.
7. A coach pitcher must throw overhand from anywhere outside the foul arc in a direct line to the pitcher’s mound.
 - 7.1 A batter is allowed for up to five (5) pitches. The batter must swing at the fifth (5th) pitch. If the fifth (5th) swing results in a foul ball the batter will continue to bat. If the batter does not hit or make contact on the fifth (5th) pitch they will be called out.
 - 7.2 For recreation play only (not tournament play) the batter will receive one extra pitch if they did not make an attempt on their fifth (5th) swing. This additional pitch will only be awarded if the umpire deems that the pitch was unhittable.
 - 7.3 A batted ball that does not travel on or outside a marked 20-foot radius of home plate is a foul ball.
 - 7.4 A batted ball that hits the coach is ruled dead by the umpire and the pitch does not count; it is as if the pitch never happened.
8. A batter will receive one warning for slinging a bat. On the second (2nd) occurrence, the same batter will be called out.
9. The coach pitcher cannot coach from the field of play and must immediately get off the field. The coach pitcher must pick up the batter’s bat if it is in play. At the umpire’s discretion, if the bat is left as an obstruction for the base runner, the base runner will be called out.



DEFENSE

1. On defense, each team must play a four (4) player regular baseball infield, a pitcher, and a catcher with four (4) players in the outfield. When playing with less than 10 players, a team must maintain the four (4) infielders, pitcher and catcher positions.
 - 1.1. The player playing the pitcher position must have one foot inside the pitching circle before an at bat begins and may not leave the circle until the balls crosses home plate.
 - 1.2. The catcher must stand 10 feet behind the batter/plate.
 - 1.3. Outfielders must be positioned on the grass 20 feet behind the base path when play starts.
 - 1.4. Defensive standing on bases is not allowed.
2. A defensive player must throw, not roll, the baseball to another defensive player. If a thrown ball bounces and/or rolls to the first baseman, it is up to the umpire's discretion whether the player intended to "roll" the ball. If the intent was to throw the ball, and it is caught on the bounce or roll before the runner reaches the base, then the base runner may be called out. If the ball is clearly rolled, then the base runner must be called safe. NOTE: if a player is consistently throwing a ball that bounces or rolls to first base, then the umpire may use this observation to conclude that the intent is NOT to throw the ball, and suggest to the manager that the player needs to be replaced in the next inning or the base runners will be called safe. The intent is NOT to let coaches abuse this rule by putting the same player at key positions (eg, pitcher) who consistently throws it halfway to first base and it rolls the rest of the way.
3. Outfielders shall not be permitted to run with the ball into the infield to make an out. If an outfielder runs the ball in and tags a runner or a base, the runner shall be awarded the base.
4. Play shall not be stopped by the defensive team heading off or stopping the front runner.
 - 4.1. Any other runner may continue at his own risk.
 - 4.2. Any play made on a runner other than the front-runner will release the front-runner.
 - 4.3. Other runners may continue.
 - 4.4. Runners must commit to proceeding to the next base or returning to the previous base. An umpire may call time whenever all runners have stopped progressing towards the next base.
5. A base runner(s) may advance one and only one base regardless of the number of overthrows on a play, before the next batter hits. The reason for this rule is to encourage and teach defensive players to throw to a base, and not to just "hold the ball".
 - 5.1. Example One: if the ball is overthrown to first base, the base runner may only advance to second base (at his/her own risk), even if a defensive player picks up the ball and throws it into left field, overthrowing second base, in which case the base runner simply must stay on second base.
 - 5.2. Example Two: a base runner is on second base with a double, and the outfielder overthrows to the infield after the base runner has already reached second base, the base runner may advance one base to third base at his/her own risk, even if another defensive player picks up the ball and throws it back out to the outfield.
6. The "Infield Fly Rule" does NOT apply.