

FOXBORO YOUTH BASEBALL AND SOFTBALL ASSOCIATION
MINOR LEAGUE BASEBALL RULES AND POLICIES
March 29, 2021



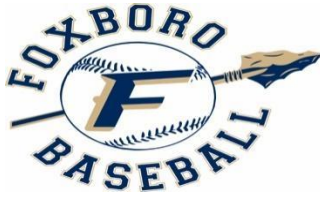
MISSION:

1. The Minor League of Foxboro Youth Baseball is for the recreation of boys and girls who turn 9 or 10 years old before May 1, 2021 (and as adjusted to align with school grades and talent).
2. At no point shall winning be more important than the participants and the overall goal of 'having fun' while playing and learning the game.
3. The program's primary goal is to teach the fundamentals of baseball and good sportsmanship in a fun and healthy environment.

GENERAL RULES:

1. The Minors Director will nominate managers at the start of the season subject to the approval of the Foxboro Baseball Board of Directors.
2. The Minors Director will nominate the post season managers, tournaments and the method of selecting the players. All players nominated must have played in the Minors League during the regular season and be selected by the managers, subject to the approval of the Board of Directors.
3. The Minors Director or game umpire will make the decision on the conditions of the field and whether a game will be played prior to the start of the game.
4. The Minors Director will set the date and time of the make-up games for rain outs or cancelled games. We will try to play rainouts on Sunday afternoons.
5. The Minors Director has the exclusive right to reschedule a game.
6. All protests must be made to the Minors Director. All protests will be settled by the Board of Directors and their decision is final.
7. Smoking is not permitted and is against the law on the playing field or in the dugout. This rule applies to managers, coaches, parents and umpires.
8. If a manager believes disciplinary action is warranted for a player, he will discuss the matter with the parents and notify the Minors Director prior to taking any further action.
9. Any situation not specifically addressed in the local rules will be covered by the current Cal Ripken Rule book.
- 10. Each team is to supply one game ball for each game.**
- 11. Home team is responsible for dragging infield, covering the field, filling in mound and batter's box after games. Both teams are responsible to clean dugouts.**

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LOCAL RULES:

1. All players must stay in the dugout or on the bench behind the screen unless playing in the field, at bat or on deck.
2. The on-deck batter must stay behind the screen and is not to swing a bat in the area of the dugout. Players must be wearing a helmet while on deck.
3. Only the on-deck batter is allowed to have a bat in his/her hands.
4. There is no double deck batter.
5. Throwing equipment is absolutely forbidden. First offense will get a warning; next offense warrants ejection from the game.
6. Teams should report to the field approximately 30 minutes before the scheduled start of the game.
7. Full uniforms must be worn by all players. This includes hats, game shirts and pants, and socks. Protective cups are suggested for all players and positions.
8. All batters must wear an approved helmet.
9. **Slaughter Rule: (13) run lead after 4 complete or (7) after 5 innings (including playoffs)**
10. **Teams may borrow a player from another Minors or AA team to fill the roster. That player can only play outfield and bat last in the lineup.**

PLAYERS AND PARTICIPATION:

1. If a player leaves a team, moves out of town, sustains an injury, etc., he may be replaced by a player on the waiting list if there is one.
 - The Minors Director will make any roster changes.
2. There will be a free substitution. All players must play a minimum of three innings in the field. If a team has 13 players each player must play a minimum of 2 innings in the field. Each manager is encouraged to play all players at least three or four innings in the field where possible. Managers are encouraged to move kids around in the field for development.
3. All players will bat. If a player gets hurt or becomes ill during the game, his spot in the order will be skipped. If the player returns to the game, he will bat in the same spot he occupied in the batting order.
4. If player shows up late – after game has started. He must bat after the last batter in the lineup (11th). You cannot insert him into a certain spot in the lineup. If player shows up after 3 full innings have been played, manager does not have to play him.

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Minors Rules:

1. No hidden ball trick.
2. No slashing allowed (fake bunt followed by swinging away). Batter is automatically out. Baserunners return to original base if ball is batted.
3. **Slide to avoid rule is in effect.** When a base runner is running toward 2nd, 3rd or home and the base fielder has the ball, the runner must slide into the base. If contact is made and the runner does not slide, the base runner can be called out by the umpire, in the sole discretion of the umpire. Head first slide is not allowed unless the player is returning to a base he has overrun.
4. When a pitcher has the ball and is prepared to pitch to a batter, all runners must return to the last base safely reached. This rule does not permit a pitcher to ignore a runner and return to the mound in an attempt to force a stoppage in play. There is no mounding in the Minors League. Time must be granted or called by the umpire. Only the umpire can determine when a play has stopped.
5. The umpire may call a runner out if he feels the runner is making a mockery of the game.
6. There is no leading. If a player leaves a base before the ball crosses the plate, the play does not count. There is no pitch, no play call. The base runner returns to the base and the count to the batter returns to the count before the infraction.
7. There is a one base advancement on a ball thrown out of bounds.
8. The infield fly rule is in effect.
9. Players may advance on a fly ball at their own risk (e.g. tag up).
10. Bunting is not allowed. We want the kids to swing the bat!
11. Each team is allowed 2 steals per inning, advancing on a pass ball is considered a steal, double steal is considered (2) steals.
12. No stealing home (not even on a passed ball)
13. Runner cannot advance on an overthrow after an attempted steal.
14. When stealing, a player must wait until the ball crosses the plate. If any runner leaves his base early, all runners will return to their base and any pitch/play is dead (refer to RULE #6)
15. The strike zone is from the letters to the knees and the black of the plate.
16. No balks.
17. **Inning will end when a team records 3 outs or the team batting scores 6 runs.**
NOTE: The 6 run mercy rule limit applies in all innings including the 6th (last) inning.
18. Game books/stats must be sent to Minors Director following each game by both home & away teams, including number of pitches thrown by each pitcher. Data via app will suffice.

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GAMES:

1. *On days when more than one game is scheduled back to back, the subsequent game will begin as close to its scheduled time as possible. Therefore, no inning shall begin fifteen minutes prior to the scheduled time of the following game. The umpire shall notify both managers that the game will be complete at the end of that inning. If the game is tied at the end of that inning, it will end in a tie.*

On days where there is no game immediately following, games are limited to 2 hours. No inning will be started after 2 hours has elapsed. Any inning already started when 2 hours has elapsed can be completed.

2. All games must be played when scheduled unless previously cancelled by the league Director or by an umpire at the game time. **A game will be forfeited if one team does not have seven (7) players ten minutes after the scheduled start time. The umpire will make the determination of forfeit. Eight (8) players will be required for playoff games.**
3. The home team is to take the third base dugout for all games.
4. The home plate umpire will review the local ground rules before each game with the managers.
5. The umpire will stop play if someone is hurt and then decide where the base runners should be. **Safety First** will always prevail.
6. Protective cups must be worn by the catchers and be provided by the parents. It is the manager's responsibility to ensure that all catchers wear a protective cup.
7. Catcher's masks must be league approved and have throat guards.
8. In case of rain or darkness, a four (4) inning game is official (3 ½ innings if the home team is ahead at that time). The umpire should remind the two managers before the start of each inning if darkness or rain approaches. The umpire may have to call the game in the middle of an inning; the official result would revert back to the end of the last full completed inning, unless the home team was ahead.
9. If after six (6) innings a game is tied and there is time to start extra innings, every attempt should be made to complete the game. If a game ends in a tie due to darkness, weather or timing, the game will end in a tie. This rule does not apply to playoff games. All tie playoff games will be completed at a time to be determined by the Minors Director. All circumstances of the time game will be preserved. The pitchers in the game will not restart pitch counts. Any player not present during the tie game will be able to play in the carryover game provided they are added to the end of the batting order and will not be allowed to pitch during the carryover game.
10. On the days of inclement weather, please check the FYBA website (www.foxborobaseball.org) for field closure.
FYBSA will make the call on field closures.

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PITCHING RULES:

FYBSA adheres to the Cal Ripken League pitching standards and is committed to protecting our players from injury. All coaches must adhere to these limits, and no exceptions are allowed to these pitching limits.

If a pitcher meets his max daily pitching limit during a game, he/she can no longer pitch in the game, but he/she may play another position. If the player reaches that the max daily pitching limit during an at bat, he can continue pitching to that batter until the at bat is finished.

The following chart provides the maximum daily pitch limits for each age group and the mandatory rest requirements after throwing a certain number of pitches.

Age	Max Daily Pitches	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
Minors (9-10)	75	1-20	21-35	36-50	51-65	66 +

Rest Rule Examples:

- **Player throws 23 Pitches on Monday. He can't pitch again until Wednesday.**
 - **Player throws 85 Pitches on Saturday. He can't pitch again until the following Thursday.**
1. Pitches thrown during an incomplete game will count toward players pitch count.
 2. No pitcher can re-enter a game as a pitcher after already pitching in same game.
 3. A manager/coach may visit the pitcher once per inning. On the second trip to the mound in the same inning, the pitcher must be removed. The third trip to the mound in a game for the same pitcher, the pitcher must be removed. Crossing the foul line constitutes a trip to the mound. Injury visits accompanied by the umpire will not be counted.
 4. If a pitcher hits 2 batters in one inning or 3 batters in the game, he needs to be removed from the game.
 5. **Pitchers are not allowed to throw curve balls.** If an umpire determines that the pitcher is attempting to throw curve balls during the game, he will warn the pitcher. If the umpire determines that the pitcher is attempting to throw a curve ball again, the pitcher may be removed from pitching at the discretion of the umpire.
 6. Each teams' bookkeepers should meet after each inning to confirm pitch counts (if numbers are off – please come up with a number that both teams agree with).
 7. If the opposing team notices that a pitcher has not been removed from a game after reaching his/her max daily pitching limit, the bookkeeper should notify that team immediately that the pitch limit has been reached, and the pitcher should immediately stop pitching.
 8. If pitcher is deemed illegal because of rest rule, he will be removed immediately from pitching. The game can be protested and may result in a loss.
 9. Managers are encouraged to develop as many pitchers as is reasonable, especially in the early season when the players are building up the strength in their arms.

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10. Double-headers – pitchers may pitch in the second game if they threw 20 or less pitches in game 1. The daily maximum and rest requirements will still apply and include both games.

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BATS:

All players must comply with the USA Bat Rule. All bats must contain the USA Baseball stamp. Any bat, displaying the USSA 1.15 BPF stamp, will be illegal.

PLAYOFFS:

1. ALL TEAMS MAKE THE PLAYOFFS.
2. Playoff format will be distributed following regular season completion.

Hockomock League

****Player must attend 50% of his team's spring games including playoffs to be eligible for the Hockomock American teams.**

Extended summer play is offered to players in three manners:

Hockomock/Cal Ripken(A) - 2 teams: (1) - 9 yr old and (1) - 10 yr old.

Players selected must meet the 50% game requirements.

Players will be selected based on coach's evaluations, spring stats and summer tryouts.

Hockomock (B) – Teams Based on number of participants.

Players will be selected based on coach's evaluations, spring stats and summer tryouts.

Barnstormer League – offered to ALL players.

Forms will be distributed during the season. Participation is limited in order to determine the proper number of teams- forms need to be turned in on time.

Managers/Coaches will be determined by the FYBSA Board of Directors.

** A player that has an injury and missing games may be allowed to play on an A team.