



Visalia Youth Baseball Inc.

Majors & AAA Ground Rules

2021

Majors & AAA Ground Rules will apply to all playing rules and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth (OBR), Cal Ripken Division, Rules and Regulations will apply. This season VYB will continue to utilize rules pertaining to 70' bases and 50' pitcher's mound, and play by the official rules including leading off, stealing, dropped third strikes and balk rules.

Within the regulations of this League and of Babe Ruth Baseball, Cal Ripken Division, all Managers must provide an opportunity for each player to participate in at least the minimum number of at-bats, one (1), and nine (9) consecutive defensive "on-field" outs in a six-inning game. A player who starts the game may not be removed from a game until the required one (1) at bat and nine (9) consecutive defensive "on-field" outs have been completed unless he is injured and unable to continue playing. The EH and/or EP is NO exception. Should the game be called with less than six (6) innings and a player has less than the minimum at-bats or defensive outs, that player must start the following game and complete the mandatory requirements before being removed. Failure to follow these rules will result in a one game suspension of the manager and an automatic forfeit of the next consecutive game in which the player did not start.

In the absence of the manager and with the player agent's approval, a coach may assume the manager's duties and responsibilities. Failure to do so will result in a forfeit. Teams in the Majors Division will consist of 12 players, with a maximum of seven and minimum of four 12-year-old players; a maximum of seven 11-year-old players; and a maximum of four 10-year-old players. Once a Visalia Youth Baseball Player has been drafted onto a Majors Division team they may not reenter that Division's draft again. The AAA division will consist of 10 teams with 12-15 players each with a maximum of seven 12-year old players. Once the Majors draft has been completed the AAA division will draft the next 120 players out of the remaining pool of players that tried out for these divisions.

All scores, pitchers used and corresponding pitch counts must be filled out on the score sheet provided by VYB and sent via email and/or picture text by the Home Team to the Player Agent. Managers, Home and Visiting will sign off on the score, pitchers used and pitch counts that were incurred at the conclusion of each game. Home team will have until 10:00 a.m. the day after the game has been played unless one or both those teams are to play the next day. In the event this were to happen, then the Home team must turn in the score sheet by 10:00pm that same day or evening the game was played. If the Home team fails to do so, this will result in a forfeit of your next game.

All Divisions will be responsible for the upkeep of their primary field on which they routinely play. Each team will be responsible for one Sunday workday during the season. Each team must have four adults representing their team on their assigned workday to complete assigned fieldwork duties. The following divisions will be responsible for: Majors Division - Field 1, AAA Division - Field 3, AA Division - Fields 1,2,3 & 4 (One Adult per field), Minor 9's - Field 2, Minor 8's - Field 4. All field duties will be from 9 a.m.-12 p.m. every Sunday unless there is a cancelation from the Board President. In addition to one field day during the season Majors/AAA Divisions will do one workday before the start of the baseball season. The board will decide on a workday to get the fields ready for play before Baseball Day. Each Majors and AAA team will provide two individuals to complete all necessary tasks to get the ballpark ready to start the season. Failure to show up with the aforementioned adults per team on your assigned workday(s) will result in a forfeit for the next game on the schedule.

I. Uniform and Playing Field

- A. Only players in uniform, Manager, and no more than three adult Coaches will be allowed in the dugout during games. The one exception to this rule is in case medical attention is required in the dugout; a doctor or a credited nurse may be present as long as such medical attention is required. Penalty for violation will be a warning for the first offense with an ejection of the Manager for the remainder of that game if rule is broken again.

- B. All players must be in full, clean uniform. Shirts must be tucked in whenever worn by the player before or after a game and while at the ballpark. White, long sleeved jerseys may not be worn by the pitcher under the regulation uniform at any time during the game.
- C. There will be no batting practice on the game diamond before the game. The manager may warm his team up the in the outfield if time allows. First base dugout goes to the visitor.
- D. Managers, Players and Parents shall be responsible for cleanup of dugouts and surrounding area after the game.
- E. Managers are responsible for prepping of base lines, raking home plate, base areas, pitcher's mound, and putting away bases and field equipment before and after games.

II. Game Preliminaries

- A. Managers and Coaches must manage from behind the fence line in the dugout.
- B. The "Home Team" will provide a scorekeeper who will act as "Official Scorekeeper". The Official Scorekeeper will sit on the announcing bench, and be responsible to the plate umpire. The "Visiting Team" will also provide a scorekeeper who will also sit with the "Official Scorekeeper".
- C. Line-up cards shall be completed before game time and a copy provided to Home Plate Umpire, official Scorekeeper and the opposing Manager (fifteen minutes before game time). The line-up card must list the starting nine players or ten players if an EH is used by first and last names, uniform numbers, along with batting order, and defensive positions. Line-up card must also include the names of the Manager and (3) coaches. Substitutes will also be listed on the line-up card by first and last name to expedite substitutions.

III. Rules of the Game

- A. Due to VYB scheduling/time constraints... If a team consisting of at least 8 players does not appear for a scheduled game for at least ten (10) minutes past official game time, forfeiture may be declared by the plate umpire after consultation with the Player Agent or duty director. Games may begin with 8 players per team but must be completed with a minimum of 9 players per team or a forfeiture will occur for that team failing to field 9 players for the three "defensive" outs of the final inning.
- B. A Regulation game consists of six (6) innings or a minimum of three (3) innings if time is up or if the home team has scored more runs in 2-1/2 innings than the visiting team has scored in three at bats and time has expired. The next inning begins when the third out is recorded. If after 6 innings of play the score is still tied and time is still under the no new inning rule, the game can be continued. If still tied after time is up, the game is over and will be recorded as a tie. **Not in any circumstances will a new inning begin after 105 minutes.** There is no drop dead!!
- C. Suspended or Postponed Games: Suspended games must be completed by the next available Sunday and in order. Scheduling and times for suspended games are to be determined by the President, Vice-President and Player Agent. No team will be required to complete more than one suspended game on any given Sunday, unless doing so is agreeable to the manager of the team who would be participating in multiple games.
- D. If a courtesy runner is required as a result of any injury, the last player ruled out will be the courtesy runner.
- E. If a player steps into the batter's box (with both feet) with an illegal bat, Player is immediately called out and the Manager is ejected from the game. If Player puts the ball in play before the illegal bat is discovered, OBR 1.10 penalty rules apply AND Manager is ejected.

IV. Protest Guidelines

A. Manager must show the rule (in writing) they wish to protest to the umpire and state reason for protest.

B. Umpire will have official scorekeeper note the protest, time and details pertaining to the protest and the game will continue.

C. Protesting manager and umpire will submit in writing to the player agent by 10pm that night the reason for the protest and the executive board will make determination of said protest and get back to the manager by noon the following day.

D. Pitcher Count – Regular Season and Playoffs

AGE	DAILY MAX (PITCHES IN A GAME)	REQUIRED REST (PITCHES)			
		0 Days	1 Day	2 Days	3 Days
8	50	1-20	21-30	31-40	41+
9-10	75	1-40	41-50	51-60	61+
11-12	85	1-40	41-55	56-70	71+

E. Discipline

- Managers will be subject to ejection for the following:
 - Illegal bat use
 - Manager or Assistant Coach inappropriate conduct. A warning is not required.
 - Fan misconduct after umpire warning

*more than one occurrence of the above may result in Manager Suspension at discretion of the VYB board.

- Should a Manager, Coach, Player or Fan be ejected from a game, the Manager and ejecting Umpire must submit a written report explaining the events leading to the ejection to the Player Agent. Both must meet with the Board of Directors to provide an explanation for this action. Manager, Coach, Player may not return to future games until written report has been submitted. Ejected Person/player must leave the complex immediately and not re-enter.
 - The Duty Director should be alerted immediately when a situation arises that could become uncontrollable.
 - The manager and coaches will assist the Duty Director in enforcing the VYB Parent/Spectator Code of Conduct.
 - A manager, coach or player ejected will be subject to the VYB Code of Conduct.

- Defacing or damaging the playing field or dugout area by a player shall be punishable by ejection from the game. A warning is not required.

- For all VYB Divisions, if a Manager breaks any VYB and/or Cal Ripken Ground Rules, they will be subject to a one game suspension and/or forfeit.

V. MAJORS Playoffs

A. At the conclusion of the regular season all teams will be seeded. Seeding will be determined by regular season standings. Top six Majors teams will make the playoffs. The team with the best record will be the #1 seed and so on. The #1 and #2 seeds will be granted first round byes for the Majors. If in the event there is a tie, tiebreaker rules will determine the proper seeding. The team with the higher seed will have the opportunity to choose if they would like to be the Home team or the Visiting team. The only time that will not occur is if the higher seed loses the first game of the Championship Series. Subsequently a coin flip will follow to determine the Home team or Visiting team.

Tie Breaker: Two Teams

1. Head to head
2. Runs allowed head to head
3. Runs scored head to head
4. Coin flip

3 Teams or More Tie-Breaker

1. Head to Head with only the Tied Teams: The team with the best combined record between only the tied teams, wins the tie-breaker.
2. Runs Allowed head to head: The team that has allowed the least amount of runs in games played between only the tied teams, wins the tie-breaker.
3. Runs scored head to head: The team that has scored the most runs in games played only between the tied teams, wins the tie-breaker.
4. Coin flip

*Playoff: #6 seed will play #3 seed and the #4 seed plays the #5 seed. These will be single elimination games and the losers are eliminated. From that point on, the playoffs will be a double elimination format. Following the completion of those games, the Player Agent will then re-seed so that the #1 seed will play the lowest remaining seed in the playoff tournament.

VI. Majors Draft Order

- A. The order of the draft will be the reverse order of how the teams placed after the regular season and playoff results in the previous year. For example, the team winning the Championship game will have the 10th and last pick in the draft. The team finishing in runner up will have the 9th pick in the draft. The four teams not making the playoffs will draft in the order that they finished the regular season... the team finishing in last place will receive the 1st overall pick, 2nd to last getting the 2nd pick the 3rd to last getting the 3rd pick, 4th to last getting the 4th pick.

In the quarter final round of the playoffs there will be two more teams eliminated... to determine which team is the 5th and which team is the 6th pick...regular season records (win percentage) will be first criteria, then head to head record, then runs allowed head to head with the worse being the 5th pick.

In the semifinal round, two more teams will be eliminated and once again regular season records (win percentage) will be first criteria, then head to head, then runs allowed head to head will determine which team is the 7th and which team is the 8th pick ...with the worse being the 7th pick.

VII. AAA Playoffs

A. At the conclusion of the regular season all teams will be seeded. Seeding will be determined by regular season standings. Top six AAA teams will make the playoffs. The team with the best record will be the #1 seed and so on. The #1 and #2 seeds will be granted first round byes for the AAA. If in the event there is a tie, tiebreaker rules will determine the proper seeding. The team with the higher seed will have the opportunity to choose if they would like to be the Home team or the Visiting team. The only time that will not occur is if the higher seed loses the first game of the Championship Series. Subsequently a coin flip will follow to determine the Home team or Visiting team.

Tie Breaker: Two Teams

5. Head to head
6. Runs allowed head to head
7. Runs scored head to head
8. Coin flip

3 Teams or More Tie-Breaker

3. Head to Head with only the Tied Teams: The team with the best combined record between only the tied teams, wins the tie-breaker.
4. Runs Allowed head to head: The team that has allowed the least amount of runs in games played between only the tied teams, wins the tie-breaker.
3. Runs scored head to head: The team that has scored the most runs in games played only between the tied teams, wins the tie-breaker.
4. Coin flip

*Playoff: #6 seed will play #3 seed and the #4 seed plays the #5 seed. This will be single elimination games and the losers are eliminated. From that point on, the playoffs will be a double elimination format. Following the completion of those games, the Player Agent will then re-seed so that the #1 seed will play the lowest remaining seed in the playoff tournament.

Example: In a standard playoff tournament the #6 vs #3 winner would play the #2 seed and the #5 vs #4 winner would play the #1 seed. However, in the event the #6 seed defeats the #3 seed then the #1 seed would face the #6 seed instead of the winner of the #5 vs #4 winner because they are a lower seed.