

Sachem Youth Baseball/Softball Association
League Rules - Majors, AAA, and AA

1. These rules supersede all other rules. Any issues not covered explicitly herein are governed by the Cal Ripken rules and then, if necessary, by the Official Baseball Rules.
2. Majors Only. Team composition. Each team shall consist of at least thirteen players. A minimum of two, and a maximum of three, players shall be 10 years old; of the remaining 11 and 12 year old age groups, neither age group shall exceed the other by more than three players.
3. Umpire judgment decisions are final.
4. Rule interpretations may be "PROPERLY DISCUSSED" with the umpire. If there is still a disagreement on a rule interpretation, the game should resume and the manager may file a protest in writing with the Commissioner within 24 hours from the conclusion of the protested game. Any protest must also comply with Official Baseball Rule 4.19, and the scorebook must have been properly marked. The Executive Board will rule on the protest.
5. Visiting team takes infield from 25 to 15 minutes before game time. Home team takes infield from 15 to 5 minutes before the published game time. If a team is not ready to play 15 minutes after the starting time, that team forfeits that game. There will be NO EXCEPTIONS.
6. Home team sits on the third base side.
7. Home team provides the umpire with one new ball and the visiting team with one new ball for each game. If necessary, the next ball is from the home team, and you alternate from there.
8. Only one manager, two coaches, a scorekeeper, and uniformed players are allowed in the dugout area. Players are allowed to coach bases in the Majors and AAA only. If a player coaches, he or she must wear a helmet.
9. A team must have nine rostered players to begin a game (8 in AAA and AA). Failure will result in a forfeit. A minor league player may be used in accordance with Rule 24.
10. All players present at the beginning of the game will hit in a continuous batting order. Any player arriving late shall be added to the bottom of the batting order.
11. Coaches are allowed free defensive substitution during the game, except in the case of pitchers. Pitchers must adhere to Cal Ripken Rules.
12. All players must play at least six defensive outs in each game (9 in AA). Failure to comply with this rule will result in a forfeit.

13. Rule 12 does not apply to the extent that a late arrival, early departure, injury or game postponement prevents a player from playing the minimum requirement. In any such case, the opposing coach must be informed.
14. No inning will start after 7:45 p.m., but the umpire may use his/her discretion to call the game earlier as allowed by Official Baseball Rules. This rule does not apply to scheduled games under the lights. AA games end no later than two hours after the first pitch. AAA games on Sunday end no later than two hours after the first pitch.
15. A runner shall be called out when he/she does not slide or attempt to get around a fielder, at any base, when either the fielder has the ball and is waiting to make a tag, or the throw is on its way (umpire judgment controls) and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply. Intent to injure will result in an automatic ejection. Players may not wear metal spikes.
16. Scorebooks must be kept by both teams.
17. Make-up games will be scheduled by the Commissioner. Make-up games will be played on the next available game slot after the cancellation. Unless in the commissioner's opinion there is a compelling need not to do so, the cancelled game shall be made up at the next available date.
18. No player may pitch more than six innings in any Monday through Sunday period. If a player throws one pitch in an inning, that player has pitched that inning for purposes of this rule. Every player that pitches two or less innings in one day must rest the next day and cannot pitch again until the second day. Every player that pitches more than two innings in one day must rest for two days and cannot pitch again until the third day. Violation of the pitching rule will result in forfeiture of the game.
19. If a game is called before it becomes a regulation game, all records, except pitching records for the purpose of Rule 18, are nullified.
20. The winning coach in each game must inform the Commissioner by 5:00 p.m. on the following day of the score, pitchers used, and the number of innings pitched for both teams.
21. The winning team is responsible for a brief written summation of the game. All summations should be submitted to the Commissioner by Sunday night. Mention should be made of the players on the losing team.
22. The home team is responsible for conditioning the field after each game and each team is responsible after its practice. In order to maintain the condition of our fields, it is necessary to groom the batter's box, catcher's box, pitcher's mound and the infield (including the base paths) after each use. This maintenance will take up no more than 15 to 30 minutes of your time. A rake and an infield drag will be available at each field. Please pay close attention to filling

in the holes and ruts (pat clay down firmly and avoid raking clay into the grass) on the pitcher's mound and in the batter's/catcher's boxes.

23. Managers' and coaches' decorum on the field will be closely monitored by the Commissioner to insure a high level of play and behavior. All managers are directly responsible for the conduct of their coaches, players and parents.
24. Each Major league team shall have a designated AAA affiliate. In the event a Major league team has fewer than nine players for a game, a AAA player or players shall be brought up to avoid a forfeit; provided, however, that this procedure shall not be allowed to cause the AAA team to suffer a forfeit. Players shall be selected for promotion from the AAA affiliate on a rotating basis, with 12 year olds being chosen first, then 11 year olds.
25. In the event a Major League roster vacancy develops, any player selected to permanently fill that vacancy must have tried out for the Majors in the most recent tryout, and must be selected in compliance with Rule 2.
26. All player transactions must be approved by both the Commissioner and the Player Agent.
27. All players must be in full uniform.
28. In the event that a game is called before a full inning can be completed, the score of the game shall revert back to the score at the end of the last complete inning.
29. Slashing by a batter is prohibited. Slashing is defined as when a batter squares to bunt a ball, then draws his bat back and swings at the ball.

Special Rules for AAA and AA

30. An inning shall end after 3 outs, or after a team has scored 7 runs (AAA) or 6 runs (AA). Any additional runs scoring on the same play that produces the sixth (AA) or seventh (AAA) run shall be counted.
31. Each AA team shall employ a season-long 'perpetual' batting order to continue in uninterrupted effect from game to game.
32. Base Running in AA: If the catcher overthrows the pitcher, the runners may also advance one base at their own risk. Runners may advance (or steal) at their own risk at any time in accordance with Official Baseball Rules, except that they may not advance to home on a steal, passed ball or wild pitch.

(Revised 4/16//04)