



Westfield Youth Sports, Inc.

Double A Baseball Rules

GAMES

1. Games consist of 6 innings
2. Time limit is 90 minutes
3. Ties stand during the regular season. No extra innings during the regular season
4. Innings end after a maximum of 7 runs or 3 outs, except for the final inning when the 7 run maximum does not apply
5. A team that is ahead by 15 or more runs after 4 innings is declared the winner. If both teams agree, the game may be completed, but the outcome will not change
6. Four (4) complete innings (or 3 ½ if the home team is winning) will be considered a complete game if a game is ended due to weather.
7. Metal cleats are not allowed
8. Field Dimensions
 - a. Bases will be spaced 60'
 - b. The pitching rubber will be 30' from home plate

UMPIRING

9. No paid officials will be used, except in the tournament semi-finals and championship
10. When there is not a paid umpire, umpiring will be the responsibility of a head coach and/or one of the assistant coaches. Only the head coach or assistant coaches are eligible to umpire
11. If the scheduled team does not provide an umpire for their scheduled game, that team will be responsible for umpiring the next game for each team that was scheduled to play in the game that they failed to umpire
12. Teams are allowed to trade umpiring times, however, if a trade is made and a team does not show, see #11

13. Umpires can choose to stand behind the plate or in the field. If you choose to stand behind the plate, be sure to make an effort to get into proper position when calls need to be made in the field, don't just stand behind the plate and make all calls from that position

BATTING

14. Big Barrel bats can only be used if they are certified by USA Baseball and must be marked with the USA Baseball stamp. Bats without the USA Baseball stamp cannot exceed a 2 1/2" barrel.
15. Batting Order
 - a. All Players must bat in consecutive order, including bench players
 - b. A batting order is to be established prior to the start of the game which includes only those players present at the start of the game. If a player arrives late, he is to be added to the bottom of the batting order
 - c. If a Player has to be excused for any reason during their team's at bat and said player misses their at bat, they will be placed at the end of the batting order for the remainder of the game. There will be no out called regarding this. The bookkeeper for both teams should be notified immediately.
16. Three swinging strikes is considered an out
17. Four consecutive balls without a swing will result in a strike, including the third strike (i.e. a batter can strike out without swinging). A warning shall be given to the batter by the umpire and the pitching coach after three consecutive balls have gone by without an attempt to swing. A foul ball resets any accumulated balls to zero. Once a batter has received a strike for watching 4 consecutive balls go by, the count is then reset to zero.
18. No intentional bunting is allowed
19. No dropped third strike rule or in-field fly rule
20. A Player cannot be tagged out after he/she has touched first base regardless of which way they turn after touching the bag
 - a. The only exception to this rule is if the runner makes an aggressive (i.e. 5 or more steps) move to second base or is in the process of going to second base
21. Base Running
 - a. Excessive base running is discouraged

- b. No lead offs or steals are allowed. Either will result in one team warning. All subsequent offenses will result in an automatic out.
 - c. On hits to the outfield, runners may continue to advance until an infielder has possession of the ball in the infield. Once an infielder has possession of the ball in the infield, a player may not advance past a base, except in the case of an overthrow
 - d. Runners are allowed a maximum of 1 base on an overthrow. A ball must be clearly overthrown to be considered an overthrow (examples include a ball that is thrown into foul territory, into the outfield or well beyond the reach of the intended fielder).
 - e. In all cases, runners will be live while advancing and may be thrown out, even if said runner would eventually have to go back to the previous base. I.E. let the play finish and then send back runners, if necessary
22. If a Runner is blocked from advancing to a base by a defensive player, the Runner will be awarded the base. This includes first base. That said, remember that the fielder has right to field a ball and it is the runner's responsibility to avoid contact.
23. An adult from the batting team will be the pitcher
- a. The pitcher must pitch with both feet behind the 30' line and must throw overhand to all players from a standing position or from a knee
 - b. The pitcher must avoid all batted balls. If the pitcher is hit by a batted ball, the play will be called dead and the pitch will not count. This will also apply to any object a pitcher uses when pitching, such as a pad for kneeling down, if the object contacts the ball. A deliberate attempt by the pitcher to interfere with a batted ball will result in an automatic out.
 - c. The pitcher must not interfere with any defensive player. This includes blocking the path of a player or the path of their throw. If the pitcher does interfere with a defensive player, even inadvertently, the result will be an automatic out
24. Bat throwing will not be tolerated. A team warning will be issued after the first occurrence. Any bat thrown thereafter will result in an automatic out.

DEFENSE

25. All players must play in the field.
26. The pitcher's helper may not be any closer to the batter than the pitching coach until the ball is in play. The pitcher's helper must wear a batting helmet with a face guard.
27. Infielders must play their positions until the ball is pitched. There is to be no "shifting" and for 1B, 2B, SS & 3B, no part of a player's foot may be on the infield grass until the ball is pitched.
28. Outfielders may only make plays by throwing to the infield. Outfielders may not come into the infield to tag a runner or cover a base. Outfielders must be positioned in the outfield (i.e. in the grass) prior to any pitch.
29. A maximum of two (2) coaches are allowed in the outfield for the defensive team. Coaches for the defensive team must stay in the outfield grass at all times.
30. Catchers
 - a. If nine (9) players are present, there must be a catcher
 - b. Catchers are considered one of the 6 infielders allowed within the baselines
 - c. A pop up that is caught must go higher than the batters head to be considered an out
 - d. A foul tip third strike that is caught by the catcher will be an out
31. Playing Time - Coaches are expected to teach all players how to play each position. This includes rotating line-ups such that the number of innings played at any given position is generally distributed evenly among all players. Exceptions may be made for safety reasons at positions like 1B, catcher and pitcher. During games, the following rules apply
 - a. Every player must spend at least three innings at one of the six infield positions during a regulation six inning game
 - b. A player may spend no more than three innings at the same position during any given game

TOURNAMENT

32. Regular season rules will be in effect during the tournament, except
 - a. There are no ties in the semi-finals or championship game
 - b. There is no time limit for the championship game.
 - c. The championship game will be played to 6 full innings (5 ½ if the home team is ahead).
Games delayed by weather will resume at the exact point they were delayed.
 - d. Every player must spend at least 2 innings at one of the six infield positions during the first four innings
 - e. A player may spend no more than 3 innings at the same position in a game
33. Tournament will begin with a Round Robin type tournament with a blind draw for seeding.
As such, regular season records will have no bearing on tournament seeding.
34. Winners from each pod of teams advance to a four team, single-elimination bracket. If there are only three pods, a wildcard team will also advance based upon record in the round robin tournament games
35. In the event of a tie in wins & losses, the following tie-breakers will be used in order:
 - a. Head to Head record
 - b. Runs allowed in tournament play
 - c. Run differential in tournament play
 - d. Coin flip