

**DSYBS (2023)**  
**AAA Minors League Rules**

- 9 players in the field at a time.
- No player should sit on the bench for more than one inning consecutively and no more than 2 innings in a game—players must play at least 4 innings in the field.
- Players may be freely rotated in and out defensively.
- Games are scheduled for 6 innings, however no inning may start after 7:50PM.
- Stealing is allowed after the ball has crossed the plate. There is no leading allowed. In order to develop catchers and encourage throws during a steal, there can be no advancement on a catcher's overthrow to a base. Teams can only steal home on a passed ball or wild pitch ONE time per inning, this avoids a single becoming a run because of wild pitches and encourages batters to hit the base runner home. When runners are on 1<sup>st</sup> and 3<sup>rd</sup>, and the catcher attempts to throw to 2<sup>nd</sup> base the runner on 3<sup>rd</sup> can steal home ONLY if their team has not done so already that inning.
- Bunting is allowed, however we strongly encourage coaches to develop player's hitting skills by encouraging them to swing at pitches. "Slashing" (squaring to bunt and then pulling back to hit) is prohibited.
- Base runners must slide at any base on which there is a play. Failure to slide will cause the runner to be called out. In the case of a potential double play, both base runners may be called out if the lead runner does not slide.
- Infield fly rules will be called following Little League/MLB guidelines. There are no balks. Pitchers must pitch from the rubber. If field conditions are deemed poor enough by both coaches to put a pitcher at risk, a suitable place close to the rubber may be used.
- A pitcher may only pitch 3 innings OR a maximum of 75 pitches in a game and no more than 6 innings per week (Monday thru Sunday). If a pitcher pitches 3 innings, he must have at least 2 full days rest before pitching again. 2 innings of pitching requires one day of rest.
- A half inning is over after 3 outs or 5 runs, except in the 6th inning when there is no run limit. If time/daylight is fading, it is BOTH head coaches' decision at the start of the inning to determine if a prior inning will be the last inning (and therefore have unlimited runs).
- Balls and strikes follow Little League/MLB rules (4 and 3 accordingly)
- During the regular season, if a game is tied after 6 innings, the game is over. Extra innings will be played in the playoffs if time permits and both coaches agree.

- All teams make the playoffs if the league has four teams. If the league has five teams, the four and five seed will have a “play-in” game to determine who plays the one seed. Tie breakers: Head to Head record, Run Differential Head to Head, Overall Run Differential, coin flip.
- All players bat in continuous order, regardless of their status in the field. All players must bat. If a player arrives late and his/her team has batted through the order completely, the player must be placed at the end of the batting order.
- The visiting team warms up first and must allow the home 10 minutes to warm up before the game begins.
- Visitors bat first and take the bench on the 3rd base side.
- Each team shall maintain a complete and accurate score sheet for the game.
- All scores must be posted promptly on the website by the winning team.
- The pitching rubber to home plate distance is 43 feet.
- At least 7 players must be fielded. Opposing teams can lend players—there are no forfeits. If a borrowed fielder fails to make an attempt at a play and both coaches agree that an average player would have made the play (i.e., caught a fly ball), then the batter can be considered out. (Coaches should make it a point to let borrowed fielders know what is expected behavior). The last batter(s) from the previous inning will serve as borrowed fielder(s).
- Players should be instructed not to throw bats or helmets at any time.
- All players must wear a batting helmet when they are at bat, on deck, and on the bases. C-flaps are highly recommended.
- Bat swinging is only allowed when being instructed by a coach, at home plate, or in the batter’s box. NO swings will be allowed in the on-deck area (fenced or otherwise) per Little League rules.
- The home team is responsible for supplying 2 new balls. Umpires are coordinated by DSYBS and paid in cash prior to the game by home coach.
- 1st and 3rd base can be coached by adults only—not kids.
- All catchers are required to wear a plastic cup/athletic supporter.
- All catchers must wear equipment including face mask in practice, games, or warm ups. No exceptions.
- Arguing with an Umpire--under any circumstance is not allowed and may lead to suspension for those individuals involved.
- Bases, umpire equipment, and clickers are stored in the lock box at the fields. Please return the equipment at the end of each game (home team is responsible).
- A pitcher hitting more than 2 batters in an inning or 3 batters in a game must be removed from the mound and cannot continue pitching.

- Only Little League approved bats (USA Baseball) may be used— “wide barrel” bats (generally greater than 2 and 5/8 inches in diameter may not be used).
- Once a pitcher has been replaced, he/she cannot return to the pitch under any circumstances.