

Yearling Specific modified rules

1. Regular season games are a maximum of 6 innings or 75 minutes, no new innings after 60 minutes. The umpire will start a timer after the coaches meeting. Umpire has official game time. The game will expire at 75 minutes regardless of game status (not including tournament games)
2. The Base path will be 60
3. The pitching distance is 35 for coaches and 30 for kid pitch starting on June 1st.
4. There is no mercy rule at this age.

Offensive Play

1. Each team will allow all players to bat every game.
2. Each ½ inning will consist of 3 outs or batting line up (bat the larger team's number) or 5 runs, whichever comes first.
3. One on-deck batter at a time and the player must wear a helmet. Coaches shall assist on deck-batters to be ready with helmet on.
4. The offensive coach shall pitch from the rubber set at 35' either standing or kneeling. The coach shall pitch overhand only. There are no walks. A maximum of 8 pitches will be pitched. The pitching coach shall instruct his player from the mound by telling the batter how many pitches he has left and how many swings he has left. If the batter does not hit by the 8th pitch, an out will be recorded. A player can stay alive at bat by foul tipping.
 - **During games in April**, players will be thrown all 8 pitches from the coach. They will either be out after the 8 pitches or hit the ball.
 - **Starting May 1st** strike outs will be implemented. If a player swings and misses 3 times they are out regardless of how many pitches they have left.
 - **Starting after Memorial Day**, players will pitch to each other. Defense will send a pitcher who will be guided by the adult offensive pitcher and only allowed to pitch **3** pitches total regardless of foul tips. If no hit occurs in the **3** pitches, the offensive pitching coach will pitch. The coach can pitch up to **5** balls for a total of 8 pitches. The number of strikes on the batter will carry over from the kid pitch to the coach. If the batter swings at 1 of the 3 kid pitches, the batter will have 1 strike on them when the coach starts their 5 pitches.
 - If the pitching player hits the batter, the adult coach will come out to pitch the remaining pitches and the player will not be penalized for the pitch that hits them. An example would be if a player got hit on pitch 2, the coach would have 7 pitches left.
 - A pitcher can only pitch 1 inning per game.
 - There are no called strikes. A strike occurs when the player swings at a pitch.
 - Pitching distance will be 35'.
5. Batters are not allowed to bunt in yearling league.

6. The adult coach pitcher shall avoid interfering with play and use their best effort to move out of the way of defensive players. The ball is dead if the ball hits the adult pitcher, and all players will return to the bases that they were at prior to the play and the ball will be counted as a foul ball. The batter will return to the batter box at the previous same ball count prior to the hit in the event the ball hits the adult pitching coach. Adult pitchers shall not instruct base runners and shall remain quiet during play.
7. Base coaches are solely responsible for instructing players on the base paths.
8. No Stealing Bases at any point during the season. Home plate is closed, no stealing home. Players can reach home on batted balls in play ONLY.
9. After Memorial Day, a primary lead off is allowed. RABA defines the primary lead off to be two steps off the bag. Runner is not allowed to advance to next base until ball is hit into play. This rule is set to start teaching fundamentals of baseball. Coaches shall instruct their players to tag up between pitches. *Umpires will give a team warning to the head coach if a player is too far off the bag, a second warning will result in the player being called out. Two steps are a right and then a left step followed by the player pivoting to face home plate.
10. Upon a hit into the outfield grass, the ball will be considered LIVE and runners are allowed to advance at their own discretion. Keep in mind advancement rules in rule 8 of Yearling Specific Rules
11. Runners can advance until the ball is secured by an infield player on the dirt. At the point the infielder has the ball the play is considered over. If the runners are not more than halfway to the next bag - the runner will go back to the bag they last accomplished (when trying to advance 2 bags on one hit). This is UMPIRE JUDGEMENT, not up for argument.

Fielding Rules

1. Up to 10 players shall play in the field with a "pitcher's helper" that must wear a helmet with a cage. 4 outfielders are permitted at this age.
2. There is no infield fly rule.
3. Each team on defense shall shag the balls and develop the catcher. The adult shall instruct the catcher on proper technique at this age and encourage making plays as home plate will be open. The catcher for the next inning shall be prepared as soon as possible with coaches help. As soon as the catcher comes in from batting, he shall start gearing up for the position.
4. All hits to the outfield are live until the ball is secured by an infielder on the dirt. At that point the play is over. Coaches are encouraged to teach players to hold the ball and avoid the overthrows starting at this age.
5. 2 Coaches/parent helpers are allowed in the outfield to help with communication of players while on defense.