



Attleboro Youth Baseball

2026 Minors Spring/Fall Rules & Regulations

Minors Division (Ages 9-10)

The Attleboro Youth Baseball League 9/10 Minor division is the first step of competitive baseball. Players will continue to improve skills and fundamentals while participating in more competitive games. Coaches should continue to encourage players, show sportsmanship, and set a positive example while making sure the game is fun for everyone participating.

ELIGIBILITY

Players must be registered with AYB to be eligible to participate.

MINORS DIVISION DRAFT

1. Minors Division teams will consist of up to 13 players per team and be selected through a draft with all league coaches, run by the Minors Division Director and AYB President.
2. Head coaches with children playing in the division will have a discussion with other coaches to determine where the player gets slotted in the draft. This will then be discussed with league VP and approved by the league VP and or President if issues arise. Any child who played All-Stars the year prior will be a 1 or 2 pick.
3. The Minors Division draft will use the following process:
 - a. Coaches draw numbers from a hat to determine draft pick order.
 - b. Draft will take place in two (2) segments – (1) draft of 10-year-olds, and (2) draft of 9-year-olds.
 - c. Picks will be made using a serpentine style (i.e. pick 1 – 8, 8 – 1, then 1 – 8, etc.) until all players are assigned to a team for each age group.
 - d. Following the selections of the 10-year-old players, drafting 9-year-old players will begin. The team having the last pick in the first round of the 10-year-old segment will have the first draft pick for 9-year-old players.
 - e. At the completion of the draft, coaches can make roster adjustments through player swaps with other coaches. **CAN BE DONE ON DRAFT NIGHT ONLY.**

GENERAL RULES

1. Field play will be on the 46/60.
2. Any rainouts will be communicated via e-mail to board directors by 3p. Directors will contact their coaches.
3. Under normal conditions, games will start no later than 5:30pm. If a team cannot field eight
4. (8) players by 6:00pm, the game will be declared a forfeit. The umpire must be present for the forfeit to be official and may extend the grace period by what he/she feels is a reasonable amount of time if a player has been contacted and is in transit to the game. Players are expected to arrive at the field at least 20 minutes before scheduled start time.
5. Players must wear full uniforms. The Attleboro Youth Baseball League will supply each player with a cap and tee shirt depicting the team's name. Both items are the players to keep at the end of the season. All players are required to wear gray baseball pants (pants are the responsibility of the players and will not be provided by the league).
6. Any player who is warming up a pitcher must wear the catcher's headgear and be wearing a

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protective cup.

7. Protective cups are strongly recommended for all players and are mandatory for catchers.
8. No metal spikes are allowed to be worn by any player, coach, or other on-field personnel.
9. A game is considered official if the home team is ahead after 3 ½ innings or after four (4) innings have been completed. If an inning is not complete, the score reverts to the last completed inning of an official game.
10. Each player is to provide their own protective batting helmets, glove, bat, and any other equipment needed. A full set of catcher's gear is available from the league if needed (if playing as a catcher)
11. On-deck batters must wear a protective helmet. AYB strongly recommends that players wear a helmet with a protective facemask or c-flap.
12. Once a game is started, the umpire is in complete control of the game. Local ground rules will apply, unless the umpire has a justifiable reason to change them.
13. NEW game balls to be provided by the home team from those provided to coaches by AYB. If additional balls are needed during the game, previously used game balls may be used, as long as both coaches and umpires agree that their condition is acceptable. **Minors will be using Diamond DLL-1 baseballs for the 2025 season.**
14. Official Little League rules will apply in all other aspects of the Playing Rules.

REGULAR SEASON GAME RULES

1. All games are limited to six (6) innings unless a tie exists. There is no limit to how many innings can be played in a tie game that is not called by the umpire.
2. Injuries allow the next player to bat, not taking an out in the line-up.
3. An official game is one in which four (4) complete innings are played or 3 ½ innings if the Home Team is ahead. All games that are called, for any reason, before 3 ½ innings of play shall be declared incomplete and made up starting anew. There will be no continuation of an official game to a future date. All official games that end in a tie after extra innings have been played on that day will end in a tie game. There are no weekday game curfews in Attleboro Youth Baseball. All games will be played to completion unless called due to inclement weather or darkness as deemed a safety issue by the umpire.
4. Scheduled games resulting in rainouts and postponements will be rescheduled on their original field with the following guidelines:
 - a. Re-scheduled games will be made up on Friday's as scheduled by the Minors director if both coaches can agree and have players available. If not, the Minors director will find a suitable time to play the makeup that's agreeable to both coaches.
 - b. Rescheduled games should be made up in the same week, if possible.
 - c. Should any problem arise in rescheduling, the Minors Division Director and VP of Little League will make the final decision on the timing of the game.
 - d. Once a make-up day is agreed too coaches will check with AYB Field coordinator to schedule the game.
 - e. The Minors Division Director will contact the Umpire-in-Chief and notify the President to have umpires assigned.
5. There is a 2-hour time limit for games – no new inning starts after 1 hr. 50 min. Games will

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not be played in darkness; player safety is of the most importance.

6. Positions in the final standings will be based on points from wins and ties. 2 points are awarded for each win and 1 point will be given to each team in the event of a tie.

PLAYING TIME

1. Each player must participate in a fielding position in at least four full innings per game. Coaches are encouraged to rotate all players between infield and outfield positions.
2. Free defensive substitution. Any player may re-enter the game at any defensive position, except a player who has pitched, may not re-enter to pitch.
3. All players present at each game must be included in the batting order.
4. ***The following rule applies to regular season games only (not applicable for playoff or championship games)*** – All players present must play at least one inning in the infield each game. No player may play the same defensive position for more than three innings per game, except for Pitcher and Catcher. The only exception to this rule is if a player would be considered a safety risk. This must be discussed with the VP, Minors Director and President

BATTING / BASERUNNING

1. Only bats (USA or Wood) and balls approved by the Attleboro Youth Baseball League may be used. All non-wood bats must have the USA Bat marking. The barrel maximum is 2 5/8". No 2 3/4" USSSA bats are permitted in the Minors Division. Any player using an illegal bat will have that bat removed.
2. Batting helmets must be worn by the batter and the on-deck hitter during game & practice.
3. Only four (4) runs will be allowed to score in one inning, with the exception being the 6th inning or if it is the last inning to be played. In those innings, there will be no run limit.
4. No slash bunting is allowed.
5. Stealing is allowed and unlimited when the ball is considered live and in play (if the play has not come to completion). When a play is completed and the pitcher has the ball within a five-foot radius of the rubber, all baserunners must return to their base.
NOTE: Baserunner cannot continue to second base on a walk.
6. Stealing home is allowed with two (2) attempts per inning. If you attempt to steal and get thrown out at home, that counts as an attempt for that inning.
NOTE: An attempted steal of home is defined as a runner trying to score a run on any non-batted ball. This includes trying to score from third base on a passed ball/wild pitch, as well as an attempt by a runner to reach home on a continuous play, following an overthrow or other defensive outcome, after an attempted steal of second or third base.
7. Delayed steals, of any base, are not allowed.
8. When a baserunner is running toward 2nd or 3rd base, and the fielder for that base has the ball, the baserunner must slide or avoid contact with the fielder. If a baserunner does not slide and makes contact with the fielder, the baserunner shall be declared out. If the runner does not slide and there is no contact, the baserunner will be declared safe. (Umpire's Discretion)
9. When a baserunner is rounding third base and is heading for home plate, he must not barrel over the catcher in order to score. The baserunner must avoid a collision with the catcher if the catcher is defending home plate with the ball. If the catcher is about to receive the ball, the baserunner must slide into home plate. If the catcher is running up the third base line in order to receive the ball, the baserunner has the right to attempt to score standing. If the

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base runner does not slide and there is no contact, the baserunner will be declared safe.

DEFENSE

1. Defense may consist of ten (10) players to allow for more playing time, and a minimum of eight (8) players must be on the field or the game is forfeited.
2. The infield fly rule will not be called.
3. No batter advancement on a dropped third strike is permitted.
4. Hidden ball tricks are not permitted.
5. Appeals must be made in a legal manner (as defined herein). An appeal will be considered a dead ball play and no advancement of baserunners will be allowed. An appeal must be made verbally to the umpire. The ball must be live to make an appeal. Once the appeal is made, it is then considered a dead ball play.

PITCHERS / PITCHING RULES

1. All players are eligible to pitch; however, a player removed as a pitcher may not pitch again in the same game.
NOTE: The only exception to this clause is that players called up from a lower level (i.e. Rookie Division) are not eligible to pitch in any game.
2. Pitch counts will be used during the regular season and playoffs (no exceptions). All teams will be provided with pitch counters. All teams/managers are required to keep pitch counts for all pitchers and must report counts with their game scores to the Minors Division Director. Opposing coaches must compare pitch counts at the end of each half inning for accuracy.
3. The following grid will define the Pitch Count regulations. Please note if a pitcher reaches their daily pitch count while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:
 - a. The batter reaches base;
 - b. The batter is retired;
 - c. The third out is made to complete the half-inning or the game.

Age	Daily Max Required Rest (# Pitches)					
		0 Days	1 Day	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85					

NOTE: A player throwing 66+ pitches on Friday must not pitch again until Wednesday.

4. Pitches pitched in a game declared "No Contest" (e.g. rainouts, darkness, etc.) will be considered pitches pitched against that player's eligibility.
5. Failure to comply with this pitching rule will result in game forfeiture and the Manager may face disciplinary action.
NOTE: It is strongly encouraged that parents and coaches communicate during the season to review the player's participation outside of AYB (when he/she pitches and how many pitches are being thrown) to ensure the player does not pitch too much in the Spring.
6. A Manager or Coach will be allowed two (2) trips to the mound per inning. On a third trip

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the pitcher must be removed.

NOTE: Calling the pitcher to the foul line will be considered a trip to the mound. The manager will not be charged a trip to the mound to check on an injured pitcher (determination made by umpire).

7. If a pitcher is obviously wild and endangers other players, the umpire may use his or her discretion in removing that pitcher. If a pitcher hits two (2) batters in one inning, the umpire shall issue a warning. A third hit batsman in the same inning will be the cause for the pitcher's removal from the mound. If he/she makes it out of the inning with two (2) hit batters the pitcher can continue pitching. Once he/she hits a 4th batter for the game, the pitcher MUST be removed.
8. Balks will not be called.
9. No curve, slider, or any pitch where the wrist breaks. Knuckle balls and change ups are OK.

CHAMPIONSHIP SERIES (PLAYOFFS)

1. At the end of the regular season there will be a single or double (depending on number of teams) elimination playoff tournament culminating a championship winning team. The higher seed will always be the home team. Pitching rules DO NOT reset for the playoffs.
2. Seeding will be determined by the following:
 - a. Overall Record
 - b. Head-to-Head Competition
 - c. Runs Allowed
 - d. Coin Toss
3. Teams will be reseeded during the playoffs based upon win/loss record as a result of playoff games. For example, a number one seed that loses will have their seed lowered as they move into the loser's bracket.
4. All playoff and championship games must be played in their entirety. If a game is suspended for any reason, it will be resumed from the exact point of suspension. A Protest Committee must be present at the championship games to address any and all protests that may arise during the game(s). The Protest Committee will immediately rule on any protest, and all decisions will be final. The Protest Committee shall consist of three (3) non-partisan current board members. The Umpire-in-Chief cannot be part of the Protest Committee.

CONDUCT TOWARD JUNIOR UMPIRES

1. If, in the determination of the home plate umpire, he/she or the field umpire is being harassed by a manager, coach, player or fan, he/she will stop the game and call both managers to home plate. At this time, he/she will warn BOTH MANAGERS that any further harassment by either team's managers, coaches, players or fans will result in the end of the game. THE WARNING WILL BE RECORDED OF BOTH TEAMS.
2. If the umpire declares the game over, it will be an automatic protest. Both managers and the umpire must submit a written incident report to the Minors Division Director. The Protest Committee shall determine a place and time where the managers and umpires shall meet with them to resolve the issue.
3. If, in the determination of the Protest Committee, one (1) manager or team was wholly responsible for ending the game, that team shall lose by forfeit, the final score being 6-0.
4. If both teams are determined to be equally responsible, the game will be a loss for each team. The game will not be made up.

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5. If the Protest Committee determines that the umpire indiscriminately or unjustly ended the game, the game will be rescheduled starting at the point of the original warning.
6. The Protest Committee will file a written report with the Board of Directors who shall determine if any disciplinary action will be taken against any of the parties.
7. Warning Policy for coaches, AYB has ZERO TOLERANCE POLICY TOWARD UMPIRES: First verbal warning no penalty, second the game is stopped the same person arguing will be ejected. Any coach that was ejected will appear before the Protest Committee where any ruling will be final. Any coach ejected from a second game will appear before the Protest Committee, where they can be removed for the remainder of the season. Anyone threatening or harassing or following an umpire to the parking lot will be permanently banned from AYB.

PROTEST POLICY

1. Should a protest of a game be registered, the umpire must be informed at the time of the protest. He/she will e-mail the President of AYB after the game to lodge a formal protest. Using president@attleboroyouthbaseball.net
2. The protest will be registered by the protesting coach in writing within twenty-four (24) hours with the Minors Division Director, who will inform the Protest Committee.
3. The Protest Committee shall consist of three (3) non-partisan current executive board members. The Umpire-in-Chief, as well as the Minors Division Director (as applicable) cannot be part of the Protest Committee due to potential conflicts of interest.
4. To file a protest, all the following must be considered:
 - a. Violations must be confined to acts committed on the field or for ineligible players.
 - b. No protest will be honored on judgement calls (i.e. safe/out, plate calls, balls/strikes, foul balls, etc.)
 - c. Violations must be reported within twenty-four (24) hours of the violation, in writing, to the Minors Division Director.
 - d. The Protest Committee will determine the result of the protest within forty-eight (48) hours – THE RESULT WILL BE FINAL.

ALL-STAR SELECTIONS

1. Head coaches will be selected prior to the player selection process - Must have been a head coach in the division. Anyone wishing to be a head coach will appear before the board. They will be asked a series of questions and be voted upon by the board.
2. Assistant Coaches – Must have coached in the division.
3. Minors Division Director and AYB League VP, Secretary and President will preside over the all-star selection process.
4. All players who have attended at least 75% of the regular season games for their spring rec teams, at the time of the all-star selection meeting, are eligible for all-star consideration.
5. The number of AYB all-star teams fielded will be determined by the number of balloted players, with each team consisting of no more than twelve (12) players per team.
6. Ten (10) players are chosen through the voting process by division coaches, and the head coach has the option to select the final two (2) players.
7. Hockomock All-Star team player selection will be through the following process:
 - a. **All-Star Team Selection Process:**

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- . The number of All-Star teams and division to be placed and entered into the Hockomock league will be discussed with the President, VP of little league, Minors Director and Hock rep.
 - i. On a secret ballot, each coach in attendance votes for the twelve (12) players they feel most worthy to play on the American All-Star team.
 - ii. The Minors Division Director tabulates and reads the results of the vote.
 - iii. All players appearing on 100% of coach ballot will be added to the roster.
 - iv. In subsequent rounds, each coach votes for players equaling the number of open roster spots remaining on the team (i.e. if 5 roster spots remain, each coach will vote for 5 players that round)
 - v. The process continues until 10 players are selected to the All-StarTeam.
 - vi. At this point during the meeting, the head coach selects the final 2 players.
8. The team roster must be finalized on draft night – **NO EXCEPTIONS**.
9. In the event there is no coach or assistant available from the division to coach, the executive board will call a meeting to discuss the best course for the team and players. This will also be viable if there is not enough for a full roster of players.
10. If the event there are not enough All-Star players for the 9's and 10's a decision can be made to bring up available 8's and 9's. The executive board will call a meeting to discuss the best course for the team and players before the decision is made. Remaining players can be invited to play in the friendship league for Hock if there are coaches and enough players.
11. Players chosen for the All-Star team will have 24hrs to accept and pay for registration.
After that time another player may be chosen to fill that slot

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- Please refer to the Code of Conduct policy on attleboroyouthbaseball.com < rule book < code of conduct policy' for details on Attleboro Recreation Department's policies regarding parent/children behavior and responsibilities while utilizing Attleboro fields and facilities.
 - No smoking or alcoholic beverages are allowed on any playing field during games or practice.
 - It is the coach's responsibility to teach, encourage, show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

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**THE ATTLEBORO YOUTH BASEBALL
LEAGUE THANKS YOU FOR YOUR
CONTINUED EFFORTS AND SUPPORT OF
THE BASEBALL PROGRAM!**