

PORTAGE AREA YOUTH ASSOCIATION

PAYA Transition League Rules

Last updated: 05/08/2008

1. Players must be 7 and 8 years of age on or before April 30th.
2. **PLAYERS/COACHES/BENCH PERSONNEL:**
 - a. Teams may play with four (4) outfielders in the following positions:
 - i. Left Field, Left Center, Right Center Field and Right Field.
 - b. All roster players present for the game shall have a place in the batting order and must have a turn at bat before the lead-off batter for that inning bats again.
 - c. All players must play at least two consecutive innings in the field before the end of a regulation six (6) inning game. If a player does play two (2) innings because the game was shortened, that player must start the next game and fulfill the two inning rule.
 - d. Only players, head coach, 3 assistant coaches, and a score keeper and bat boys/girls shall be permitted in the dugouts during the game. Teams are allowed one head coach, three coaches and one score keeper. (5 adults total).
 - e. Each team is responsible for keeping score in an official score book.
 - f. For an official game, a team must have 8 players present
3. **GAME:** Most Games will start at 6:00 pm.
 - a. WARM UPS: Home team will warm up for thirty (30) minutes beginning one hour prior to the start of the game. Visiting team will warm up thirty (30) minutes prior to the start of the game.
 - b. The home team is responsible to maintain the field after the game has been played.
 - c. Five minutes prior to the start of the game, coaches and umpires will meet at home plate and discuss ground rules.
 - d. The game will be six (6) innings in length (four innings from the pitching machine and two innings coach pitch), with 4 innings being a complete game (3 ½ if the home team is ahead) for called games due to rain or darkness.
 - e. If the batter is hit by the ball during kid-pitch, coach-pitch, or from the pitching machine, the batter will be awarded first base.
 - f. During the kid-pitch portion of the game, balls and strikes will be called by the opposing coach who will be positioned on the mound.
 - g. During the kid-pitch portion of the game, if the pitcher walks the batter, the coach will then pitch to the batter. The strike count will carry over from the kid pitcher to the coach pitcher.
 - h. Teams must start the game with eight (8) players. A fifteen (15) minute grace period is allowed from the start time of the game or the team short players will forfeit the game. If after 15 minutes have expired, the team without 8 players will forfeit the game. That team may then borrow players from the opposing team to play an exhibition game.
 - i. Players showing up late must still play unless more than one half (½) of the game has been played. These players will go in the last spot in the batting order.
 - j. One inning is completed when a number of players equal to the number of players on the team that has the most players present have batted on both teams, or three outs have been made by both teams, or a combination of three (3) outs by one team and all players batting

by the other team. Coaches must notify the umpire when their last batter comes to the plate. If not notified, void run scored on the last batter.

- k. During play, when the players have advanced as far as possible without being put out, and the pitcher is **controlling the ball** inside the mound area, the umpire will call "Dead Ball".
- l. There will be half-way lines placed between first and second base, between second and third base, and between third base and home. If the runner has not advanced beyond a line when the pitcher controls the ball in the mound area, the runner will return to the previous base.
- m. Players will be able to reach as many bases as possible on any hit. Once the umpire has called "Dead Ball" no further advancement of the runners is allowed.
- n. The infield Fly Rule will not be used.
- o. MERCY RULE: If after 4 complete innings, 3 ½ if the home team is winning, a team has fifteen (15) run lead over the other, the game will be called. If the difference is greater than 20 runs at any time, the game will be called.
- p. During the two (2) innings of coach pitch, there must be a catcher positioned in the proper location receiving the ball from the coach. A catcher is optional during pitching machine play.
- q. If during the four (4) innings of pitching machine play, the ball hits the machine, it will be ruled a **live** ball.
- r. All games are to last no longer than two (2) hours. If you in the bottom half of an inning and the two (2) hour limit has been reached, the inning will be finished and the game will be called.
- s. RAIN OUTS: All rain outs must be played on the Sunday that follows the rain out at 2:00, 4:00 or 6:00 pm. (Schedule in concession stand.)
- t. Using the pitching machine, each batter will receive five (5) good pitches as called by the umpire. If the batter foul tips the last pitch, he/she receives another pitch. If the player fails to hit the ball in five (5) good pitches or has reached three (3) strikes, the player will be considered out.

4. **HELMETS:**

- a. All players must wear a batting helmet with a cage to protect their face.
- b. Each player shall wear his/her baseball batting helmet until they have returned to the dugout. If in the opinion of the umpire, the batter/runner loses their helmet unintentionally, all runners will return to the base they last safely touched before the helmet was lost. If this is not possible due to a force situation, runners will be permitted to advance. If intentional, runners will be called out.

5. **BATTERS:**

- a. Players are not allowed to bunt. They must take full swings.
- b. There will be an official Little League Batting box used. If a batter steps out of the box and the umpire rules as such, the opposing coach has the option to take the result of the play OR the batter is automatically out.
- c. During their turn at bat, any batter who throws a bat will be warned by the umpire on the first offense. On the second offense, the batter will be called out.

6. **RUNNERS:**

- a. There will be no stealing or leading off the bases.
- b. OVERTHROWS—runners will advance to the next base on any ball that is overthrown by a fielder. This includes overthrows back to the pitcher.
- c. Sliding is permitted only to avoid injury.

7. **PITCHERS:**

- a. The pitcher must remain within the pitcher's circle until the ball is batted.
- b. Pitchers can only pitch a maximum of 2 innings per week and must have 3 days of rest before pitching again. A pitching week begins on Monday and ends on Sunday.

8. **OTHER SAFETY RULES:**

- a. No throwing the bat.
- b. All batters will wear a batting helmet while both at bat and on base.
- c. Shoes with steel spikes are prohibited.
- d. No jewelry will be worn.
- e. Throwing the bat by the batter constitutes an OUT.
- f. Only one player besides the batter should have a bat in his or her hands at a time.
- g. While a team is at bat, all players should remain in the dugout for the entire half inning except while batting, while on-deck, or on base.

9. **PARENTS RULES:**

- a. Exhibit exceptionally good behavior at practice sessions and games.
- b. See that your children – the players – have the proper equipment.
- c. See that your children arrive and are picked up at the stated times.
- d. Applaud all good efforts and good plays or remain silent.
- e. Allow the coaches to coach without outside interference or influence.
- f. See that your children receive ample positive encouragement and hugs regardless of the outcome of their games.
- g. Allow your children to play without negative pressure, verbal or physical.
- h. Support the coaches in what they want the players to learn.
- i. Treat the coaches, league leaders and game umpires with dignity and respect.
- j. See that your children do not intentionally injure other players.