

Arlington Youth Baseball and Softball Association

AAA League By-Laws

2026 Season

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SECTION 1 Rules & Regulations

(a) Unless noted within this document, the By-Laws of A.Y.B.S.A. are governed by the rules and regulations of Cal Ripken Baseball as defined in the 2026 Cal Ripken Baseball Official Regulations and Playing Rules. There will be 9 players on the field at one time.

SECTION 2 Evaluations

(a) AAA players ages 9 through 12 years old must attend evaluations every season. There is no exception for children of managers or coaches. All players will be evaluated and rated on a 1-3 scale (3 being best) by all managers and coaches, and all ratings will be collected by the AAA Director, pooled, averaged, and made available to all managers and coaches prior to the draft. Every manager must be present at the evaluation session or designate a substitute.

SECTION 3 Draft

(a) New teams will be drafted every season. (b) The draft will be executed in a snake format. Team names and draft order will be determined by drawing out of a hat. (c) The player pool will be divided – equally or unequally at the discretion of the AAA director – into three tiers based on average rating from evaluations. The draft will proceed first through all players in the highest-rated tier. This will be followed by all players in the middle-rated tier, and then finally by all the players in the lowest tier. (d) Each team will have one manager's option and one coach's option during the draft. These options must be identified before the draft. If a manager or a coach does not have a family member playing in the league, then there is no corresponding option. Teams will draft their manager's and coach's options at first opportunity during the appropriate portion of the draft. For example, a manager's option with an average rating in the highest tier will be drafted by that manager's team as soon as the first round of picks comes to them. Likewise, a coach's option with an average rating in the middle tier will be drafted by that coach's team as soon as the first round of the second portion of the draft comes to them. If a team's manager's option and coach's option both fall in the same draft tier, they may be drafted in any order but must be drafted with that team's first two picks during that draft portion. Other teams will be restricted from drafting manager's and coach's options belonging to other teams. (e) Sibling options are automatic and must be exercised. Sibling options must be exercised as soon as possible within the appropriate tier after a first sibling is drafted. For example, if one sibling is selected during the first tier draft but the other sibling is a middle tier player, then the middle tier sibling will be selected by the same team at first opportunity during the middle tier draft. (f) Players who are unable to attend evaluations will be added to a draft tier or assigned to a team at the discretion of the AAA director with or without prior evaluation.

SECTION 4 Trades

(a) No trades are allowed. Any changes or requests for any hardships must be approved by the Board of Directors.

SECTION 5 Weather

(a) The home team manager will determine whether the fields are in playable condition up to one and a half (1 1/2) hours prior to the scheduled start time and will indicate the decision by emailing the AAA director and the Scheduler. Should conditions worsen between one and a half (1 1/2) hours prior to the

scheduled start time and game time, both managers will decide whether to start the game. The League President will resolve disputes. On weekends, A.Y.B.S.A. will determine whether the fields are playable up to one and a half hours prior to the scheduled start time and will indicate the decision. Once the game is started, the Umpire and both managers will jointly decide whether to continue. (b) Rained-out games must be played during the same week whenever possible, preferably the first Saturday or Sunday following the rained-out game. The League Scheduler has responsibility of scheduling games.

SECTION 6 Player, Coach and Manager Conduct

(a) All Managers and Coaches are required to sign the A.Y.B.S.A. Code of Conduct & Responsibilities on an annual basis. (b) If an umpire throws out a ball player, the player is automatically suspended for one game. The player MUST dress and be on the bench but may not participate. The Disciplinary Committee will review all suspensions of players. (c) If an umpire throws out a coach or manager, the coach or manager is automatically suspended. The Disciplinary Committee will review all suspensions of coaches and managers within 48 hours. A coach or manager is suspended until this review. (d) Managers are responsible for grooming the field after every practice. (e) If a player does not play the League minimum playing time per Section 19 below, said player shall be required to play the full game the next game said player is in attendance. The penalty for the manager of said player will follow the Youth Baseball League Rule Book. "The manager shall for the: A. First Offense – receive a written warning. B. Second Offense – a suspension for the next scheduled game. C. Third Offense – a suspension for the rest of the season. Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors.

SECTION 7 Rosters

(a) Roster sizes are 11-13 players per team. (b) Players whose league age is 10 -12 years old and not drafted to a Major League team will be drafted by an AAA team.

SECTION 8 Starting Times

(a) No game can start after 6:00 PM unless playing a night game at Buck. (b) Regular Season time limit: no inning can start after two (2) hours have elapsed from the start of the game. (c) An inning in progress is to be completed unless the umpire calls the game on account of darkness or weather. (d) No inning is to start after 7:30 PM on any day regardless of time limit or playing conditions. (e) Regular Season: If after two (2) hours from the start of a game, either team has a lead of twelve (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. This concession shall occur regardless of whether or not the home team has had its final turn at bat. (f) Playoffs: All games must be played to completion unless the manager of the team with the least runs shall concede the victory to the opponent as defined in Section 14 (Slaughter Rule) (g) Unless a game is conceded due to time limit and run differential as defined above, an inning in progress is to be completed unless the umpire calls the game on account of darkness or weather.

SECTION 9 Forfeits

Teams must have a minimum of eight (8) players to play a game or the game will result in a forfeit and a loss for the forfeiting team. Under special circumstances by petition of the manager of the losing team, the Board of Directors may authorize the game to be rescheduled.

SECTION 10 Standard Ground Rules

(a) Home team is to have 1st base bench, visiting team to have 3rd base bench. (b) Visiting team takes the field 25 minutes prior to the start of the game and has to leave the field 10 minutes prior to the start of the game. (c) Due to other groups using fields prior to AAA games, the field may not be available for practice. In this case, the Managers of the two teams should split whatever time is available. (d) Home team is responsible for grooming the field after the game.

SECTION 11 Adults

(a) Adults are allowed to coach both 1st and 3rd base while their team is at bat. (b) The person coaching bases must be on the team roster. (c) At the option of the Manager, a player and Coach may coach each base. If a player coaches a base they MUST wear a helmet.

SECTION 12 Playoffs

(a) There will be a minimum of 48 hours between a team's last regular season game and their first playoff game. (b) The play-in round of playoffs will be one-and-done. (c) All playoff rounds after the play-in round shall be a best of 3 series, with the highest seed playing lowest seed and so forth. (d) Standard pitching rules apply with the following modifications: (1) The championship series is considered a new week for pitching. (2) If for any reason games are not played on consecutive days, these additional days off do not count as days of rest during a series. (3) Pitchers who pitch only one inning in a game have no rest requirement before they pitch in another game. Pitchers who pitch in two innings in a game must have at least one day of rest before they pitch again.

SECTION 13 Tie Games

(a) Regular Season: game will be called a tie and one point will be awarded to each team in the standings. (b) Playoff Ties: First and second round games are subject to all regular season rules regarding time limits and curfews. However, playoff games must have a winner. If the time limit has expired, curfew has been reached, or 6 innings have been played and the game is tied, if darkness is not a factor, the game should continue until a team has won, each inning being treated as if it is the last. Whether to continue play is at the discretion of the league official for that game. If the game must be called for darkness, then the game will be continued in accordance with these rules separate from other playoff games. In the playoffs, the international tie breaker is NOT used.

SECTION 14 Slaughter Rule

10 run rule (a) A.Y.B.S.A. has adopted the "slaughter rule" as defined on page 20 of the Cal Ripken Official Regulations and Playing Rules with one exception: The manager of the team with the least runs may concede the victory to the opponent.

SECTION 15 Passed Ball/Stealing Rule

(a) Runners MAY advance when the ball is LIVE. Runners MAY NOT advance when the ball is DEAD. (b) The ball is live when: (1) The pitch crosses the plate and the umpire calls the pitch a strike. The ball is live until it is back in the pitcher's glove, and he has at least one foot on the pitcher's mound. (2) The pitch crosses the plate, the umpire calls the pitch a ball, AND the catcher receives the ball cleanly (i.e. the ball does not hit the ground). The ball is live until it is back in the pitcher's glove, and he has at least one foot on the pitcher's mound. (3) A foul tip that is caught. (c) The ball is dead when: (1) The umpire calls the pitch a ball, AND the catcher DOES NOT receive the ball cleanly (i.e. the ball hits the ground). The ball is

then dead until it is back in the pitcher's glove, and his foot is on the pitching rubber. (2) The ball is a foul ball. (d) If a base runner is off the bag and not moving towards the next base at any time a live ball is thrown back to the pitcher, the runner may NOT advance. (e) If the ball is caught by the catcher and then dropped, the umpire should consider it having been caught cleanly for the purpose of this rule if the catcher had control of the ball before dropping it. (f) No advancing home on the throwback exchange from catcher to pitcher. (g) The base runner may only advance ONE base per pitched ball (i.e. A runner stealing second base cannot advance to third base on an overthrow). Runners at third base are locked down and are not able to steal home under any conditions.

SECTION 16 Playing Time

We will use a continuous batting order including all players who attend. A late arrival may be added to the end of the order only. A player must be present at a game before the official first pitch of the fourth inning in order to be eligible to play in the game. The player must be announced ASAP to the opposing team when he shows up late. Every player listed on a particular GAME roster and ready to play MUST play a minimum of 12 defensive outs. The manager must make a best effort to try to have all players to play the minimum of 12 outs in the field. Free substitutions are allowed to provide kids opportunities to play as many positions as possible while meeting the minimum defensive outs. This rule will also not apply for any game that is shortened due to weather, darkness or any other factor.

SECTION 17 Pitching Rules

The pitching week begins on Monday and ends on Sunday. All 9, 10, 11, and 12 year olds are allowed a maximum of six innings of pitching per week. If a pitcher is removed from pitching in the middle of an inning, they are charged one full inning of pitching, and the pitcher who replaces them is charged one full inning for that inning. Once removed, a pitcher may pitch again later in the same game provided they have not already pitched two innings. A pitcher cannot pitch more than two innings in a game and must have one day of rest before they pitch again. REST RULES CANNOT BE WAIVED FOR ANY REASON.

SECTION 18 Equipment

Bats: per Cal Ripken rules, only solid wood bats and bats bearing a USA Baseball stamp are allowed. If a nonconforming bat is discovered prior to a batter receiving a pitch, then that bat may be replaced without penalty. If a nonconforming bat is discovered after a batter has received a pitch, up to and including the point where a batter has reached base safely, that batter is deemed out, and any runners must be moved back to their original positions before the at-bat.

Catcher's Mask and Helmet: Any player warming up a pitcher in any location on or off the field shall wear a mask and helmet.

Protective Cup, Athletic Supporter: Catchers must always wear this equipment while behind the plate during a game or practice. If the catcher refuses to wear this equipment, he shall be removed from the game.

There is no "On Deck" warming up with a bat at any time or in any location. The only place a player should be swinging a bat is at the plate while they're up.

SECTION 19 Major/Pioneer League Substitutions

If a team has less than 9 players for a game, they may call down ONE major league player for that game only. The major league player must be 10 or 11 years old. No 12-year-olds are allowed. The major league player must play in the outfield and must bat last in the continuous batting order. The team may bring up an unlimited number of Pioneer players with no restrictions other than being 8 years old. A player not registered and playing in AYBSA for the current season may not be used as a substitution.

SECTION 20 Maximum Batters per Inning

The batting lineup will be continuous as discussed in Section 16 Playing Time. In an individual half-inning, the maximum number of batters will be the larger of each team's player count at the start of that game. So if Team A has 10 players present at the start of the game and Team B has 11, both teams may bat a maximum of 11 batters each inning. After the last batter has concluded their at bat, that half of the inning is over. This number will be decided before the first pitch and cannot be changed if additional players arrive later.

SECTION 21 Bunting

There is no bunting or slash bunting in AAA.