

SBYBS 2010 Peanut and AAA Leagues

- Divisions : the League is composed of 2 divisions; Triple A (AAA) and Peanut
 - Division AAA: The Goal of this division is a controlled game following Little League rules with a few modifications to accommodate the age and skills of the players
 - Division Peanut ; The Goal of this division is a focus on skill development that includes simulated games to increase the players understanding of baseball

- Players :
 - Division Peanut: Boys and Girls baseball-age 7. Players who are baseball age 8 may chose to play in this division if they would like a greater focus on individual skill development.

 - Division AAA: Boys and Girls baseball-age 8. Players who are baseball age 9 may choose to play in this league if they would like a less-competitive environment than found in the National League. (Note: there is no 7 year-old play in this division, any exceptions would be case-by-case, would be very rare and must be approved by the league).

- Days:
 - Both divisions of the Peanut league will play and/or practice primarily on Mondays, Wednesdays, and either Fridays or Saturdays. Schedules can be change by league coordinator to different days to accommodate rain-outs, fields, etc.
 - The goal is for Peanut division to imbed practice and skill development with each session (including “game days”), while the AAA division will have at least 1 game and 1 scheduled practice each week.

- Contacts:
 - League Coordinator : Tim Baechle; 660-4370; email: sbybaapeanut@myfairpoint.net
 - All questions, issues and concerns should be directed to the league coordinator.

- Rules:
 - See separate rule-sheets for each league

Peanut League Rules : AAA Division

- The Peanut AAA division will follow Little League Rules for minor leagues (SBYBS National League) with the following exceptions/changes:
 - **AAA Umpires**
 - The home team is required to supply an umpire who will handle plate and base duty for the game.
 - Umpires will call balls and strikes on all pitches thrown
 - Umpires may choose to umpire from behind the pitchers-mound, any umpire who sets up behind the catcher must wear proper protective equipment.
 - Coaches may agree to share the umpire duty from behind the mound while supporting the pitcher. In this case, a coach would be calling balls/strikes/out against his team while they are at bat. (Typically, there will not be protective umpire-gear at the school fields, so this approach may be the easiest at those locations and would limit the adults at the mound).
 - It is suggested that coaches consult with umpires prior to the game to ensure a consistent understanding of the appropriate strike zone for this league.
 - **AAA Pitching**
 - Pitchers will throw from 40', unless a safety concern is noted by coaches and in those cases the player will throw from 46'. No player should pitch from closer than 40'.
 - A Pitcher will throw pitches to an individual batter until that batter reaches base (including hit-by-pitch), is put-out, strikes out or attains a count of 4 balls
 - After a pitcher throws a count that reaches "4 balls" to a batter, a coach from the offensive team will step-in and finish the at-bat for that pitcher. The batter will maintain their original strike count and the coach will throw pitches until the batter reaches base (including HBP), is put-out or strikes out
 - Batters will not be awarded a "walk", however batters can strike-out.
 - When a coach takes-over to throw an at-bat, the pitcher-of-record will stand to the side of the coach and will assume the fielding duties of the pitcher.
 - If a pitcher throws a total of 5 "walks" during an inning, the coach of the team at-bat shall pitch the remainder of the inning.
 - **AAA Games**
 - Games will start 15 minutes after scheduled session-start (for example if start-time is 5:30, games will start at 5:45 after 15 minutes of warm-up and drills).
 - Games will be 4 innings long

- Innings will not start later than 7:30pm on weeknights or 2 hours after start on weekends.
 - The goal is to have at least 1 team practice each week to focus on skill development and to use the games to teach situational baseball.
 - Half-innings will last until a defensive team makes 3 outs or an offensive team scores 5 runs
 - There will be no Win-Loss records or standings.
 - Each team should complete an equal number of at-bats during the game (for example the home team will be allowed to bat even when they are ahead in the bottom half of the last inning).
- **AAA Other Changes (compared to LL rules)**
 - No infield fly rule
 - No lead-offs, stealing or advancing on a past-ball
 - Teams will play with a continuous batting order, all players in attendance at a game will be in the batting order. Every player in attendance must bat at least once each game (preferably more often than once), the final inning may be extended beyond 3 outs to ensure that a player gets at least 1 at-bat (coaches must work together on this)
 - Teams can play with an additional outfielder if the coach elects to do so (10 players on the field) but the infield is limited to 4 fielders, 1 pitcher and 1 catcher.
 - A team may play with less than 9 players
 - Teams may substitute freely at all positions except pitcher (once a pitcher is removed he may not return to the mound the rest of that game as per LL rules).
 - Except for the coach providing pitching support, coaches for each team should remain outside the foul lines (1st and 3rd base coaches are allowed)
 - Coaches may warm-up the pitchers between innings
 - Pitchers are limited to 6 warm-up throws or 2 minutes after the final out is made in the previous inning.
 - A coach (or team parent) must remain with the team in the dugout or bench area whenever players are present (i.e. when the team is at-bat).
 - Maximum runs scored in any half-inning is limited to 5
 - Little League pitch count rules shall apply based on the pitchers age.
 - All catchers must wear protective equipment
 - Batters and base runners must wear helmets, with cages, at all times
 - Reminder, no food is allowed on the field of play (leave snacks for after the game).
 - **AAA Coaching Strategy**
 - The intent of this league is to develop the player skills and get them involved in a more-active game. It is important to keep the games fun

and to keep them moving along. Preplanned line-ups and field positions help significantly and increase the playing time.

- The best opportunity for improving the duration of games is between innings when players are changing positions and determining the batting order. (Note that if it takes teams 5 minutes to change between innings, that amounts to 35 minutes of non-playing time during a 4 inning game; reducing this to only 1.5 minutes each inning-change provides almost 25 more minutes of baseball). Have a plan and write it down, then others can help keep things moving.
- Each team should have at least 1 full practice to work on skills, including pitching. It will be very important to teach fundamentals and repetition during practice. A format that has been successful is to use age-appropriate drills that are set up in multiple stations (with a fun activity thrown-in).
- Players should be rotated freely between positions during the seasons.
- It is a goal that players will play both the infield and outfield each game.
- This is not a league where “everybody bats the same” each game, however coaches should strive to ensure a balance number of plate appearance by each player during the week. For example, if a player was on-deck when a game ended consider having that player “lead-off” the next game.
- The league is set-up to allow teams to have an equal number of offensive half-innings each game, meaning that the home team may bat in the bottom of the last inning even when they are ahead. This is to encourage more reps for the players in a game situation. Coaches should be aware of the score in this situation and practice good sportsmanship.
- Players should be capable of throwing strikes before being placed in the position of pitcher. Consider having them demonstrate this skill in practice. (Note: allowing players to pitch who are not ready can result in a bad experience for the pitcher and the batter)
- Sportsmanship and skill development should be key goals; players shall shake hands after each game.
- Think Safety First in all aspects of the game and planning practices, skill development and field conditions.
- All practice time should focus on the basics – throwing, catching, hitting, pitching etc. Repetition is key.
- Players should be taught to run the bases in a game situation, there is no rule limiting the number of bases a player can advance on a hit (allow 1 base on an over-throw as noted above). However, coaches should consider the score and situation when directing runners.
- In the event of rain, coaches will make the decision regarding continuation, or cancellation, of the game. Safety should be the number 1 concern. In the event of lightning coaches must follow the SBYBS rules as outlined in the safety handbook. Coaches should

contact the league coordinator regarding any games that need to be rescheduled, and the coordinator will work directly with the SBYBS Scheduler. The League Coordinator or SBYBS Board may cancel games if the fields are determined to be unplayable, if this occurs a notice will be sent from the League.

- There will be no suspended game in AAA, any rainouts that are rescheduled will start over with the 1st inning and pitchers will be required to follow required rest as outline in LL rules.
- For games played on LL fields, the only people who should be inside the fence are players, coaches, umpires and a team parent (if needed to support the bench area).

Peanut League Rules : Peanut Division

- **Peanut Division Umpires**
 - Coaches will share the umpire duties during the game.
- **Peanut Division Pitching**
 - Coaches will pitch to their team from approximately 40 ft
 - Balls and strikes will not be called on a batter.
 - Batters will not be awarded a “walk”.
 - After 3 swinging strikes coaches shall go to soft-toss for that hitter until they reach base or are put-out (there are no strike-outs). Note: Foul balls are considered swinging strikes except on the third strike.
- **Peanut Division Games**
 - Games will start 30 minutes after scheduled session-start (for example if start time is 5:30, games will start at 6:00; the first ½ hour shall be used for warm-up and skill development)
 - Games will be target for 4 innings, however innings will not start later than 7:00 pm on weeknights or 1.5 hours after start-time on weekends.
 - The goal is to have at least 1 team practice each week to focus on skill development and to use the games to teach situational baseball.
 - Half-innings will last until a defensive team makes 3 outs or an offensive team scores 5 runs (there is no “everyone bats each inning” rule).
- **Peanut Division Other Changes (compared to LL rules)**
 - No bunting
 - No infield fly rule
 - No lead-offs, stealing or advancing on a past-ball
 - Teams will play with a continuous batting order; all players in attendance at a game will be in the batting order. Every player in attendance must bat at least once each game (preferably more often than once), the final inning may be extended beyond 3 outs to ensure that a player gets at least 1 at-bat (coaches must work together on this)
 - Teams can play with an additional outfielders if the coach elects to do so (i.e. 10 players on the field) but the infield is limited to 4 fielders, 1 pitcher and 1 catcher.
 - A team may play with less than 9 players
 - Teams may substitute freely at all positions except pitcher (once a pitcher is removed he may not return to the mound the rest of that game as per LL rules).
 - Except for the coach providing pitching support, coaches for each team should remain outside the foul lines (1st and 3rd base coaches are OK)
 - A coach (or team parent) must remain with the team in the dugout or bench area whenever players are present (i.e. when the team is at-bat).
 - Maximum runs scored in any half-inning is limited to 5
 - All catchers must wear protective equipment
 - Batters and base runners must wear helmets, with cages, at all times

- Reminder, no food is allowed on the field of play (leave snacks for after the game).
- **Peanut Coaching Strategy**
 - The intent of this league is to develop the player skills and introduce them to an active game situation. It is important to keep the games fun and to keep them moving along. Preplanned line-ups and field positions help significantly and increase the playing time.
 - The best opportunity for improving the duration of games is between innings when players are changing positions and determining the batting order. (Note that if it takes teams 5 minutes to change between innings, that amounts to 35 minutes of non-playing time during a 4 inning game; reducing this to only 1.5 minutes each inning-change provides almost 25 more minutes of baseball). Have a plan and write it down, then others can help keep things moving.
 - Players should be rotated freely between positions during the seasons.
 - It is a goal that players will play both the infield and outfield each game.
 - This is not a league where “everybody bats the same” each game, however coaches should strive to ensure a balance number of plate appearance by each player during the week. For example, if a player was on-deck when a game ended consider having that player “lead-off” the next game.
 - All practice-time should focus on the basics – throwing, catching, hitting, pitching etc. Repetition is key. Begin the season with a full practice and skill development sessions and then go to a half hour practice prior to each game. Avoid the tendency to skip the ½ hour of practice prior to the games.
 - Sportsmanship and skill development should be key goals; players shall shake hands after each game.
 - Players should be taught to run the bases in a game situation, there is no rule limiting the number of bases a player can advance on a hit (over-throw situations should be considered as noted above).
 - Think Safety First in all aspects of the game and planning practices, skill development and field conditions.
 - In the event of rain, coaches will make the decision regarding continuation, or cancellation, of the game. Safety should be the number 1 concern. In the event of lightning coaches must follow the SBYBS rules as outlined in the safety handbook. Peanut division games will not be rescheduled unless there is larger number of games missed, coaches should contact the league coordinator regarding any scheduling questions. The SBYBS Board may cancel games if the fields are determined to be unplayable, if this occurs a notice will be sent from the League.

- There will be no suspended game in AAA, any rainouts that are rescheduled will start over with the 1st inning and pitchers will be required to follow required rest as outline in LL rules.
- For games played on LL fields, the only people who should be inside the fence are players, coaches, umpires and a team parent (if needed to support the bench area).