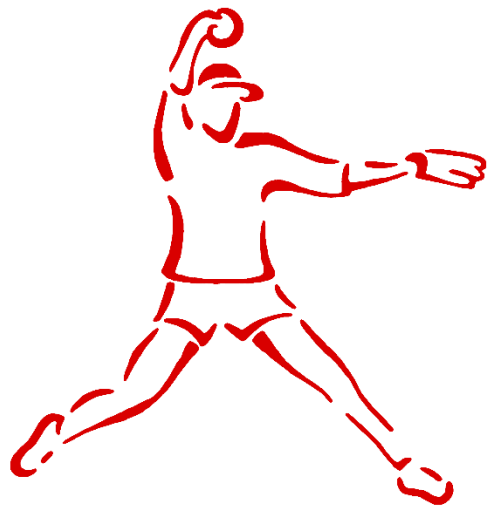
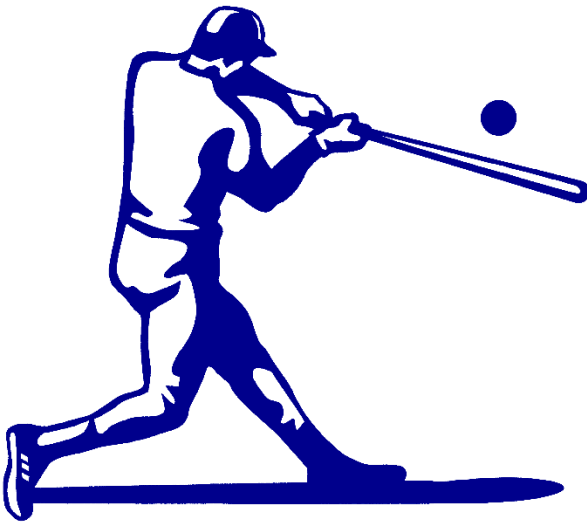




# BASEBALL AND SOFTBALL



## RULES AND REGULATIONS 2017

Sachem Youth Advisory Group, Inc.



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## SYAG BASEBALL & SOFTBALL CODE OF CONDUCT AND ETHICS

The following rules apply to all members of the SYAG staff, members, coaches, etc., for all age groups. Fan adherence to these rules is the team manager's responsibility. Non-adherence to these rules may result in game forfeiture, suspension, and ejection from the game or ejection from SYAG.

1. The drinking of alcoholic beverages is not permitted during, after or while leaving any game or sanctioned activity.
2. The SYAG Baseball/Softball Commissioner must approve all media released of any kind mentioning SYAG or its members before publications.
3. The use of physical force or restraint against any SYAG member is strictly prohibited and will result in disciplinary action.
4. A Manager, Coach, Player, Substitute, Attendant or any other bench personnel shall not:
  - a. Deliberately throw a bat, helmet or any other equipment.
  - b. Call "time" or use any other command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
  - c. Use word or act to incite spectators to demonstrations, or use profanity or remarks that reflect upon opposing players, umpires or spectators.
  - d. Use amplifiers or bullhorns on the bench or on the field during the course of the game.
  - e. Have any object in his possession while in the coach's box, other than a scorebook which shall be used for score keeping purposes only.
  - f. Be outside the vicinity of the designated dugout (bench) bullpen are if there is not a batter, runner, batter on-deck, in the coach's box or one of the nine players on defense.
  - g. Verbalize or distract in any way the opposing team for the purpose of intimidation.
  - h. Verbalize, intimidate, raze, bump, hit or charge the umpire.
  - i. Exhibit behavior that is not in accordance with the spirit of fair play.
  - j. Maliciously run into a fielder.

- k. Abuse, verbally or physically, any SYAG member.

In “a” or “i” above, the umpire shall warn the offender the first time. A second occurrence by any team member will result in the member being ejected from the game. Furthermore, this player is declared out. Failure to follow such rules will result in a forfeit of the game by that member team. Violation of “h” or “k” about will further bring about the Commissioner’s Review, which may result in ejection from the team for the remainder of the season and possibly from all SYAG activities.

Upon attending a disciplinary hearing, a parent or family member may have to forfeit their right to attend their child’s games. (Only in extreme cases).

## SYAG BASEBALL & SOFTBALL GENERAL RULES

The rules stated below shall remain in effect unless revised by the Baseball / Softball Board of Directors. All other rules will be governed by the division rule in effect for that year. In conjunction with SYAG rules, the Official Little League rulebook is used for age groups 4-12 in baseball, and 4-11 in softball. The High School rulebook applies for ages 13+ in baseball, 12+ in softball.

### WEATHER CONDITIONS / LIGHTNING

1. Every effort should be made to allow games to be played, however, in the event of inclement weather, the following shall apply:
  - a. No outdoor practice or game shall begin with a STORM WARNING in effect at the start time of said practice/game. If at any time during an outdoor game/practice a STORM WARNING is issued, the game will be called immediately.
  - b. Lightning: As soon as lightning is visible, the game is to be STOPPED. No one is permitted to remain on any field, and all persons MUST return to their cars. No one will seek shelter under a tree, near a fence, in a metal storage container, or in the bathrooms. At Smith Road Park, only the Directors (and their children) and the umpires will seek shelter in the concession stand. If lightning does not reoccur for 20 minutes, the game may continue. If the lightning continues, or there is ANY sign of additional lightning later in the game, the game will be called, at which time the appropriate rules will apply, i.e. make-up, official game, or cancelled. In the event of additional lightning, there will not be an additional 20 minute suspension of play. The game shall be called immediately.
  - c. No Lightning: Once a game has started, the on-field umpire(s) will determine if the game shall continue based on the safety of the players and field conditions. Rain is not necessarily a reason to call a game. In divisions without an umpire, the director will make the determination as

to play or not. In the absence of a director at game time, the managers will decide using a safety-first theory. Prior to a game starting, all rain postponements due to field conditions are at the discretion of the Division Director. Games may be cancelled and/or postponed up until one (1) hour before game time. Only the Division Director shall reschedule any postponed or rained out games.

- d. In either of the above conditions, before any suspended game resumes, the field must be reevaluated for safety. Do not make non-playable fields playable. Minor touch-ups are permissible.
2. Extreme temperatures during the warmer months do not constitute reason to cancel a game

## THE GAME

1. Starting times weekdays: 6:00 P.M. (5:30 in April). Weekends: as per schedule
2. A forfeit will occur when any team cannot field seven (7) players in uniform within 15 minutes of the scheduled starting time or if a player leaves prior to the end of a game leaving less than seven (7).
3. If both teams cannot field seven (7) players, both teams forfeit for divisions age 9 and up (baseball & softball).
4. The umpire declares forfeits.
5. The team may play with 7 players. If additional players arrive, they must be inserted into the game in the 8th and 9th slots, and are considered starting players.
6. Weekday game – Play will be halted because of darkness at the discretion of the umpire. No new inning may start after 8 P.M.
7. Weekend games – There is a **strict** two (2) hour time limit on weekend games, unless there is no team playing behind you. In this instance, the game is to be



played to its conclusion (6-inning limit.)

8. Regulation game shall be declared official in all divisions after 4 innings are completed, or when the home team is leading after 3 ½ innings. If a game is called before being official, that game will be replayed in its entirety.
9. No inning can start after the two-hour time limit. No inning can start after 8 P.M., and no inning can start after 7:30 P.M. during the month of April.
10. If an official game called during an incomplete inning, the score shall revert back to the last complete inning. If the score was tied after the last complete inning, it will be considered a tie game.
11. In baseball age 8 and up, softball age 9 and up, no manager or coach may be on the field or in a dugout opening at any time, other than in coaching boxes. A first offense will result in a warning, second offense is an ejection.
- 12. ALL AGES, ALL DIVISIONS: NO PLAYER SHALL SIT A SECOND INNING UNTIL ALL PLAYERS HAVE SAT ONCE. NO EXCEPTIONS!!!!**
13. Only a Director can cancel a game.
14. Standings will be determined by a point system. A regulation game is 6 innings for all divisions.
  - a. Win: 2 points
  - b. Forfeit: 2 points (counts as 1-0 win)
  - c. Tie: 1 point
  - d. Loss: 0 points
15. Umpires are not used for ages 4 through 8, these are instructional divisions.
16. Baseball ages 9 through 11, and Softball ages 9 through 15, one (1) home plate umpire per game is supplied by SYAG. If there is no umpire present, the team managers or coaches will umpire the game from behind the pitcher's mound (3 innings each). Lack of an umpire is not reason to reschedule a game.
17. Baseball ages 12 through 17, two umpires (one field, one home plate) are supplied by SYAG.

- a. If only one umpire shows up, the game must still be played.
  - b. Where there is no umpire, the game will not be played and must be rescheduled. SYAG suggests strongly that this time is used for a practice or scrimmage game between the two teams. This will not count in the standings, and the home team manager must call the Director to reschedule this canceled game.
18. The winning team must contact the Director with the score. In a tie, both coaches must contact the Director with the score.
19. Ages 9 and above – each division shall schedule a 12-game season.

### MERCY RULE – 9 THRU 17-YEAR-OLD BASEBALL

1. When one team has a 10-run lead there is no more stealing until the lead drops below 10 runs. Stealing may resume at that point.
2. When one team has a 15-run lead after 4 full innings, the game will be stopped at that point.

### GROUND RULES

1. The Ground Rules will be discussed with both managers and officials prior to the start of the game.
2. It is suggested that any division-specific rules that apply be discussed with the official prior to the start of the game. This will prevent misinterpretations

### Smith Road Park Field #1 & Field #2 Automatic Homerun Rule

The Umpire will call an automatic homerun with the batter hits a fly ball that:

- a. Goes over the fence and hits the net in left, center or right field
- b. Hits the padding on the top of the fence, and then hits the netting in left, center or right field
- c. Caroms off of the outfielder, on a fly, and then hits the netting in left, center or right field.
- d. Caroms off of the outfielder, on a fly, hits the padding, and then hits the netting in left, center or right field

## EQUIPMENT

1. The home team will supply game ball, home plate, pitchers plate and bases.
2. **ONLY** Little League approved issued batting helmets are allowed. All helmets must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment) Standards.
3. SYAG issued uniforms are to be worn by all players. Any player not wearing his/her full uniform will not be permitted to play.
4. All players must wear in-house or sponsored hats only. Travel or other outside uniforms will not be worn by players, managers or coaches in an in-house game.
5. Metal spikes cannot be worn under any conditions. Sneakers or rubber cleats must be worn.
6. Batting warm-up donuts are not permitted.
7. Baseball: All players **MUST** wear protective cups. If a player does not wear a protective cup, he will not be allowed to play in the game or practice.
8. Umpires may remove from any game any equipment deemed unsuitable and/or unsafe for competition.
9. All equipment must be kept behind the live play area
10. All softball pitchers, and those playing at 1<sup>st</sup> and 3<sup>rd</sup> base **MUST** wear a protective mask.

## Bat Rules

### **NEW BAT RULES EFFECTIVE JANUARY 1, 2017**

For the 2017 Season, SYAG will adhere to the bat standards adopted by Little League® Baseball and Softball.

- Baseball Ages 11 & below: It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter 2¼ inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.

**FULL COMPOSITE BATS ARE PROHIBITED**, unless on the Little League® International list of approved composite bats:

<http://www.littleleague.org/learn/equipment/licensedcompositebats.htm> . This list is updated periodically by Little League®.

- Baseball Age 12: It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard (no higher than .5), and such bats shall be so labeled with a silkscreen or other permanent certification mark. Little League® Approved bats are permitted.
- Baseball Age 13 & up: It shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and

composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

- **Softball:** The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for Junior/Senior League) in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20.

**Please note that as of January 1, 2018, the new USA Baseball Bat Standard will be implemented. Little League®-approved baseball bats that are approved for use for the 2017 season will no longer be acceptable for use in any game or activity starting on January 1, 2018.**

[http://web.usabaseball.com/article.jsp?ymd=20150807&content\\_id=141742668&vkey=news\\_usab](http://web.usabaseball.com/article.jsp?ymd=20150807&content_id=141742668&vkey=news_usab)

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## THE PLAYERS

1. Batting helmets must be worn at all times while at bat or on the bases.
2. The catchers' equipment (chest protector, shin guards, helmet, mask, protective cup and throat guard) must be worn any time the catcher assumes his position

behind home plate or when warming up a pitcher.

3. Any player not wearing a properly issued uniform will not be permitted to play.
4. All members on the team will bat in a rotating order in all divisions.
5. There will be no on deck players on any field. ALL AGES
6. No player may wear any jewelry except for a medical alert bracelet or necklace. This includes, but is not limited to rope, rubber bracelets and necklaces.
7. Bats, helmets or any equipment shall not be thrown. If in the umpire's judgment any equipment was intentionally thrown, the player will be given a warning the first time, then ejected the second time, with his time at bat recorded as an out, and no runners shall advance.
8. If a player cannot play because of disciplinary reason, the manager must inform the umpire and opposing manager before the game. The appropriate Division Director must clear this action.
9. All players are subject to the SYAG Code of Conduct and Ethics, and the associated penalties.
10. Individual participation trophies will be awarded to all players ages 4-8. All players in the 9-year-old and up divisions in both baseball and softball will receive participation medals. Players on the 1st & 2nd place teams ages 9-14 (baseball) and 9-15 (softball) will each receive individual 1st or 2nd place trophies. All other players in these age groups will receive participation trophies.

## PITCHING

1. Any pitcher who hits two (2) batters in one inning, or three (3) batters in a game, must be replaced as a pitcher, and cannot return as a pitcher for the remainder of the game.

2. Softball only: A batter, who in the opinion of the umpire makes no attempt to get out of the way shall not be considered a hit batter. If a pitched ball contacts the ground before hitting the batter, she shall not be considered a hit batter.
3. Softball: A hit batter shall be awarded first base in the 9-11 and 12-15 divisions only.
4. Baseball only: A pitcher must have one full day of rest for each inning pitched, to a maximum of three full calendar days of rest. The first day of rest shall be considered the next day. For example, if a pitcher throws three innings on Monday, his rest days will be Tuesday, Wednesday and Thursday. He would be eligible to pitch again on Friday.
5. The calendar week is Monday to Sunday.
6. The calendar week DOES NOT affect mandatory rest periods.
7. A pitcher may pitch only once per calendar day. This includes players who pitch on a travel team or any other team.
8. One pitch delivered in an inning constitutes an inning pitched, and invokes the rest rule.
9. It is the responsibility of the individual team managers to ensure the well-being of their pitchers regardless of what the rule allows.
10. Team managers may visit the pitcher (mound) once per inning. A second visit during any one inning will require the pitcher to be changed.

## INJURY / ILLNESS

1. Any player who is injured (other than superficial), or who becomes ill while playing, cannot play anymore that day. Swelling, lacerations, or any other more serious injuries, are **not** considered superficial for the purpose of this rule. A player who has been rendered unconscious during the game shall not be

permitted to play in a SYAG game without written permission from a physician. When a player is removed from a game for an injury or illness, all substitution rules apply. If a player is bleeding, he must be removed from the game until the bleeding is stopped, treated and covered.

2. If a player is injured while engaged in any sanctioned SYAG activity, the manager must complete Part 1 of SYAG's Insurance Carrier's Accident/Incident report, and must submit said report within 24 hours of the injury. Immediately following the game, even if the Accident/Incident report has not yet been completed, the manager will inform the Division Director of the injury and the circumstance that caused the injury. In the event of a severe or serious injury, the manager shall notify the Director immediately, or as soon as practical, prior to resuming play.

The Division Director, upon being notified of the injury, will immediately notify the Commissioner, and will deliver said form to the Commissioner. The Director will further verify that Part 2 of the claim forms were sent to the parents or legal guardian of the injured player. The parent/guardian of the player will forward the form directly to the SYAG insurance carrier as directed on the form.

The Commissioner, upon receiving the claim form, will immediately forward it to the appropriate member of the Executive Board.

## PROTESTING THE GAME

1. The only person that can register a protest is the team manager or acting manager.
2. Protest must be made upon observing a perceived violation of these rules, at which time the protester must call a time out, inform the game umpire and opposing manager of the infraction.
3. A protest can only be made on interpretation of the rules stated herein.
4. A protest must be made immediately prior to the resumption of play as indicated by the umpire in a highly visible manner. In the case of an ineligible player the protest must be made before the final out of the game.



5. The protest may be removed any time during or immediately after the game.
6. After conferring with the official umpire in charge of establishing the ground of a protest, the protesting manager will make a note of all pertinent game information at the time of the protest. The umpire will verify the accuracy of the protest and the recorded game information at the point of protest shown to him in the manager's scorebook by signing his name and date in the bottom of the recording information.
7. After the protest, the protesting manager will notify his Division Director of the protest either in person or by telephone within 24 hours after the completion of the game.
8. The protesting manager will then be advised when and where to deliver a full written report along with a copy or the original game notes signed by the umpire.
9. After a review, the Director and or the Baseball Commissioner will make a decision. If the protest is upheld, the game will be replayed from the point of protest. If the protest is not upheld the games stands as officially played and counted.

### PLAYOFFS (AGE GROUPS 9 AND UP)

1. There are no standings or playoffs for the 8-Year-Old and younger divisions. These are instructional divisions.
2. All teams make the playoffs.
3. At the discretion of the Commissioner, divisions with a large number of teams may be divided into an American and National League.
4. All Playoff and Championship games are 6 innings. All Decisions made by Directors during the course of games are FINAL.
5. There will be a single elimination tournament. If there are an odd amount of teams, or a number of teams that would not allow for the creation of an even playoff bracket, one or more teams may earn a first round bye. There will be no

ties and extra innings will be played until an outcome is determined.

6. If there are ties in the standings at the end of the season, the tiebreaker will be as follows:
  - a. Head-to-head matchups
  - b. Runs allowed
  - c. Coin toss
7. The team with the better record will be the home team.

### ALL-STAR GAME AND PLAYER SELECTIONS (AGE GROUPS 9 AND UP)

1. All-Stars will be selected by a closed ballot by the team players. The manager will tally ballots. If a player is unable to play, the next highest vote player will attend. In the event of a tie the team players will revote on the tied players.
2. Players selected for an All-star team shall receive a trophy, regardless of whether or not a game is played.
3. All players must play equal time as close as possible.
4. The All-Star game shall be a 6 inning game.
5. Their Division Directors will select All-Star managers and coaches.
6. Pitchers can only pitch two (2) innings during an All-Star game. These innings do not count towards the divisional pitching rest requirements.
7. An equal number of players from each team will be represented in the All-Star game. The Division Director will determine this number.

### MANAGERS AND COACHES

1. Managers and coaches must be properly dressed (i.e. no tank tops or sandals.) SYAG hats and shirts must be worn at all times.

2. Managers, coaches, players and parents may not harass or verbally abuse opposing team or the umpires at any time.
3. Managers and coaches are responsible for the conduct of their team, parents and fans, and for the adherence to the SYAG Code of Ethics.
4. If there is a disputed call, a manager or coach may discuss it with the umpire in a calm manner. Any judgment call (safe, out, ball, strike, etc.) made by the umpire is final and cannot be disputed.
5. The winning team manager will be responsible to call or email the game score to his Director on the night of the game.
6. Managers and coaches will ensure that both teams end the game with a display of sportsmanship (line-up and shake hands).
7. From 8 years old and up for baseball, and ages 9 and up for softball, managers and coaches must remain behind the fence. On fields without a fence, they must remain behind the LIVE PLAY LINE.
8. Managers are responsible for the collection of chance money and the distribution of chance prizes.
9. Managers are responsible for their team's equipment. They must return this equipment at the end of the season. A \$50 equipment deposit is required at pickup. This will be refunded by mail upon return of the equipment.
10. Managers cannot change rules.

## THE UMPIRES

1. Are responsible to call the game from start to finish.
2. Will set up ground rules at each field with the managers prior to the start of any game.

3. Answer only to the Commissioner and/or the Director on Duty.
4. Will follow the special rules for each division and the Little League rulebook / High School rulebook where applicable.
5. Will not tolerate any abuse (see Ethics 4h on page 1) and will apply appropriate discipline for abusive behavior.
6. Will call a game for the following reasons:
  - a. 15 minutes forfeiture (see “The Game”)
  - b. Darkness
  - c. Two (2) hour time limit
  - d. When both teams are unable to field seven (7) uniformed players
  - e. In the event of lightning or inclement weather
7. Will umpire from behind home plate whenever possible.
8. Ages 4 through 8 do not use umpires. These are instructional divisions. It is recommended that the coaches or two (2) team parents, one from each side, umpire fielding calls.
9. Baseball ages 9 through 11, and Softball ages 9 through 15, one home plate umpire per game is supplied by SYAG. If there is no umpire present, the team managers or coaches will umpire the game from behind the pitchers mound (3 innings each). Lack of an umpire is not reason to reschedule a game.
10. Baseball ages 12 through 17, two umpires (one field, one home plate) are supplied by SYAG.
  - a. If only one umpire shows up the game must still be played.
  - b. Where there is no umpire, the game will not be played and must be rescheduled. SYAG suggests strongly that this time is used for a practice or scrimmage game between the two teams. This will not count in the standings and the home team manager must call the Director to reschedule this canceled game.

# DIVISION-SPECIFIC RULES - BASEBALL

## BASEBALL MINOR DIVISION – PRE-K, KINDERGARTEN AND 6-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 50 feet (from the back of home plate to front of base).
2. Pitching rubber is 35 feet (from the back of home plate to the front of rubber).

### BATTING

1. All members of the team will bat in a rotating order. An inning consists of 3 outs or 4 runs.
2. A batting tee is used at all times in the five year division. Six year division coach pitches no more than five pitches per batter at bat, after that the tee is to be used so as to keep the game moving along. Batter must hit from the batters box which will be drawn by the manager.
3. A strike will be called if the ball is swung at and missed. However, as this is an instructional division, NO batter can strike out.
4. No walks.
5. No bunting. The batter must take a full swing for a strike to be called.
6. The ball is in play if any part of the ball is hit and is a fair ball. Six feet in front of home plate is a dead ball area. Any ball hit in this area will be hit over with no advancement by the runner(s).
7. The manager will be responsible for removing the batting tee once the ball is hit, so it will not interfere with a defensive play.
8. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).

## **BASE RUNNING**

1. No stealing
2. No leads
3. Play is ended upon the return of the ball to the pitcher on the mound. If the pitcher fails to catch the ball, the play is still dead. If the base runner is more than halfway to the next base, he is awarded the base.
4. A manager or coach may not touch the player while the player is running the bases.
5. 4 & 5 year olds may only advance one base at a time. Six year olds may advance up to 2 bases per hit.
6. No head first slides will be allowed.

## **FIELDING**

1. All members will field a position. No player will sit out during any game.
2. Each player must play a minimum of 2 innings in the infield and the balance in the outfield.
3. Players not positioned in the infield will be positioned in the outfield, on outfield grass, a minimum of ten feet from the infield dirt.
4. A manager or coach (2 total) may take the field with his team to advise on defensive plays (1 infield, 1 outfield).
5. No infield fly rule.
6. An out is an out, fielding team records as out in the field, the player must come off the field.
7. Max of 5 infielders.

## **SCORING**

1. Four (4) runs is the maximum either team can score during any inning.
2. Six (6) innings constitutes a complete game. No seventh inning.

## BASEBALL MINOR DIVISION - 7-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 60 feet (from the back of home plate to front of base).
2. Pitching rubber is 38 feet (from the back of home plate to the front of rubber).

### PITCHING

1. A manager or coach pitches from one knee from the pitching rubber. A manager or coach pitches and will call balls and strikes to let the batter learn the strike zone. There are no walks or called strikeouts. A batter can strikeout swinging (5 swings). A foul ball on the 5<sup>th</sup> and subsequent swings does not count.
2. A pitcher must be positioned on the mound (within 3 feet of the pitching rubber) until the ball is hit. A violation will result in a safe call if the play is made.

### BATTING

1. All members of the team will bat in a rotating batting order.
2. The team manager or coach will pitch to the batter. A batter cannot strike out looking.
3. A strike will be call if the ball is swung at and missed. However, as this is an instructional division, batter can strike out after swings. A batter cannot strike out on a foul ball.
4. No walks or bunting allowed.
5. The ball is in play if any part of the ball is hit. A six foot circle from the front of home plate is a dead ball area. Any ball hit in this area will be hit over with no advancement of the runner(s).
6. The manager or coach will be responsible for removing the bat once the ball is hit, so it will not interfere with a defensive play.
7. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).

## **BASE RUNNING**

1. No stealing and no leads.
2. Play is ended upon the return of the ball to the infield. If the player fails to catch the ball, the play is still dead. If the base runner is more than halfway to the next base, he is awarded that base.
3. A manager or coach may not touch the player while the player is running the bases.
4. No head first slides allowed. A violation will result in the base runner being called out.
5. Ball is live, base runner can advance until rule 2 above.

## **FIELDING**

1. Ten (10) players will take the field using 4 outfielders. No players can sit out during any inning for a second time until every player has sat once.
2. Each player must play three (3) innings in an outfield or three (3) innings in an infield position in each game.
3. All players not positioned in the infield will be positioned in the outfield a minimum of 10 ft. from the base line, on outfield grass.
4. A manager or coach (2 total) may take the field with his team to advise on defensive players ( 1 infield, 1 outfield).
5. No infield fly rule.
6. There is no catcher in this division.

## **SCORING**

1. Four (4) runs is the maximum either team may score during any inning.



## BASEBALL MINOR DIVISION - 8-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 60 feet (from the back of home plate to front of base).
2. Pitching rubber is 38 feet (from the back of home plate to the front of rubber).

### PITCHING

1. Pitchers can only pitch 2 consecutive innings in one game.
2. A batter can strike out but cannot walk. Once ball four is reached the manager or coach will pitch to his batter until the ball is hit or struck out swinging or by a called third strike three.
3. The ball is in play as long as part of the ball is in fair territory.
4. When the manager or coach is pitching, the pitcher will be 3 feet to the left or right of the rubber.
5. No balks are called. Illegal pitches will be called a ball.
6. If a pitcher hits two (2) batters in one inning he must be removed as a pitcher and cannot pitch for the remainder of the game.

### BATTING

1. All members of the team will bat in a rotating batting order.
2. A batter can strike out but cannot walk. At ball four the manager or coach pitches to his batter and can strike him out swinging or a called third strike.
3. No walks or bunts allowed
4. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).
5. No dropped third strike. If the catcher drops the ball on strike three, the batter is still out and no runners may advance.
6. When there is two outs and the catcher becomes a runner, a substitute runner must be used. The runner will be the last batter retired before the catcher.
7. Hit batter will be awarded first base.

## **BASE RUNNING**

1. No stealing and no leads.
2. Play is ended upon the return of the ball to the pitcher on the mound. If the pitcher fails to catch the ball, the play is still dead. If the base runner s more than halfway to the next base, he is awarded that base.
3. A manager or coach may not touch the player while the player is running the bases.
4. No head first slides allowed. A violation will result in the base runner being called out.
5. A runner can advance 1 base only on an over throw.

## **FIELDING**

1. Ten (10) players will take the field using 4 outfielders.
2. No players can sit out for a second inning until every player has sat on inning.
3. Each player must play three (3) innings in an outfield or three (3) innings in an infield position in each game.
4. The catcher is considered an outfield position for rotation purposes. He may only catch for 3 innings per game and not necessarily consecutive. All catchers must use a catcher's glove.
5. All players not positioned in the infield will be positioned in the outfield, on outfield grass. All outfielders must be a minimum of 10 ft. from the baseline.
6. A manager or coach (2 total) may take the field with his team to advise on defensive plays. They can only be positioned in the outfield to assist their team through verbal instructions only.
7. No infield fly rule.
8. Tagging up on a fly ball out is not permitted.

## **SCORING**

1. Four (4) runs is the maximum either team may score during any inning.
2. A game ending with a tied score ends in a tie.
3. Six (6) innings constitutes a complete game. No seventh inning.

## BASEBALL MINOR DIVISION - 9-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 60 feet (from the back of home plate to front of base).
2. Pitching rubber is 46 feet (from the back of home plate to the front of rubber).

### PITCHING

1. Pitchers can only pitch 2 consecutive innings in one game.
2. A batter can strike out or be called out.
3. Walking is allowed including with bases loaded.
4. The ball is in play as long as part of the ball is in fair territory.
5. No balks are called. Illegal pitches will be called a ball.
6. If a pitcher hits two (2) batters in one inning he must be removed as a pitcher and cannot pitch for the remainder of the game.
7. If a pitcher hits three (3) batters in one game he must be replaced as a pitcher and cannot pitch for the remainder of the game.

### BATTING

1. All members of the team will bat in a rotating batting order.
2. A batter can strike out.
3. Walks are allowed.
4. Bunting is allowed. There is no bunting with a runner on third base.
5. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).
6. No dropped third strike. If the catcher drops the ball on strike three, the batter is still out and no runners may advance.
7. When there are two outs and the catcher becomes a runner, a substitute runner must be used. The runner will be the last batter retired before the catcher.

## BASE RUNNING

1. Stealing is allowed when the ball is in the catcher's glove, or the ball has passed the catcher. The runner can steal from 1<sup>st</sup> to 2<sup>nd</sup> base, or from 2<sup>nd</sup> base to 3<sup>rd</sup> base. **A runner cannot steal home.**
2. In the event of an overthrow from the catcher to 2<sup>nd</sup> or 3<sup>rd</sup> base when trying to throw out a runner who is stealing, all runners will be frozen at the base they are at or just reached. The ball is dead. A base runner at 3<sup>rd</sup> base can not come home.
3. If a ball is misplayed during a steal attempt, all runners are frozen at the base they are at or the base they just reached.
4. If a base runner leaves early and is called out via the play, the out stands. If he is not called out, the runner will return to the base of origin and given a warning. A second occurrence by the team, during the course of the game will result in the runner being called out.
5. A base runner cannot advance on an overthrown from the catcher to the pitcher.
6. A base runner can advance one base on an overthrow to 3<sup>rd</sup> base when a steal is not involved.
7. There is NO bunting with a runner on third base.
8. A manager or coach cannot touch the player while the player is running the bases.
9. No head first slides allowed. A violation will result in the umpire calling the base runner out.

## FIELDING

1. Mandatory position changes. No player may play the same position for more than three (3) innings per game. All players to play 2 innings infield. The catcher is considered an outfield position. The pitcher is an infield position.
2. No player can sit out for second time until every player has out once.
3. The manager or coach must remain in the coach's box.
4. No infield fly rule.
5. Tagging up is permitted.
6. Catchers may only catch 3 innings per game and not necessarily consecutive. All catchers must use a catcher's glove.

## **SCORING**

1. Four (4) runs in the maximum either team can score during innings 1 – 5.
2. In the sixth inning, there is no limit on runs scored.
3. The unlimited run rule applies ONLY to the 6<sup>th</sup> inning. If the umpire declares an earlier inning to be the last inning, the unlimited rule DOES NOT APPLY. It will only apply in the actual 6<sup>th</sup> inning.
4. Six (6) innings constitutes a complete game. Ties end as ties. No seventh inning.

## **OTHER MISCELLANEOUS RULES**

1. No appeal play.
2. Each team will field a minimum of 7 positions. A team must have seven (7) of its own players, and may borrow two (2) players from the other team if necessary.
3. A base runner can advance one base on an overthrow to 1<sup>st</sup> base. A base runner can advance two bases on an overthrow into the outfield.
4. Mercy rules apply to this division.

## BASEBALL MAJOR DIVISIONS – 10 & 11-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 60 feet (from the back of home plate to front of base).
2. Pitching rubber is 46 feet (from the back of home plate to the front of rubber).

### PITCHING

1. Pitchers cannot pitch more than 2 consecutive innings in one game.
2. One pitch constitutes an inning pitched.
3. Once a pitcher is removed, he may not return as a pitcher for the remainder of the game.
4. No balks apply.
5. If a pitcher hits two (2) batters in one inning, he must be removed as a pitcher and cannot pitch for the remainder of the game.
6. If a pitcher hits three (3) batters in one game, he must be removed as a pitcher and cannot pitch for the remainder of the game.
7. There are no intentional walks.

### BATTING

1. All members of the team will bat in a rotating batting order. Managers will exchange their line-up cards that list the players name, number and batting order.
2. No dropped third strike. If the catcher drops the ball on strike three, the batter is out, but base runners may advance at their own risk.
3. When there are two outs and the catcher becomes a runner, a substitute runner must be used. The catcher will then suit up for the next inning. The substitute runner will be the last batter retired before the catcher.
4. Bunting is permitted.
5. The squeeze play is prohibited.
6. The ball is live at all times, except when time is called by umpire.
7. A player or coach may request time out but it is up to the umpire to grant it.

## **BASE RUNNING**

1. 10-year-Old Division
  - a. Stealing is allowed when the ball is in the catcher's glove or the ball has passed the catcher. The runner can steal from 1<sup>st</sup> base to 2<sup>nd</sup> base, or from 2<sup>nd</sup> base to 3<sup>rd</sup> base. A runner cannot steal home. On an overthrow to any base on a steal, a runner on 3<sup>rd</sup> base cannot advance. A runner stealing 2<sup>nd</sup> can advance to 3<sup>rd</sup> on an overthrow if 3<sup>rd</sup> base is unoccupied, but cannot go any further.
  - b. A base runner cannot come home on a passed ball.
2. 11-year-old Division
  - a. Stealing is allowed when the ball is in the catcher's glove, or the ball has passed the catcher. A base runner may attempt a steal of any base, including home. On an overthrow by the catcher to 2<sup>nd</sup> or 3<sup>rd</sup> base on a steal, the ball is live and the base runner(s) can advance to the next base, including home, at their own risk. This will be considered a play, not stealing.
  - b. A base runner can come home at his own risk on a passed ball.
3. A base runner can advance, at his/her own risk, on an overthrow from the catcher to the pitcher.
4. If a base runner leaves early and is called out via the play, the out stands. If he is not called out, the runner will return to the base of origin and given a warning. A second occurrence by the team during the game will result in the runner being called out.
5. No head first slides. Head first slides are only permitted going back to the base. A violation will result in the umpire calling the base runner out.
6. No leading or hidden ball tricks allowed.
7. Intentional fielder collision or plate blocking will be governed by the Little League rule book.
8. The ball is always live, except when time is called by an umpire.

## **FIELDING**

1. Free substitution (except for pitcher). No player can sit out more than two (2) innings.
2. Each player must play two (2) innings in the infield.

3. The catcher is considered an outfield position for the purposes of rotation.
4. Tagging up is permitted.
5. No infield fly rule applies.

## **SCORING**

1. Four (4) runs in the maximum either team can score during innings 1 – 5.
2. In the sixth inning, there is no limit on runs scored.
3. The unlimited run rule applies ONLY to the 6<sup>th</sup> inning. If the umpire declares an earlier inning to be the last inning, the unlimited rule DOES NOT APPLY. It will only apply in the actual 6<sup>th</sup> inning.
4. Games ending in a tie will remain a tie. All games are 6 innings. There are no extra innings.
5. Mercy rules apply to this division. (See page 6).



## BASEBALL SENIOR DIVISION - 12-YEAR-OLD

### **12-YEAR-OLD RULES MAY BE MODIFIED AT ANY TIME TO MEET THE REQUIREMENTS OF INTER-LEAGUE PLAY**

#### **FIELD DIMENSIONS**

1. Base distance is 75 feet (from the back of home plate to front of base).
2. Pitching rubber is 51 feet (from the back of home plate to the front of rubber).

#### **PITCHING**

1. Pitchers cannot pitch more than 2 consecutive innings in one game.
2. One pitch constitutes an inning pitched.
3. Once a player is removed as a pitcher, he may not return as a pitcher for the remainder of the game.
4. No balks apply. Instructional warnings will be issued.
5. If a pitcher hits two (2) batters in one inning he must be removed as a pitcher and cannot pitch for the remainder of the game.
6. If a pitcher hits three (3) batters in one game he must be replaced as a pitcher and cannot pitch for the remainder of the game.

#### **BATTING**

1. All members of the team will bat in a rotating batting order. Managers will exchange their line-up cards that list the players name, number and batting order.
2. No dropped third strike rule.
3. Bats shall be rated no higher than BBCOR .5 or Little League Approved

#### **BASE RUNNING**

1. No leads until after the pitcher releases the ball.
2. Stealing is on the pitchers release. If a base runner leaves early and a play is made on the runner and he is out, the out stands. If he reaches the base safely he is sent back to the base occupied before the pitch was made. In either case the umpire gives the team a warning and a second offense by any player will result in that player being called out with no runner advancement.

3. No stealing of home.
4. Unlimited steals
5. No head-first slides. A violation will result in the umpire calling the base runner out.
6. When a passed ball or wild pitch goes out of play or into dead ball area the runner(s) will advance one base.
7. When there are two (2) outs and the catcher becomes a runner, a substitute runner must be used. The catcher will then suit up for the next inning. The substitute runner will be the last batter retired before the catcher.
8. Tagging up is permitted.
9. Infield fly rule is in effect.

### **FIELDING**

1. Each player must play two (2) innings in the infield.
2. For the purposes of this rule, catcher is an outfield position, and is considered that for a fielding rotation.

### **SCORING**

1. Six (6) runs will be the maximum either team can score during innings 1 – 5.
2. The sixth inning is unlimited.
3. Games ending in a tie will be a tie. There will be no extra innings.
4. Mercy rules apply to this division.

### **OTHER MISCELLANEOUS RULES**

1. No children are permitted to be base coaches.

## BASEBALL SENIOR DIVISION – 13 & 14-YEAR-OLD

### **13 & 14-YEAR-OLD RULES MAY BE MODIFIED AT ANY TIME TO MEET THE REQUIREMENTS OF INTER-LEAGUE PLAY**

#### **FIELD DIMENSIONS**

1. Base distance is 90 feet (from the back of home plate to front of base).
2. Pitching rubber is 60' 6" (from the back of home plate to the front of rubber).

#### **PITCHING**

1. Pitchers cannot pitch more than 2 consecutive innings in one game.
2. One pitch constitutes an inning pitched.
3. Once a pitcher is removed he cannot return as a pitcher for the remainder of the game.
4. Obvious balks will be enforced. The first balk by any pitcher will result in an instructional warning with the pitch being called "a no pitch" and the runner(s) returning to their base of origin. Any balks after the first warning will be honored.
5. If a pitcher hits two (2) batters in one inning he must be removed as a pitcher and cannot pitch for the remainder of the game.
6. If a pitcher hits three (3) batters in one game he must be replaced as a pitcher and cannot pitch for the remainder of the game.

#### **BATTING**

1. All members of the team will bat in a rotating batting order. Managers will exchange their line-up cards that list the players name, number and batting order.
2. **ALL BATS MUST BE B.B.C.O.R APPROVED** with a .5 maximum AND/OR a wooden bat.
3. Dropped third strike rule is in effect. If the catcher drops the ball on strike three and 1<sup>st</sup> base is empty, the batter may run to first, and either be tagged out or thrown out. With two outs and first base occupied, the batter may run to 1<sup>st</sup> base and either be tagged out, thrown out, or a runner may be forced out.

## BASE RUNNING

1. Leading and stealing is permitted.
2. Unlimited steals of all bases.
3. After a 10-run lead, the leading team is no longer permitted to steal, and may not resume doing so until such time that their lead is less than 10 runs.
4. Head first slides are allowed at any base, including home plate.
5. On plays at the plate, the runner must either slide, go around or give himself up. **Once the catcher has the ball, the runner must avoid contact. The runner may not run into the catcher at any time.**
6. When there are two (2) outs and the catcher becomes a runner, a substitute runner must be used. The catcher will then suit up for the next inning. The substitute runner will be the last batter retired before the catcher.

## FIELDING

1. Each player must play three (3) innings in the field.
2. Infield fly rule is in effect.

## SCORING

1. Six (6) runs will be the maximum either team can score during innings 1 – 5.
2. The sixth inning is unlimited.
3. Games ending in a tie will go into one (1) extra inning. If that inning cannot be finished, the score reverts back to the prior full inning. The 7<sup>th</sup> inning will be an unlimited run inning.

## OTHER MISCELLANEOUS RULES

1. There are standings in this division. See general SYAG rules for standings on page 13.
1. There will be an All-Star game in this group. See general SYAG rules for player selections on page 14.
2. Each team will supply one new game ball for each game.
3. The League will provide an umpire for this division.

4. The home team will supply the bases, home plate and pitcher's rubber if necessary.
5. The winning team manager is responsible for calling in the game score to the Director within 24 hours.
6. When one team has a 10-run lead there is no more stealing until the lead drops below 10 runs, stealing may resume at that point.
7. Mercy rules apply to this division.

## BASEBALL SENIOR DIVISION – 15-YEAR-OLD & UP

### **15-YEAR-OLD+ RULES MAY BE MODIFIED AT ANY TIME TO MEET THE REQUIREMENTS OF INTER-LEAGUE PLAY**

#### **FIELD DIMENSIONS**

1. Base distance is 90 feet (from the back of home plate to front of base).
2. Pitching rubber is 60' 6" (from the back of home plate to the front of rubber).

#### **PITCHING**

1. Pitchers may not pitch more than 3 consecutive innings in one game.
2. Eleven innings maximum per calendar week. (See SYAG rules – pitching page 5).
3. One pitch constitutes an inning pitched.
4. Once a pitcher is removed he cannot return as a pitcher for the remainder of the game.
5. Mandatory rest periods apply.
6. There will be one (1) warning issued for a balk. If a base runner is stealing on that pitch, the runner shall return to the original base.

#### **BATTING**

1. All members of the team will bat in a rotating batting order. Managers will exchange their line-up cards that list the players name, number and batting order.

#### **BASE RUNNING**

1. Head first slides are allowed at any base including home.
2. When there are two (2) outs and the catcher becomes a runner, a substitute runner must be used. The catcher will then suit up for the next inning. The substitute runner will be the last batter retired before the catcher.

#### **FIELDING**

1. Each player must play three (3) innings in the field.

## **SCORING**

1. Six (6) runs will be the maximum either team can score during innings 1 – 5.
2. The sixth inning is unlimited.
3. Games ending in a tie will go into one (1) extra inning. If that inning cannot be finished, the score reverts back to the prior full inning. The 7th inning will be an unlimited run inning.

## **OTHER MISCELLANEOUS RULES**

2. There are standings in this division. See general SYAG rules for standings on page 13.
3. There will be an All-Star game in this division. See general SYAG rules for player selections on page 14
4. Each team will supply one new game ball for each game.
5. The League will provide an umpire for this division.
6. The home team will supply the bases, home plate and pitcher's rubber if necessary.
7. The winning team manager is responsible for calling in the game score to the Director.
8. When one team has a 10-run lead there is no more stealing until the lead drops below 10 runs. Stealing may resume at that point.
9. After the 4<sup>th</sup> inning, a 15-run mercy rule will apply, and the game will be stopped at that point.

## DIVISION-SPECIFIC RULES - SOFTBALL

### SOFTBALL TEE-BALL DIVISION – 4, 5, AND 6-YEAR-OLD

#### FIELD DIMENSIONS

1. Base distance is 45 feet (from the back of home plate to front of base).
2. Pitching rubber is 30 feet (from the back of home plate to the front of rubber).

#### PITCHING / BATTING

1. Each team shall bat its entire batting order. This constitutes an inning.
2. For the first half of the season, a batting tee only shall be used - NO PITCHING.
3. For the second half of the season, the manager pitches to strike three (2) or six (6) pitches. If the batter fails to hit the ball, the batting tee shall be used. A pitcher must be positioned within 3 feet of the pitching rubber until the ball is hit. A violation of this will result in a safe call if the play is made. If a batted ball hits the manager, the batter is awarded 1st base. The manager shall not pitch any closer than 25 feet.
4. A strike will be called if the ball is swung at and missed. However, as this is an instructional division, NO batter can strike out.
5. No walks.
6. No bunting. The batter must take a full swing for a strike to be called.
7. The ball is in play if any part of the ball is hit and is a fair ball. Ten (10) feet in front of home plate is a dead ball area. Any ball hit in this area will be hit over with no advancement by the runner(s).
8. The manager will be responsible for removing the batting tee once the ball is hit, so it will not interfere with a defensive play.
9. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).
10. Helmets must be worn when in the batter's box or when running the bases.
11. Age 4-6 Softball will utilize the "Sof-Tee" baseball for all games and practices.



## **BASE RUNNING**

1. No stealing.
2. No leads.
3. No sliding.
4. Play is ended upon the return of the ball to the pitcher on the mound. If the pitcher fails to catch the ball, the play is still dead. If the base runner is more than halfway to the next base, she is awarded the base.
5. Runners advance only 1 base on a hit.
6. No additional bases on an overthrow. An overthrow shall be considered any attempt at making a defensive play at any base and the ball gets by the defense.
7. Players called out on the base paths must leave the field.
8. A manager or coach may not touch the player while the player is running the bases.

## **FIELDING**

1. All players will field a position. No player will sit out during any inning.
2. All players not positioned at one of the five (5) infield positions will be positioned in the outfield.
3. Players shall alternate two (2) innings in the infield and two (2) innings in the outfield.
4. A manager or coach (2 total) may take the field with their team to advise on defensive plays (1 infield, 1 outfield).
5. No infield fly rule.
6. Fielders must throw the ball (no bowling).
7. All infielders (except the pitcher) must play at least 35 feet from home plate and be instructed not to be in the base path.
8. There is no catcher in this division.

## **SCORING**

1. Six innings constitutes a complete game.
2. Ties end as ties. No 7th inning.
3. Every effort must be made to play a minimum of a one and a half hour game.

## **OTHER MISCELLANEOUS RULES**

1. There are no standings or playoffs in this division. This is an instructional division.
2. There will be no All-Star selection.
3. There are no umpires in this division. It is recommended that two (2) parents, one from each side, alternate umpiring fielding calls.
4. All Teams must attend Fun Day.
5. Each player will receive a participation trophy.

## SOFTBALL MINOR DIVISION – 7 & 8-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 55 feet (from the back of home plate to front of base).
2. Pitching rubber is 35 feet (from the back of home plate to the front of rubber).

### PITCHING / BATTING

1. Managers pitch to their own batters. All members of the team will bat in a rotating order.
2. The manager shall not pitch any closer than 30 feet.
3. A pitcher must be positioned within 3 feet of the pitching rubber until the ball is hit. A violation of this will result in a safe call if the play is made. If a batted ball hits the manager, the batter is awarded 1st base.
4. Batters can strike out swinging. A strike will be called if the pitch is swung at and missed.
5. No walks.
6. No bunting. The batter must take a full swing for a strike to be called.
7. The ball is in play if any part of the ball is hit and is a fair ball.
8. The manager will be responsible for removing the batting tee once the ball is hit, so it will not interfere with a defensive play.
9. Bat throwing is illegal. A "W" (warning) is to be placed in the scorebook next to a bat throwers name on the first occurrence. Each subsequent bat throwing by that player will be an automatic out with no advancement of the runner(s).
10. Helmets must be worn when in the batter's box or when running the bases.

### BASE RUNNING

1. No stealing.
2. No leads.
3. Sliding is permitted, except at first base. No head first slides allowed. Any player sliding head first will be called out.
4. Play is ended upon the return of the ball to the pitcher on the mound. If the pitcher fails to catch the ball, the play is still dead. If the base runner is more than halfway to the next base, he is awarded the base.

5. Runners may advance more than one base on a clean hit. A clean hit is defined as a batted ball that does not touch an infielder, and which passes between infielders or over their heads on its way to the outfield.
6. No additional bases on an overthrow. An overthrow shall be considered any attempt at making a defensive play at any base and the ball gets by the defense.
7. A manager or coach may not touch the player while the player is running the bases.

## **FIELDING**

1. All players will field a position. No player will sit out during any inning.
2. All players not positioned at one of the six (6) infield positions will be positioned in the outfield.
3. Players shall alternate three (3) innings in the infield and three (3) innings in the outfield.
4. A manager or coach (2 total) may take the field with their team to advise on defensive plays (1 infield, 1 outfield).
5. No infield fly rule.
6. Infielders must be instructed not to be in the base path.
7. Catchers must wear chest protector, shin guards, face mask with throat guard and protective helmet at all times when playing their position.

## **SCORING**

1. Four (4) runs is the maximum either team can score during innings 1-6.
2. Six innings constitutes a complete game.
3. Ties end as ties. No 7th inning.

## **OTHER MISCELLANEOUS RULES**

1. There are no standings or playoffs in this division. This is an instructional division.
2. There will be no All-Star selection.
3. There are no umpires in this division. It is recommended that two (2) parents, one from each side, alternate umpiring fielding calls.

4. All Teams must attend Fun Day
5. Each player will receive a participation trophy

## SOFTBALL MAJOR DIVISION – 9, 10, & 11-YEAR-OLD

### FIELD DIMENSIONS

1. Base distance is 60 feet (from back of home plate to front of base).
2. Pitching rubber is 35 feet (from back of home plate to front of rubber).

### PITCHING

1. **All pitchers are REQUIRED to wear protective face guard.**
2. Girls pitch to all batters. The pitcher can strike out or walk a batter.
3. A run cannot be walked in. Upon ball four with the bases loaded, the manager pitches to his/her batter until strike three or the ball is hit. The pitcher must be positioned within three (3) feet of the pitching rubber while the manager is pitching.
4. The pitcher must have one foot on the rubber from the start of the windup until the ball is released. This also applies to the manager when he or she is pitching. Exception: After initial step forward with the non-pivot foot, the pivot foot may pull away from the rubber, provided it remains in contact with the ground prior to ball release.
5. If the batted ball hits the manager who is pitching, the umpire shall declare “No Pitch.” Runners will not advance and the batter continues her turn at bat.
6. Players must pitch in consecutive innings and cannot pitch more than two (2) consecutive innings.
7. Once a pitcher is removed from a game she cannot return as a pitcher during that game.
8. Underhand fast pitch is permitted.
9. Windmill pitching is permitted.
10. One (1) pitch delivered in an inning constitutes an inning pitched, regardless of whether it is a modified fast pitch or a windmill pitch.
11. Hit Batter Rules – See General Pitching Rules on Page 10. Note: There are no Hit Batters when the manager/coach is pitching.

### BATTING

1. All members of the team will bat in a rotating batting order
2. Balls and Strikes will be called. Batters can strike out or walk.
3. No intentional walks.
4. No runs can be walked in (see “Pitching” #3 above).

5. The ball is in play if any part of the ball is hit and is in fair territory.
6. Bunting is permitted.
7. No dropped third strike.
8. No infield fly rule.
9. Bat throwing is illegal. A `W` (warning) is to be placed in the scorebook next to a bat thrower's name on the first occurrence. Each succeeding bat throwing by that player will be an automatic out with no advancement of the runners.
10. Helmets must be worn when in the batter's box or when running the bases.

### **BASE RUNNING**

1. Stealing of second and/or third only is permitted. A runner can steal when the ball is in the catcher's glove or past the catcher. No advancement of the runner is permitted on an overthrow by the catcher to prevent a steal or an attempt to put out the runner who is attempting to steal a base.
2. No more than three (3) stolen bases per inning. Note: A double-steal (second and third at the same time) is counted as two (2) steals.
3. No leading. First lead is a warning; each additional lead is an automatic team out.
4. For reasons of safety, if an attempt is being made to get the base runner out, the runner should slide into the base to avoid a collision with a fielder. If in the opinion of the Umpire the base runner unnecessarily caused a dangerous situation, the base runner shall be called out. No sliding into 1st base is permitted.
5. No head first slides allowed. A violation of this rule will result in the runner being called out.
6. Play is ended upon return of the ball to the pitcher and the pitcher is on the mound. If the pitcher fails to catch the ball the play is still ended. If the runner is more than halfway to the next base she is awarded that base.
7. No manager or coach can touch a player while she is running the base paths.
8. Except for the manager/coach who may be pitching, only two (2) base coaches are allowed on the field, and they are to remain in the coach's box. All other managers/coaches must be in the dugout area.
9. Tagging up is permitted.

### **FIELDING**

1. **All players positioned at 1<sup>st</sup> and 3<sup>rd</sup> base are REQUIRED to wear protective face guard.**
2. A four (4) player outfield will be used. The four outfielders must be positioned on the outfield grass. Ten (10) fielders total.
3. Each player must play three (3) innings in the outfield and three innings in the infield in each game. The catcher is considered an outfield position for rotation purposes.
4. No player can sit out for a second inning until every player has sat out once.
5. Infielders must be instructed not to position themselves in the base path of the runners.
6. Less than seven (7) uniformed players will result in a forfeit, either after a fifteen (15) minute delay before the start of the game or if a player leaves during the game resulting in less than seven.
7. Upon an overthrow, play shall be ruled ended. An overthrow is defined as any attempt at making a defensive play at first or third base, and the ball gets by the defense. If any runner is more than half way to the next base, she shall be awarded that base only. No additional bases shall be awarded.
8. No infield fly rule.
9. Catchers must wear chest protector, shin guards, face mask with throat guard and protective helmet at all times when playing their position.

## **SCORING**

1. Five (5) runs is the maximum either team can score during innings 1-5.
2. The sixth inning is unlimited.
3. Six innings constitutes a complete game.
4. Ties end as ties. No seventh inning.

## **OTHER MISCELLANEOUS RULES**

1. Each player will receive a participation trophy.
2. There are standings in this division. The winning team's manager is responsible to call in the scores to the Division Director immediately following the game.
3. There will be an All-Star game in this Division (See SYAG general rules for player selection process).
4. All Teams make the Playoffs.



5. Umpires will be assigned. Failure of the Umpire to show for a game is not grounds to cancel or postpone a scheduled game. The manager, coach or a volunteer, one from each team, must umpire the game and should alternate between the plate and field umpiring duties.

## SOFTBALL MAJOR DIVISION – 12-YEAR-OLD & UP

### FIELD DIMENSIONS

1. Base distance is 60 feet (from back of home plate to front of base).
2. Pitching rubber is 35 feet (from back of home plate to front of rubber).

### PITCHING

1. **All pitchers are REQUIRED to wear protective face guard.**
2. The pitcher must have one foot on the rubber from start of windup until ball is released. Exception: After initial step forward with the non-pivot foot, the pivot foot may pull away from the rubber, provided it remains in contact with the ground prior to ball release.
3. A pitcher can only pitch 2 innings per game, which need not be consecutive.
4. Underhand fast pitch is permitted.
5. Windmill pitching is permitted.
6. One (1) pitch delivered in an inning constitutes an inning pitched, regardless of whether it is a modified fast pitch or a windmill pitch.
7. No pitcher may wear white. (i.e. armband, glove or headband)
8. Hit Batter Rules – See General Pitching Rules

### BATTING

1. All members of the team will bat in a rotating batting order .
2. Balls and Strikes will be called. Batters can strike out or walk.
3. No intentional walks.
4. Bunting is permitted.
5. Dropped third strike rule applies. Definition: with less than two (2) outs, if the catcher drops the ball on strike three and 1st base is unoccupied, the batter may run to 1st base and either be safe, tagged out or thrown out. Other baserunners may also advance at their own risk. Note: with two (2) outs, first base does not have to be unoccupied, but the runner on first must advance.
6. Infield fly rule applies.
7. Bat throwing is illegal. A 'W' (warning) is to be placed in the scorebook next to a bat thrower's name on the first occurrence. Each succeeding bat throwing by that player will be an automatic out with no advancement of the runners.

8. Helmets must be worn when in the batter's box or when running the bases.

### **BASE RUNNING**

1. Stealing of all bases, including home, is permitted. A runner may steal when the ball is in the catcher's glove or past the catcher.
2. No leading. First lead is a warning; each additional lead is an automatic team out.
3. For reasons of safety, on plays, base runner should slide into the base to avoid collision with fielders. If in the opinion of the Umpire the base runner unnecessarily caused a dangerous situation the base runner shall be called out. No sliding into 1st base is allowed.
4. No head first slides allowed. A violation of this rule will result in the runner being called out.
5. Play is ended upon return of the ball to the pitcher and the pitcher is on the mound with possession, or when the Umpire calls "time". If the runner is more than halfway to the next base she is awarded that base.
6. No manager or coach is allowed to touch a player while she is running the base paths.
7. Only two (2) base coaches are allowed on the field. Base coaches are to remain in the coach's box. All other managers or coaches must be in the dugout area.
8. Tagging up is permitted.
9. A base runner can advance as many bases as possible on an overthrow to any base.

### **FIELDING**

1. **All players positioned at 1<sup>st</sup> and 3<sup>rd</sup> base are REQUIRED to wear protective face guard.**
2. A four (4) player outfield will be used. The four outfielders must be positioned on the outfield grass. Ten (10) fielders total.
3. Each player must play three (3) innings in an outfield position and three (3) innings in an infield position in each game. The catcher is considered an outfield position for rotation purposes.
4. No player can sit out for a second time until every player has sat out once.
5. Less than seven (7) uniformed players will result in a forfeit, either after a fifteen (15) minute delay before the start of the game or if a player leaves during the game resulting in less than seven.
6. Infield fly rule applies.

7. Catchers must wear chest protector, shin guards, face mask with throat guard and protective helmet at all times when playing their position.

### **SCORING**

1. Five (5) runs is the maximum either team can score during innings 1-5.
2. The sixth inning is unlimited.
3. Six innings constitutes a complete game.
4. Ties end as ties. No seventh inning.

### **OTHER MISCELLANEOUS RULES**

1. Each player will receive a participation trophy.
2. There are standings in this division. Winning team's manager is responsible to call in the scores to the Division Director immediately following the game.
3. All Teams make the Playoffs.
4. Umpires will be assigned. Failure of the Umpire to show for a game is not grounds to cancel or postpone a scheduled game. The manager, coach or a volunteer, one from each team, must umpire the game and should alternate between the plate and field umpiring duties.

<b>SYAG Softball Rules</b>					
<b>Quick Reference Guide</b>					
<b>Rule</b>	<b>Age</b>	<b>4-6</b>	<b>7-8</b>	<b>9-11</b>	<b>12+</b>
<b>Base Distance</b>		45'	55'	60'	60'
<b>Pitching Distance</b>		30'	35'	35'	40'
<b>Innings Played</b>		6	6	6	6
<b>Official Game</b>		N/A	N/A	4	4
<b>Walks</b>		No	No	Yes	Yes
<b>Strike Outs</b>		No	Yes	Yes	Yes
<b>Infield Fly Rule</b>		No	No	No	Yes
<b>Dropped 3rd Strike</b>		No	No	No	Yes
<b>Tagging Up</b>		No	No	Yes	Yes
<b>Pitching</b>		No	No	Yes	Yes
<b>Max Innings Pitched</b>		N/A	N/A	2	2
<b>Leads</b>		No	No	No	NO
<b>Base Stealing</b>		No	No	Yes	Yes
<b>Max Steals / Inning</b>		N/A	N/A	3	Unlimited
<b>Bunting</b>		No	No	Yes	Yes
<b>Standings</b>		No	No	Yes	Yes
<b>All-Star Game</b>		No	No	Yes	Yes
<b>Max Runs 1st - 5th Inning</b>		4	4	5	5
<b>Max Runs - 6th inning</b>		4	4	Unlimited	Unlimited
<b>Extra innings</b>		No	No	No	No

## SYAG Baseball Rules

### Quick Reference Guide

Rule	Age	4-5-6	7	8	9	10-11	12	13-14	15+
<b>Base Distance</b>		50'	60'	60'	60'	60'	75'	90'	90'
<b>Pitching Distance</b>		35'	38'	38'	46'	46'	51'	60'	60'
<b>Innings Played</b>		6	6	6	6	6	6	6	6
<b>Official Game</b>		4	4	4	4	4	4	4	4
<b>Walks</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Strike Outs</b>		No	No	Yes	Yes	Yes	Yes	Yes	Yes
<b>Infield Fly Rule</b>		No	No	No	No	No	Yes	Yes	Yes
<b>Dropped 3rd Strike</b>		No	No	No	No	No	Yes	Yes	Yes
<b>Tagging Up</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Pitching</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Max Innings Pitched</b>		N/A	N/A	2	2	2	2	2	2
<b>Balks</b>		No	No	No	No	No	No	Yes	Yes
<b>Leads</b>		No	No	No	No	No	No	Yes	Yes
<b>Base Stealing</b>		No	No	No	Yes - on Catcher	Yes - on Catcher	Yes - on Pitcher Release	Yes	Yes
<b>Stealing Home</b>		No	No	No	No	10 No / 11 Yes	Yes	Yes	Yes
<b>Bunting</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Standings</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>All-Star Game</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Mercy Rule</b>		No	No	No	Yes	Yes	Yes	Yes	Yes
<b>Max Runs/Inning - 1 - 5</b>		4	4	4	4	6	6	6	6
<b>Max Runs - 6th inning</b>		4	4	4	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited
<b>Extra Innings?</b>		No	No	No	No	No	No	Yes - 1 Unlimited Runs	Yes - 1 Unlimited Runs