

Baseball Rules

Grades 1-2 (2017)

Stewartville Youth Athletic Association (SYAA)

TEAM Organization

- Use ten (10) fielders.
 - Six (6) infielders - P, C, 1B, 2B, 3B, SS.
 - Four (4) outfielders - LF, LC, RC, RF. (remove if not enough players)
- Each coach will use only players on the roster unless one team does not have enough players; they may then borrow players from the other team to make the teams even. (NO FORFEIT). Only players currently registered with SYAA are allowed to play.

PLAYING CONDITIONS

- Coaches will serve as umpires.
- All players, except the batter and the on-deck batter, are required to remain on the bench at all times.
- Rotate ALL players to different positions during the game. Entire roster will bat in order throughout the game (Hoffman rule). Rotate the batting order throughout the season, so the same child does not bat last every time.
- Home team will take the field to begin the game.
- Games should not run over an hour.
- Teams will be up to bat the same number of times. Be sure to check the time before starting another inning. Three to four innings can usually be played.
- Home team must furnish game ball.
- Coach will pitch underhand or overhand to his/her own team and may stand where he/she wants as long as he/she is in line with second base. Any ball hitting the pitching coach will be considered a dead ball, and is replayed.
The pitcher will stand on the side even or behind the pitching coach.
- Infield fly rule will NOT be called.
- The 3 out or 6-run rule will be in effect for all games.
- Games are one hour in length, or less if a full inning cannot be completed within the hour timeframe.
- OFFICIAL score will not be kept.
- Coaches behind first and third base- a coach can also be on the field with the players to help maintain their positions and encourage how to play the ball.

ACTION AT BASES

- Leading off or stealing is NOT allowed.
- A ball thrown back to the pitcher from the catcher (even if overthrown) is considered a dead ball. Base runners cannot advance.
- Base runners may advance one base at a time. No extra base on an overthrow.
- Time will be called when the pitcher has control of the ball and raised the ball overhead. In case of injury to players, play is stopped and runners cannot advance.

ACTION AT BAT

- Batters and base runners must wear protective headgear.
- Catcher must wear a facemask, chest protector and shin guards.
- After one warning, throwing the bat will be an out. This is a coach call.
- No called balls or strikes. No walks. Only swinging strikes will be called.
- A fouled ball is considered a swinging strike, except for final strike.
- If after 5 hittable pitches the player did not get a hit, a t-ball tee will be offered.
- Defensive coach will serve as the plate ump.
- No bunting.

SYAA MISCELLANEOUS ITEMS

- Coaches are responsible for team's equipment. Any adjustments please contact a SYAA Board member.
- No metal spikes allowed.
- Any remarks or comments of a derogatory or abusive nature by a player, fan, or coach for unsportsmanlike conduct will be handled as follows: Coach shall give the offender a warning. If offense is repeated, the coach shall order the offender from the field.
- In the presence of lightning and/or thunder the game or practice will end immediately. In the event of rain or other weather related disturbances during the game, the coaches can call the game after consulting each other. If the weather is bad prior to the game, notifications will be sent out via text/email and announcements posted on www.syaamn.org and on our Facebook page.
- Have at least one practice per week. Utilize a rotation roster to be fair and consistent with playing different positions. Practices are to be held in Stewartville.
- Encourage good sportsmanship and **FUN**, not just to win.
- All disputes will be settled quickly and quietly with the coaches having the final decision. If you have any further questions, please contact a SYAA Board member.

(Revised May 2016)