

POWDER SPRINGS YOUTH BASEBALL ASSOCIATION

PLAYING RULES Effective Spring 2018

General

- The first home team will line the field.
- The home team is responsible for the official score book and scoreboard set up.
- The visiting team will be responsible for providing a volunteer to man the scoreboard.
- The last visiting team will replace all bases and associated field equipment including but not limited to wheelbarrows, rakes, drags, line markers and scoreboard brains.
- Each team is responsible for cleaning up their dugout and stands after each game.
- Only one manager and three coaches will be allowed in the dugout during the game. (Parents and siblings are not allowed.)
- Every player must be in full uniform including team hat and team shirt tucked in.
- Their league director must first approve any team rules used by managers.
- Managers shall have the responsibility for the conduct of their players, coaches, parents and fans.
- Only players on team roster may play during game – NO EXCEPTIONS
- Any game called for bad weather after three (3) complete innings will be considered a complete game. If interrupted before three completed innings, the game will be rescheduled at the point of interruption.
- In league play all ground rules must be given on paper to the visiting manager and coach. Only those rules will be honored.
- Any player who arrives late must be added at the end of the batting order. They will not be considered an out if they are skipped until they arrive. If he is in the middle of the line-up and not present it will be an out. He does not have to play the field before he/she bats.
- Tennis shoes or baseball shoes with rubberized cleats may be worn. NO METAL OR PLASTIC CLEATS if player is 12 years or younger.
- Any player who leaves a game due to illness or injury will not be considered an out. Once skipped in order they may not re-enter game.
- Tobacco, alcohol and abusive language will not be allowed during games or practice. Tobacco use is also discouraged around the dugouts during games and practice times.
- Teams using the game fields for practice prior to scheduled games cannot use the infield.
- Catchers will be required to wear a catcher's mask and helmet whenever warming up a pitcher and are always required to wear a protective cup.
- Do not put chalk on the outfield lines. Paint must be used.
- Brick dust should only be used on the infield; sand can be used in the outfield and grass areas.
- Batting Team is responsible for retrieving foul balls
- Home Team is responsible to give Two (2) game balls with P/S logo at the start of game.
- **Order of Rules**
 - **PSYB park rules and bylaws**
 - **Dizzy Dean Baseball Rulebook**
 - **Official MLB Baseball Rules**

Pre-Ball

Same rules as Shetland League except:

- Each batter will be allowed up to five swings off the tee.
- Pre-Ball will not keep a division record.
- If a player is out, the player can stay on the base and continue playing

Shetland: Farm

General

- The Farm League Division of Dizzy Dean Baseball has been organized as a baseball program for youth whose 5th or 6th birthday falls on or before April 30th of the current year.
- All players will participate (100%) in the batting order. No player can sit the bench more than 1 inning per game unless the game goes into extra innings then it is the coach's discretion.
- Length of game will be 1 hour and 20 minutes. Any inning starting before 1 hour and 20 minutes will be completed.
- Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning
- Each team at bat is allowed three outs or 5 runs per inning, whichever comes first.
- Mercy rule – Game will be called if the points are spread by 15 runs after the 4th inning, or 10 runs after the 5th inning.
- Games may be started with 8 players.

Defense

- There will be a normal infield with a catcher. All infielders must be within 3 feet on either side of the baseline.
- The outfielders will be required to stand in the outfield grass.
- Only two Outfield coaches. Coaches must stay in the grass-foul territory while the ball is in play.
- The pitcher cannot advance towards home plate until the ball is hit. If the pitcher moves toward home plate before the ball is hit, it is a walk.
- No roll throws will be allowed. There must be an effort to throw the ball over handed (except soft toss). Player cannot show intent to roll the ball to the receiving defensive player. If the umpire rules "intentional rolling" the runner will be rewarded the base.
- No coaches allowed out of dugout while team is on defense. No standing on the outfield fence coaching.
- The fielding pitcher must stand with 1 foot in the pitching circle.

Offense

- All batters must bat square to the plate. Positioning of batters will not be allowed after the second week of the season. For example, batters may not be positioned to hit the ball to the first base side of the field, etc. If a coach positions a batter, the batter will bat again.
- Each batter is allowed three coach pitches and two chances off the tee. The first three will be pitched by one of the coaches. The next two will be hit off the tee. The coach has the option to throw all 5 pitches to a batter and not use a tee. Each batter will be allowed all five swings to get on base regardless of strikes. If a batter has not reached base after five attempts, the batter is out.
- During the coach pitch portion of each at bat, the coach must stand on the line between the pitching circle and the arch. The coach must pitch over handed.
- If the 5th pitch is a foul, it is ruled foul (but only if pitched, this does not apply if hit off the tee).

Shetland Offense (Cont.)

- Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him, the batter will be out and a dead ball called. No runner may advance.
- The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter's bat. The offensive coach (pitcher) that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners advance.
- Each team is allowed only one warning if a batter throws the bat, after which any batter who throws a bat will be declared out.
- Late arriving players must be put at the last spot on the batting order. If the player does not show up before his turn at bat it will not be considered an out. If the player is in the middle of the line-up and does not show it will be considered an out. He does not have to play in the field before his turn at bat.
- Ball must roll past arch. If the ball is touched while rolling inside the arch it will be considered a foul ball
- No Bunting Allowed
- Sliding is allowed. Head first sliding is discouraged, No head first sliding into home plate.
- Coaches cannot touch players running to base or on the base while the ball is in play. If a coach touches a runner, that runner will be out and all other runners must return to the last base occupied before the infraction.
- When the ball is hit over the fence on one or more bounces, the batter will advance two bases, one if the ball becomes stuck in the fence.
- The pitching coach can only talk to players running from Home to 1st, or 3rd to Home.
- All batters and runners must wear batting helmets. Any batter who Steps into the batter's box without his headgear is awarded a strike. Any Player running the bases who deliberately removes his headgear is out. EXCEPTION: Home run over the fence or time out
- The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
- An appeal play will be handled in this manner. The manager will make his appeal to the plate umpire who will consult the base umpire. The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base. If he is correct, the base runner is out. Appeal must be made before the next pitch is thrown.
- Any player absent for a suspended game must bat at the end of the order if present at time of make-up.

Pinto: Farm

General

- The Farm League Division of Dizzy Dean Baseball, Inc. has been organized as a baseball program for youth whose 7th or 8th birthday falls on or before April (30th) of the current year.
- All players will participate (100%) in the batting order. No player can sit the bench more than 1 inning per game unless the game goes into extra innings then it is the coach's discretion.
- The game will have a time limit of 1 hour 20 minutes. Any inning starting before 1 hour and 20 minutes will be completed.
- Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning
- An inning is complete after 5 runs have been scored or 3 outs have been made.
- Mercy rule – Game will be called if the points are spread by 15 runs after the 4th inning, or 10 runs after the 5th inning.
- Games may be started with 8 players.

Defense

- Catchers must wear complete catchers equipment.
- Pitcher must wear a facemask.
- 10 defensive players with the 10th player as a fourth outfielder.
- The fourth outfielder will only play: (1) left field; (2) left center field; (3) right center field; (4) right field. Consequently, the fourth outfielder will not be allowed to play directly behind second base.
- No coaches allowed out of dugout while team is on defense. No standing on the outfield fence coaching.
- The fielding pitcher must stand with 1 foot in the pitching circle

Offense

- All players must be in the batting order.
- Each batter is allowed 6 pitches from their pitching coach or 3 strikes, whichever comes first. If the 6th pitch is a foul, it is ruled foul. If the 6th pitch is foul on a bunt, it is ruled out.
- Any player who leaves the game due to illness or injury will not be considered an out. Once the player is skipped in the batting order they may not re-enter.
- During the coach pitch portion of each at bat, the coach must stand on the line between the pitching circle and the arch. The coach must pitch over handed.
- Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him, the batter will be out and a dead ball called. No runner may advance.
- The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter's bat. The offensive coach (pitcher) that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners advance.
- There will be no leading off base or stealing bases. The runner will be called out if he/she leaves the base prior to the ball being hit. There is NO Infield Fly and NO Walks.
- Coaches cannot touch players running to base or on the base while the ball is in play. If a coach touches a runner, that runner will be out and all other runners must return to the last base occupied before the infraction.
- The pitching coach can only talk to players running from Home to 1st, or 3rd to Home.
- Courtesy runners will be allowed for the catcher with two outs. This substitute runner must be the player who made the last out.
- Each team is allowed only one warning if a batter throws the bat, after which any batter who throws a bat will be declared out.

Pinto Offense (Cont.)

- All batters and runners must wear batting helmets. Any batter who Steps into the batter's box without his headgear is awarded a strike. Any Player running the bases who deliberately removes his headgear is out. EXCEPTION: Home run over the fence or time out.
- The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
- An appeal play will be handled in this manner. The manager will make his appeal to the plate umpire who will consult the base umpire. The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base. If he is correct, the base runner is out. Appeal must be made before the next pitch is thrown.
- Any player absent for a suspended game must bat at the end of the order if present at time of make-up.
- Ball must roll past arch. If the ball is touched while rolling inside the arch it will be considered a foul ball
- No Fake Bunting. Once bunt is shown, no swing is allowed. Fake bunting will be a strike.
- Sliding is allowed. Head first sliding is discouraged, No head first sliding into home plate.
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Mustang: Minor

General

- The Minor League division of Dizzy Dean Baseball has been organized as a baseball program for youth whose 9th and 10th birthday falls on or before April 30th for the current year.
- All players will participate (100%) in the batting order. No player can sit the bench more than 1 inning per game unless the game goes into extra innings then it is the coach's discretion. This applies when playing at PSYB vs. another PSYB team only, when playing at other parks this rule goes to the coach's discretion.
- The game will have a time limit of 1 hour 30 minutes. Any inning starting before 1 hour and 30 minutes will be completed.
- Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning
- An inning is complete after 5 runs have been scored or 3 outs have been made.
- Mercy rule – Game will be called if the points are spread by 15 runs after the 4th inning, or 10 runs after the 5th inning.
- Games may be started with 8 players.

Defense

- Catchers must wear shin guards, chest protector, cup and a protective helmet while on defense.
- Manager is allowed 1 defensive time-out per inning, unless changing pitchers. If a 2nd time out is called the pitcher must come out.
- If 10 players are present, all teams must field 4 outfielders.

Offense

- Each team is allowed only one warning if a batter throws the bat, after which any batter who throws a bat will be declared out.
- Courtesy runners will be allowed for the catcher with 2 outs. This substitute runner must be the same player who made the last out.
- Manager is allowed 1 offensive time-out per inning. This does not include batter stepping out of the box to look for signs from the base coach. If the Manager/Coach approaches batter or batter goes to dugout after the allowed time-out has occurred, the

current batter is removed from the game and can only re-enter at completion of the inning if he can do so without violating the substitution rule. NOTE: The only exception to this rule is in case of injury, or if the time is called by the opposing team or the umpire.

- Three (3) strikes is an out even if the ball is dropped.
- All base running, leading off and stealing will be called according to the Dizzy Dean rule book. (no leading off)
- Sliding is allowed. Head first sliding is discouraged, No head first sliding into home plate.

Pitching

- Pitchers shall not pitch in more than 3 innings on the same calendar day. Pitchers shall not pitch more than 50 pitches on the same calendar day. If the 50th pitch occurs in the middle of a batter, pitcher can finish the batter.
- Pitchers shall be allowed to pitch in no more than 8 innings in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- Pitchers shall have a least 36 hours rest after pitching 3 innings or 50 pitches in a calendar day.
- The 36 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

Mustang Pitching (Cont.)

- A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games, tie games or exhibition games.
- Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.
- Pitchers in violation of any of the pitching rules shall be considered ineligible players
- The pitcher named in the batting order turned in prior to the start of the Game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

Bronco: Freshman

General

- The freshman League Division of Dizzy Dean Baseball has been organized as a baseball program for youth whose 11th or 12th birthday falls on or before April 30th of the current year.
- All players will participate (100%) in the batting order. No player can sit the bench more than 1 inning per game unless the game goes into extra innings then it is the coach’s discretion. This applies when playing at PSYB vs. another PSYB team only, when playing at other parks this rule goes to the coach’s discretion.
- The game will have a time limit of 1 hour 45 minutes. Any inning starting before 1 hour and 45 minutes will be completed, unless it is determined by the director (or a present “board member”) that the game has grossly exceeded the 2 hour limit.
- Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning

- An inning is complete after 5 runs have been scored or 3 outs have been made.
- Mercy rule – Game will be called if the points are spread by 15 runs after the 4th inning, or 10 runs after the 5th inning.
- Games may be started with 8 players.

Defense

- Catchers must wear shin guards, chest protector, cup and a protective helmet while on defense.
- Manager is allowed 1 defensive time-out per inning, unless changing pitchers. If a 2nd time out is called the pitcher must come out.

Offense

- Courtesy runners will be allowed for the catcher with 2 outs. This substitute runner must be the same player who made the last out.
- Manager is allowed 1 offensive time-out per inning. This does not include batter stepping out of the box to look for signs from the base coach. If the Manager/Coach approaches batter or batter goes to dugout after the allowed time-out has occurred, the current batter is removed from the game and can only re-enter at completion of the inning if he can do so without violating the substitution rule. NOTE: The only exception to this rule is in case of injury, or if the time is called by the opposing team or the umpire.
- Each team is allowed only one warning if a batter throws the bat, after which any batter who throws a bat will be declared out.
- Sliding is allowed. Head first sliding is discouraged, No head first sliding into home plate.

Pitching

- Pitchers shall not pitch in more than 6 innings on the same calendar day. Pitchers shall not pitch more than 70 pitches on the same calendar day. If the 70th pitch occurs in the middle of a batter, pitcher can finish the batter.
- Pitchers shall be allowed to pitch in no more than 10 innings in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- Pitchers shall have a least 36 hours rest after pitching 6 innings or 70 pitches in a calendar day.
- The 36 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games, tie games or exhibition games.
- Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
- If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches.
- Pitchers in violation of any of the pitching rules shall be considered ineligible players
- The pitcher named in the batting order turned in prior to the start of the Game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

- When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings or total pitches in a calendar day.