



TCRYBA Youth Baseball Master Rules

ARTICLE 1 – Rules Interpretation

- 1.1 Rules are interpreted by the TCRYBA board and the appropriate age-group commissioner. All rules interpretations, issues or disputes should be addressed to the age-group commissioner.
- 1.2 If you have an issue, you should attempt to resolve the issue with your team's head coach. If you are unable to resolve the issue through your coach, please contact the appropriate age group commissioner.

ARTICLE 2 – Priority of Rules Which Govern TCRYBA Rec League Play

- 2.1 TCRYBA Rules & Exceptions ([This Document](#))
- 2.2 USSSA Rules <http://www.usssabaseball.org/rules-by-laws>
- 2.3 Official MLB Baseball Rules – http://mlb.mlb.com/mlb/downloads/y2016/official_baseball_rules.pdf

ARTICLE 3 – Coaches Code of Conduct

- 3.1 In order to provide a safe environment for the area youth, we require that all prospective coaches adhere to the following:
 - 3.1.1 All prospective coaches must complete a Coach's Background Check form before holding any practice or coaching in any game.
 - 3.1.2 All TCRYBA recreation league coaches must adhere to the TCRYBA Coaches Code of Conduct.

ARTICLE 4 – Recreation League Division and Age Limits

- 4.1 A player's age is determined by calculating their age as of May 1st
- 4.2 Beginner's T-ball – 4 years old to 5 years old
- 4.3 Advanced T-ball – 5 years old to 6 years old
- 4.4 U7 Coach Pitch – 7 years old
- 4.5 U8 Coach Pitch – 8 years old
- 4.6 U10 Kid Pitch – 9 years old to 10 years old
- 4.7 U12 Kid Pitch – 11 years old to 12 years old
- 4.8 U14 Kid Pitch – 13 years old to 14 years old

ARTICLE 5 – Playing Up

- 5.1 A player may play up one age/division level in the event that the player's parent(s) request that the player be allowed to play up. A player will not be allowed to play up more than one age/division level, nor will a player be allowed to play down to a lower age/division level without the express consent of the TCRYBA board. At the board's sole discretion, a request to play up one age/division level may be denied.

ARTICLE 6 – Inclement Weather Policy

- 6.1 The TCRYBA operates youth baseball fields in conjunction with the Town of Trophy Club and the City of Roanoke. Whenever there is inclement weather that causes recreation league games to be canceled, an effort will be made to notify affected team coaches with as much advance notice as possible. In addition, the Trophy Club and Roanoke Baseball Rainout lines will be updated. In the event that inclement weather occurs during a game, it will be up to the TCRYBA Board Member on hand to determine if the game should be suspended and/or canceled. If the lightning detector detects lightning in the area, then the Board Member will suspend the game and direct teams to evacuate from the field. Coaches, players and parents are to wait in their vehicles. The teams will not be allowed to return to the field until the lightning detector no longer detects lightning in the area. In the event that less than 3 innings have been completed, the game shall be rescheduled for a future date, and played to completion from the point that the game play was suspended. Please see the TCRYBA Lightning Policy for more details.



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ARTICLE 7 – Schedules

- 7.1 The TCRYBA board will create schedules for all age/division levels. Games will be played on their scheduled date unless they are postponed due to inclement weather. NO EXCEPTIONS. Coaches are not allowed to reschedule games. Any games postponed by inclement weather will be rescheduled by the appropriate league commissioner.
- 7.2 In the event that inclement weather causes the postponement of a large number of games, the TCRYBA board, at its sole discretion, may elect to cancel some league games in order to keep the end of season tournament on schedule.

ARTICLE 8 – Restarting Postponed Games

- 8.1 In the event that a game is postponed due to weather (or other reasons such as lights not functioning properly), the game will be restarted under the following rules.
- 8.1.1 The game shall be re-started at the same game running time, inning, place in the lineup, pitch count, and number of outs.
- 8.1.2 The re-started game shall be considered an extension of the suspended game and the Kid Pitch Rules still apply. For example, if a pitcher pitches during the suspended portion of the game, that same pitcher may start the re-started game. But, his/her number of pitches for that game continues and he/she may not go beyond the maximum number of pitches per game – based on the age-specific rules.

ARTICLE 9 – Official Game Start Time

- 9.1 The starting time of the first game for a given day shall be delayed only for the arrival of the umpires (the clock starts for a 9:00am game at 9:00am, not when the umpire says "play ball"). Delays for warm up and late arriving players will be "on the clock". The start time for subsequent games will be no later than 15 minutes following the conclusion of the preceding game, or scheduled game time, whichever is later. When time expires, the umpire will call "Time has expired". The inning will be completed, if required, except as noted in Rules & Exceptions for each Age/Division level.

ARTICLE 10 – Dugouts

- 10.1 There are no pre-determined "home" or "visitors" dugouts. Therefore, dugouts are determined on a "first-come/first-serve" basis.

ARTICLE 11 – Forfeit

- 11.1 A game shall be declared a forfeit in the event that one of the teams is unable to field a team according to the rules of their age division within 10 minutes of the official game start time. The score shall be recorded as a 7-0 loss for the team that forfeited.
- 11.2 8-PLAYERS: Any team may play with eight players without forfeit. The ninth batter shall always be out.
- 11.3 If any team has fewer than 9 players (or 10 players in U7 and U8), the coach may borrow up to 3 legal (registered in the current playing season) TCRYBA player from within the same division to bring the roster up to 9 players (or 10 players in U7 and U8) enabling non-forfeiture. The borrowed player may not pitch, catch, or play infield (i.e. they can only play an outfield position on defense) and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game. This rule only applies to regular season play, as teams may NOT use borrowed players during the post-season tournament.

ARTICLE 12 – Attire

- 12.1 Players are not allowed to wear metal spike cleats (except U13/U14), nor any type of dangling jewelry such as long necklaces. Short necklaces that do not pose a safety problem are allowed. Kid pitchers are not allowed to wear a long sleeve white undershirt under their jersey, or non-prescription glasses while pitching. All players should have their jerseys tucked in during the game.



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ARTICLE 13 – Fan, Coach and Player Conduct

- 13.1 At no time, under any condition, either in practice or league play, will vulgar language or any language that is not in the best interest of the boys and girls be allowed. Any violation will be grounds for immediate ejection from the game and/or Game Area. NOTE: Fighting, vandalism or continued disregarding of the league rules, at the sole discretion of the TCRYBA board, can result in the removal and/or suspension of the person or persons involved.
- 13.2 Chanting/Taunting - Chanting and taunting directed at players or other teams is not allowed
- 13.3 Bat Throwing - Each team will be given 1 warning for a batter throwing a bat while at bat. Each time after the warning the batter is out and the ball is a dead ball, runners must return to the previous base.
- 13.4 Slide Rules - No head first slides are allowed to any base and any runner that is running to home plate must slide if there will be a play for the out. Note: Head first dives back to the base on pick off attempts are allowed.
- 13.5 Ejections**
- 13.5.1 All player and coach ejections are current game plus next game.
- 13.5.2 Opposing coach needs to report to commissioner
- 13.5.3 2nd time a coach is ejected, 4 game suspension
- 13.5.4 3rd time a coach is ejected, coach is permanently suspended as a league coach for the season.

ARTICLE 14 – Game Time, Run Limits, Run Rules and Umpires

14.1 Length of game:

- 14.1.1 U5 and U6: Length of Game: 50 Minutes or 4 innings (whichever comes first). Started innings before the time limit expires will **NOT** be completed. The games will be 50 minutes maximum. Games called for any reason will be considered complete games if started.
- 14.1.2 U7 and U8: 1 Hour 20 minutes or 5 innings (whichever comes first).
- 14.1.3 U10: 1 Hour 30 minutes or 6 innings (whichever comes first).
- 14.1.4 U12: 1 Hour 45 minutes or 6 innings (whichever comes first).
- 14.1.5 U14: 1 Hour 45 minutes or 7 innings (whichever comes first).
- 14.1.6 All U7 to U14 - Games called for any reason will be considered complete games if three innings have been completed. If games are called in less than three innings and are to be continued, they will be continued from point of curtailment. If time expires after the 4th or later inning has started, the inning will be completed unless one team is ahead by the number of runs listed below in the Run Rule below. In the event that a team is ahead by the number runs listed below, the team that is leading will be declared the winner.

14.2 All Age Levels U7 to U14 Run Limit Per Inning: 5 Runs Per Inning

- 14.3 All Age Levels U7 to U14 Run Rule:
- 15 runs ahead after 3 innings
 - 11 runs ahead after 4 innings (for U7 and U8 – 6 Runs after 4 Innings)
 - 6 runs ahead after 5 (or 6 with U14) innings
- 14.4 When a game is tied at the end of regulation time (for regular season games), the game shall be declared a tie game.
- 14.5 All Age Levels U7 to U14: Score will be kept for all regular season games. The Home Team is the "Official Score book". Therefore, the official score keeper will record actual start time in accordance with the TCRBA Master Rules. Note: Time limit will be observed.
- 14.6 UMPIRES: There will be a uniformed league umpire at each game. In the event an umpire does not show, each team will provide one parent per game for umpiring. The Defensive Team is to provide the home plate umpire per half inning. If the substitute umpire is without protective equipment, they will stand behind the pitcher to call balls and strikes. Note: This does not include regular season T-Ball. No umpires will be provided for T-Ball except the Spring U6 post season.



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- 14.7 **TIME CONTROL:** The umpire(s) must ensure that the game play is continued in a timely fashion. The umpire should attempt to postpone all coach's questions until after the game or between innings unless it is a "rule clarification question" regarding a call.

ARTICLE 15 – Bat Rule

15.1 14 years old and below:

- 15.1.1 All wooden bats are allowed
15.1.2 All bats must have the new USSSA mark on the bat or have a BBCOR stamp on the bat or be a wooden bat
15.1.3 This includes coach pitch and tee ball.
15.1.4 Bats marked as Tee ball bats are also allowed for Tee Ball only.

15.2 15 years and up:

- 15.2.1 All wooden bats are allowed
15.3 Bats must have the BBCOR stamp or be a wooden bat. The bat must also be at least 29 inches in length and be no more than a drop three in weight.
15.4 **Coaches are responsible for discovery**
15.4.1 At time the play occurs the suspect bat must be brought up, if another batter has seen a pitch, the suspect bat cannot be protested for that use.
15.4.2 If batter is in the batter's box with the bat, then rule is broken
15.4.3 If a coach protests a bat and wins – batter is out and coach is ejected from game + next game
15.4.4 Opposing coach needs to report to commissioner
15.4.5 2nd time a team is caught, game is forfeit (after the fact) and ejection rules apply
15.4.6 3rd time a team is caught ejection rules apply
15.5 **No Slashing:** Slashing is not allowed at any age level for TCRYBA. By definition, "Slashing" is: A play by the team at-bat where the hitter assumes the position for a bunt and then changes grip and takes a swing at the ball. This can be a very dangerous situation resulting in injury to the defensive team. **PENALTY:** Batter is called out, ball is dead and base runners return to the previous base.
15.6 **Swinging Strike/Stealing Home:** Any base runner stealing home on a swinging strike (if allowed at that age level) is out. **PENALTY:** Runner is called out, ball is dead and base runners return to the previous base. If a runner is called out for attempting to steal home on a swinging strike, the ball is dead and the pitch does not count.

ARTICLE 16 – Protective Equipment

- 16.1 Batters, those batters waiting on-deck, and all base runners must wear a batting helmet.
16.2 The defensive catcher must wear the catcher's equipment provided by the league (catcher's mask/helmet, chest protector, and shin guards). The defensive catcher may use either a catcher's mitt or a standard baseball glove. The defensive catcher must also wear a protective cup. Note: The player may also wear his own personal catcher's gear.
16.3 Other players are recommended to wear a protective cup, but it is not required.
16.4 Any player who warms up a pitcher before or during the game must also wear a catcher's mask/helmet and a protective cup.

ARTICLE 17 – Field Size

- 17.1 U5/U6 Field Size: 55ft distance between bases.
17.2 U7/U8 Field Size: 60ft distance between bases, pitching rubber is 40ft from home plate.
17.3 U10 Field Size: 65ft distance between bases, pitching rubber is 46ft from home plate.
17.4 U12 Field Size: 70ft distance between bases, pitching rubber is 50ft from home plate.
17.5 U14 Field Size: 80ft distance between bases, pitching rubber is 54ft from home plate.



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ARTICLE 18 – U5 T-Ball and U6 Advanced T-Ball Rules

- 18.1 T-ball is instructional baseball, to teach how to swing a bat, how to catch a ball, how to throw a ball and how to run bases. The focus of the program will be on instruction. T-ball is positioned as a skill-building, learning experience, where the score is not the focus of the game.
- 18.2 Umpires are not used and scores are not kept for U5 and U6 games. Protests are not permitted.
- 18.3 The entire roster of players will be used defensively. All extra players will be outfielders (4 outfielders on a 10 man roster for example). Outfielders must be positioned 10ft from the infield dirt if played on a field with a grass infield, or a reasonable distance from the infield dirt if played on a field with an all dirt infield. To encourage rotation of players, no player will remain at the same defensive position for more than two innings, and no player will remain at the same infield position for more than two innings.
- 18.4 Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter will be called back to the plate, the ball is dead and no runners may advance. It is suggested a 10-foot arc be inscribed in front of home plate, from first to the third base foul line, and any hit ball which does not travel beyond that line be considered a foul-strike for purposes of this rule.
- 18.5 There are no walks or strikeouts.
- 18.6 On a ball in play, the pitcher CAN NOT tag out a batter running to 1st base. This rule is meant to force the kids to make the force out by throwing to 1st base. PENALTY: Runner is safe at first. Pitchers can tag out other runners advancing to other bases.
- 18.7 Base runners are not permitted to steal or lead-off and will remain in contact with the base until the ball is hit. PENALTY: Runner is called out, ball is live.
- 18.8 Teams will bat the entire line-up each inning. There is no run rule as we do not keep score or standings at this age group. Runners called out must return to dug out.
- 18.9 There is no infield fly rule.
- 18.10 If sufficient players from one team are not available, players from the opposing team may be assigned to that team for that game to bring the roster of each team up to the minimum of seven players. If you have eight players or less you may play the field without a catcher.
- 18.11 T-Ball teams will be formed by requests first, then by schools, then by towns or cities. Keep in mind that all requests are not guaranteed, as there must be an appropriate balance of age eligible players on each team. Every attempt will be made, but nothing is promised.
- 18.12 Rules Specific for U5 Beginner T-Ball:**
- 18.12.1 On a ball hit into the outfield, runners may advance up to 2nd base only.
- 18.12.2 The ball will be hit off of a batting tee located in line with home plate.
- 18.12.3 Coaches are allowed on the field to provide offensive and defensive coaching of players.
- 18.13 Rules Specific for U6 Advanced T-Ball:**
- 18.13.1 The purpose of U6 advanced T-Ball is to ready the kids for U7 coach pitch baseball. Coaches will not play all of the players in the in-field as they were in U5 ... Players are to play all the in-field positions (pitcher, catcher, first base, second base, shorts stop and third base). The remaining players should be in the outfield (you may have four or five outfielders). The players when hitting are allowed to run the bases until the ball is returned to one of the infielders. For example ... it is possible to get a double or a triple if the outfielder does not throw the ball into an infielder. Once the ball is in the hands of an infielder the runner should stop at the next base.
- 18.13.2 Pitching - A coach or parent throws the ball to the batter. Underhand pitches can be thrown with an arc to reduce speed. Overhand pitches can be thrown from one knee on the ground to put the pitcher at the same level as the batter. If the player is unable to hit the ball after three pitches the ball is then placed on a tee and the player's turn continues. The coach/parent is required to remain within three feet of the pitching rubber while pitching. THE THREE PITCH RULE MUST BE FOLLOWED TO SPEED UP GAME PLAY.
- 18.13.3 When a player hits the ball in play and it hits the coach pitcher, the ball is considered dead/no play and will be re-pitched.



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- 18.13.4 On a ball hit into the outfield, runners may advance until the ball is brought back into the infield (possession by a defensive player is required). Once possession is established, the runner must stop at the next base.
- 18.13.5 Coaches are not allowed on the field of play either for offensive coaching or defensive alignment. Coaches must be outside the foul lines at all times during the game.
- 18.13.6 The coach-pitcher will leave the playing field when a ball is in play. The coach-pitcher may not leave the mound except when the ball is in play (intent is to prevent the coach-pitcher from leaving the mound to coach a batter or runner). Coach pitchers will be limited to instructing only on mechanics from the mound. After the pitch is thrown the pitching coach may not instruct any base runner or batter.
- 18.14 **Rules Specific for U6 Advanced T-Ball – Spring (Only) Playoffs:**
- 18.14.1 PITCHES: U6 - All batters will get six (6) pitches. Batter cannot strike out on foul ball. If batter fouls off pitch #6 then gets another pitch (continuous foul balls). Intentional walks are NOT allowed. No tee will be used.
- 18.14.2 If a game ends in a tie after the completion of all regulation innings, and the time limit has not expired, one more inning may be played. Otherwise, California tiebreaker goes into effect till game is won.
- 18.14.3 **California Tie Breaker Rule:**
- The last batter from the previous inning will take second base (visiting team), and there will be 1 out charged against the batting team.
 - The batting (visiting) team will bring the next batter in their lineup, and then subsequent batters in the lineup (if needed) in an attempt to score. This half of the inning continues until the third out is made.
 - The home team will play their half of the inning in the same manner.
 - The game proceeds in this manner FOR ONE INNING.
 - The game proceeds in this manner one inning at a time ... UNTIL A WINNER IS DETERMINED.
- 18.14.4 SCORE KEEPING: Score will be kept for all regular season games. The Home Team is the "Official Score book". Therefore, the official score keeper will record actual start time in accordance with the TCRBA Master Rules.
Note: Time limit will be observed.
- 18.14.5 UMPIRES: There will be a uniformed league umpire at each game. In the event an umpire does not show, each team will provide one parent per game for umpiring. The Defensive Team is to provide the home plate umpire per half inning.
- 18.14.6 U6 – any overthrow of a play at a base or from the player to player, there is a maximum of one base advancement for any base runner. The base advancement is not required, the defensive team could still get the out, but the runner could only advance maximum one base. If the runner gets the base safely the ball is dead and play ends. Example: there is no additional bases for additional overthrows.
- 18.14.7 Time will be called to end a play when the ball is controlled by an infielder (not when an infielder is standing in the infield with the ball holding his arms up). The umpire calls time, the fielder holding arms up does not end play. When time is called, if the lead runners are 1/3 of the way to the next base or less the runner goes back to the previous base, if the lead runner is more than 1/3 of the way to the next base the runner is advanced to the next base.

ARTICLE 19 – U7 and U8 Coach Pitch Rules

- 19.1 This is a Youth Baseball Recreational Coach Pitch league. No mechanical or electric pitching machines are allowed. While T-ball teaches players the very basic physical fundamentals of baseball, Coach Pitch teaches players the rules and playing fundamentals of baseball.
- 19.2 **PITCHER:**
- 19.2.1 Coach Pitch will use a coach-pitcher. The coach-pitcher will pitch to their own team. The pitching rubber will be 40ft from home plate. The pitch may be thrown overhand or underhand, standing or kneeling. The pitcher must have 1 foot on the rubber at the time the pitch is thrown.
- 19.2.2 When a player hits the ball in play and it hits the coach pitcher, the ball is considered dead/no play and will be re-pitched



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- 19.2.3 The coach-pitcher will leave the playing field when a ball is in play. The coach-pitcher may not leave the mound except when the ball is in play (intent is to prevent the coach-pitcher from leaving the mound to coach a batter or runner). Coach pitchers will be limited to instructing only on mechanics from the mound. After the pitch is thrown the pitching coach may not instruct any base runner or batter.
- 19.3 PITCHES:**
- 19.3.1 U7 - All batters will get six (6) pitches,
- 19.3.2 U8 - Each at bat will consist of three (3) strikes or six (6) pitches.
- 19.3.3 For both U7 & U8 batter cannot strike out on foul ball. If batter fouls off pitch #6 then gets another pitch (continuous foul balls).
- 19.3.4 Intentional walks are NOT allowed.
- 19.4 Coach Pitch players are not allowed to throw the ball "around the horn" after a defensive out is recorded.
- 19.5 If an adult is standing behind the catcher to help retrieve balls and to speed the flow of the game then that person is not allowed to interfere with the game, instruct players, or position fielders. A warning will be issued by the umpire for the first offense. Subsequent violations will result in no assistance from an adult standing behind the catcher.
- 19.6 10 players will play in the field per inning and all players on the team will bat. Outfielders must be positioned 10ft from the infield dirt if played on a field with a grass infield, or a reasonable distance from the infield dirt if played on a field with an all dirt infield. The defensive pitcher must have 1 foot inside the pitching circle or if no circle is on the field the pitcher must be within 10 feet of the pitching rubber.
- 19.7 Each player must have played 1 position in the outfield (RF, RC, LC, or LF) and 1 position in the infield (P, C, 1B, 2B, SS or 3B) by the end of the 3rd inning.**
- 19.8 Two defensive coaches will be allowed in foul territory along the foul line in the outfield, to help direct and coach their defensive players.
- 19.9 Courtesy runners will not be allowed except in case of injury or illness. The courtesy runner shall be the player who made the last out.
- 19.10 There will be NO ten foot arc at home plate. Once the ball is hit, it is a live ball. The ball must be hit and no bunting is allowed. The umpire will use judgment if the ball is hit or bunted. A ball ruled as bunted will be considered a foul ball.
- 19.11 Tight base rule is in effect. A base runner shall remain in contact with the base until the ball is hit. PENALTY: Runner is called out, ball is live.
- 19.12 Rules Specific for U7 Coach Pitch:**
- 19.12.1 Any overthrow of a play at a base or from the player to player, there is a maximum of one base advancement for any base runner. The base advancement is not required, the defensive team could still get the out, but the runner could only advance maximum one base. If the runner gets the base safely the ball is dead and play ends. Example: there is no additional bases for additional overthrows.
- 19.12.2 Time will be called to end a play when the ball is controlled by an infielder (not when an infielder is standing in the infield with the ball holding his arms up). The umpire calls time, the fielder holding arms up does not end play. When time is called, if the lead runners are 1/3 of the way to the next base or less the runner goes back to the previous base, if the lead runner in more than 1/3 of the way to the next base the runner is advanced to the next base.

ARTICLE 20 – U10, U12 and U14 Kid Pitch Rules

- 20.1 This is a Youth Baseball Recreational Kid Pitch league. This is the next step for our youth baseball players, where they learn new skills such as pitching and base stealing.
- 20.2 Stealing Bases:**
- 20.2.1 The U10 Kid Pitch League will play "modified tight" bases during regular season play. There will be a hash mark on the infield grass, approximately 10 feet from the base. Base runners may not extend their lead beyond this



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hash mark. They may attempt to steal only when the ball crosses home plate. This rule has been created to take pressure off of pitchers and give catchers an opportunity to make a play on the advancing base runner.

20.2.2 U12 and U14: Base runners may steal anytime during live play.

20.3 DROPPED THIRD STRIKE:

20.3.1 U10: Batters will be called out and may not advance to first on a dropped third strike by the catcher.

20.3.2 U12 and U14: Batters may attempt to advance to first base in the event of a dropped third strike and first base is not occupied.

20.4 INFIELD FLY RULE

20.4.1 U10: The infield fly rule is not in effect.

20.4.2 U12 and U14: The infield fly rule is in effect.

20.5 BALKS: Each team will receive a maximum of one warning per game prior to a balk being called. Umpires at their discretion may allow minor infractions (i.e. moving the shoulder while looking at the bases or not coming to a complete stop while in the stretch).

20.6 PLAYING TIME AND AT-BATS: During regular season play, all players must bat whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine. If the player returns to the game, they must be placed back in their original batting position. Players which arrive at the game after play has started may be added to the line-up only with the opposing coach's and umpire's approval.

20.7 SUBSTITUTION: During the regular season, free substitutions are allowed except for the pitcher. When a player is pitching, and is removed as a pitcher, he may not return to pitching during the game, but may play any other defensive position.

20.8 Courtesy runners will only be allowed in the case of injury or illness. The courtesy runner used shall be the player who made the last out.

20.9 Players are not allowed to pass the ball "around the horn" after a defensive out is recorded.

ARTICLE 21 – U10, U12 and U14 Kid Pitching Rules

21.1 U10 PITCHING RULES:

21.1.1 All pitchers will be allowed to pitch a maximum 120 pitches in a calendar week. A calendar week is from 12:01a.m. Monday through 12 midnight the following Sunday.

21.1.2 Not to exceed 60 pitches in a single game. If pitching 60 in a single game the pitcher is allowed to finish the batter without penalty.

21.1.3 A pitcher may pitch consecutive days as long as he does not exceed (30) pitches in the first game and (60) pitches in the second game over a 2 day period for a maximum total of 90 pitches in 2 consecutive days.

21.1.4 Formula: 60 – Max pitches in a day, 2 days – Max number of consecutive days (If pitching 30 or less in the first game – 90 Max pitches over 2 consecutive days), 3 days – Max in a week, 120 max pitches in a week.

21.1.5 When pitching in more than one game on the same calendar day, pitchers may pitch in any combination of innings in those games provided they do not exceed 60 pitches in a calendar day.

21.2 U12 and U14 PITCHING RULES:

21.2.1 All pitchers will be allowed to pitch a maximum 180 pitches in a calendar week. A calendar week is from 12:01a.m. Monday through 12 midnight the following Sunday.

21.2.2 Not to exceed 70 pitches in a single game. If pitching 70 in a single game the pitcher is allowed to finish the batter without penalty.

21.2.3 A pitcher may pitch consecutive days as long as he does not exceed (40) pitches in the first game and (70) pitches in the second game over a 2 day period for a maximum total of 110 pitches in 2 consecutive days.



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- 21.2.4 Formula: 70 – Max pitches in a day, 2 days – Max number of consecutive days (If pitching 40 or less in the first game – 110 Max pitches over 2 consecutive days), 3 days – Max in a week, 180 max pitches in a week.
- 21.2.5 When pitching in more than one game on the same calendar day, pitchers may pitch in any combination of innings in those games provided they do not exceed 70 pitches in a calendar day.
- 21.3 If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with at least twelve warm up pitches.
- 21.4 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.
- 21.5 **Rest Rule (game time to game time):** After a player has pitched the maximum pitches in a calendar day for his age group there is a mandatory 24 hour rest period before the player can take the mound again.
- 21.6 Enforcement of pitch count rule:**
- 21.6.1 The opposing coach or scorekeeper will be responsible for tracking pitch counts. The following applies and consists of legal pitches:
- 21.6.2 Batted balls in fair play ARE considered a legal pitch and counted toward the maximum
- 21.6.3 Foul tips ARE considered a legal pitch and counted toward the maximum
- 21.6.4 Warm ups are NOT counted toward pitching maximum
- 21.6.5 Upon completion of the game a pitch track card will be signed by both Managers and turned in to the league commissioner or concession stand. All pitch results will be posted after game play.
- 21.7 Penalty for not adhering to the pitch count rule:**
- 21.7.1 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
- 21.7.2 2nd offense – coach is suspended for one (1) game and the player is not eligible to pitch in that game
- 21.7.3 3rd offense – coach and team are removed from post season eligibility.
- 21.7.4 Post Season Penalty – if a coach is caught breaking the rule the team will be removed from the tournament and the coach will be suspended for 1 season.
- 21.7.5 Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.

ARTICLE 22 – TCRYBA Draft Rules for U7-U14

- 22.1 Each coach freezes his son and his assistant coach's son. In the event the coach does not have an assistant, his team will be awarded an additional pick after the end of the second round (if multiple coaches do not have assistants, draw for selection order. 2 player freeze rule prevents stacking.
- 22.2 In the event there are not enough head coaches to fill the league on draft day, no coach can freeze an assistant coach. This rule is meant to provide as many coaches for as many players as possible.
- 22.3 If a coach or his assistant has multiple kids in the league, the coach is allowed to freeze the 3rd child if the team forfeits their 2nd round pick for an upper age child and a 3rd round pick for a younger age child (example: if a coach had 2 10yr olds twins and an assistant coach, he would forfeit a 2nd round pick. if he had a 10yr old and a 9yr old, he would forfeit a 3rd rounder because of the 9yr old). This seldom happens. Coach with no assistant and two frozen sons does not get or forfeit any picks. Assistant Coach Rule prohibits manipulation of draft.
- 22.4 Coaches review players at "coach look" tryout. Players that do NOT attend the coach look are put into a hat for selection and can't be selected by name. Hat rule prohibits hiding players from other coaches.
- 22.5 Draft order is drawn. Each coach selects in the inverse order every even round (1-2-3-4, 4-3-2-1 in a 4 team draft). Coaches draft named players or elect to pull from the hat of players that did not tryout. Draft continues until all named players are drafted and all hat pulls have been selected. Hat rule prohibits manipulation of draft.
- 22.6 A family may request brothers to play on the same team. If this is the case, the coach that takes the first brother forfeits his next pick as it is automatically used to take the second brother. There are no "friend" or carpool or cousin pairings recognized by the league. Any unusual pairings of children would require commissioner approval



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prior to the draft and discussed with the coaches. This would be an extreme exception (child living with another family for example). In all cases, it is in everyone's best interest to create evenly balanced teams (coaches, players and parents). All exception commissioner rulings should error on the conservative side and have parity in mind.

22.7 Players with special requests should document them prior to draft. These include conflicts a player has with a particular coach. These special cases should be identified to all the coaches prior to the draft. In TCRYBA, we don't allow a conflict coach to draft that child if there are more than 2 teams drafting.

22.8 **Post Draft Roster Rules:**

22.8.1 As post draft late signups are collected, any teams that are short player roster spaces are put into a hat. Whichever team is drawn is where that player is assigned. If all teams have the same roster size all teams are put in the hat for selection. To determine if a team has available roster spots, they compare their roster size vs the team with the largest roster (example: if some teams have 12 players and some have 11 players, the teams with 11 players have roster spots). In the event a team is short multiple roster spots (such as if a player on a roster moved away, dropped out, etc.) the commissioner has the discretion to take the late signup and apply it to the team that is short. The commissioner should do this when a team's roster size gets to be a low number. The hat selection of late players prevents coaches who have the next pick from recruiting players to their team.

22.8.2 Trades can occur at the draft only. ALL trades must be approved by the commissioner. All trade rulings are approved by the commissioner and he/she should error on the conservative side and have parity in mind. No trades occur after the draft.

ARTICLE 23 – TCRYBA Rec Playoff Rules

23.1 Playoff seeds based on 1) best record, if tied 2) head to head match ups, if tied 3) most runs for, if tied 4) least runs against, if tied 5) coin flip.

23.2 Lower seeded team is the home team throughout the playoffs. The home team in the championship game will be the team from the winner's bracket, regardless of seed. If there is an "If necessary" game home team will be determined by a coin flip.

23.3 Tied games at the end of regulation will play "California Tie Breaker" rules.

ARTICLE 24 – TCRYBA All-Star Process

24.1 **Mission Statement:** The TCRYBA All-Star teams should represent the top level recreation Baseball players in the league for that age group (6U-14U). These All-Star teams will represent TCRYBA at all tournaments they participate in and should represent the league in a professional manner. The selection process to build the teams shall consist of reviewing the best possible coaches and players to represent the league.

24.2 TCRYBA to provide Team Equipment bag to teams if needed (ones used during rec season)

24.3 TCRYBA to provide Insurance

24.4 TCRYBA to provide practice field space

24.5 All-Star teams will be allowed to play in the TCR All-Star tournament at a reduced price to be determined by the Board each year.

24.6 Min 3 tournaments; Max 5 tournaments

24.7 Age groups: 6U, 7U, 8U, 9U, 10U, 12U, 14U

24.8 **All Star Commissioner:**

24.8.1 An All Star Commissioner will manage the all-star process with assistance from the appropriate age group commissioners. The All Star Commissioner:

24.8.2 Serves on selection committee

24.8.3 Provides guidance to all age group All Star Coaches

24.8.4 Handles any parent/coach/player issues during the All-Star season

24.8.5 TCRYBA and All Star Commissioner to determine budget for teams with assistance from each All Star Coach. This process will also be managed by the All Star Commissioner.



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24.9 **All Star Coach Selection:**

24.9.1 Prospective All-Star coaches must complete the online Select/Advanced Rec Coach application form at www.tcrbaseball.com, online forms tab

<https://www.leaguelineup.com/formpreview.asp?sid=78024880&url=tcrbaseball&FormID=109414>

24.9.2 All coach applications will be reviewed, and a coach for each age group will be selected per the selection process. All applications must be received by a pre-determined date that will be sent out at the beginning of the Spring Season.

24.10 **All Star Coach Selection Process:**

24.10.1 Mid Spring Season (mid-April) selections are made for coaches

24.10.2 Any Rec coach wanting to be considered for coaching an all-star team to complete an application form.

24.10.3 All applicants from each age group are reviewed by the selection committee. Selection Committee made up of: TCRYBA VP, TCRYBA Secretary, TCRYBA Commissioners (all age groups). If commissioner is also an applicant, he will not vote in his age group. Commissioners (by age group) will review the coaching applications and speak to the committee on each applicant.

24.10.4 After discussion, a vote is held. 2/3 vote is required to be selected.

24.10.5 If an age group doesn't have any applicants, then a request to other applicants who did not get selected for their age group will be asked if interested in applying for a different age group. If so, same process as above will be followed.

24.11 Once Head Coach has been selected, he will be allowed to select an Assistant coach with Approval from the selection committee. Only One assistant coach per team will be selected.

24.12 The Head Coach and Assistant Coach's kids are automatically on the team (One kid (more if brothers involved) per coach allowed to be locked in).

24.13 By naming the coaches mid-season, it will give them an opportunity to pay attention to other team's players and look for top all-star level players.

24.14 **All Star Player Selection:**

24.14.1 Once Coaches have been selected, each age groups commissioner along with the coaches from those age groups shall meet. In this meeting, each coach must recommend 2-5 players from his team to receive an All-Star invitation to try out. Coaches need to build and present a strong case for their recommendation.

24.14.2 Each Rec Head Coach will nominate a minimum of 2 players (maximum of 5 players) from his team, to receive a try-out invitation for the All-Star team this summer. Since there is an additional fee (\$150 to \$250) associated with All-Stars, and a time commitment for tournaments, please ensure parents of nominated players are aware of the requirements. All nominated players must attend a try-out, date to be determined.

24.14.3 All player nominations must be received by a pre-determined date that will be sent out at the beginning of the Spring Season.

24.15 **Try-outs:**

24.15.1 Each age group will hold a try out process for the nominated players.

24.15.2 These try outs need to be held prior to the start of the post season rec play.

24.15.3 The All-Star Coach along with 2 board members will run and score the try out process.

24.15.4 Board Members that are familiar with that age group should be selected, i.e. commissioner or other members associated with that age group.

24.15.5 A standardized scoring process and sheet will be used across all age groups.

24.15.6 Selection of the team will be determined by the coaches along with the board members based upon their ratings and evaluations.

24.15.7 Head Coach will receive 2 votes, and each board member will receive 1 vote.

24.15.8 Top rated players will be selected by numerical rating. No deviation from ranking. If a tie exists toward the bottom of the rankings (#12 and #13 tied score), then the coach will decide which player makes the final spot. Max players allowed on a team: 6U – 8U - 13 players, 9U – 14U - 12 players



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24.15.9 Commissioner for each age group will notify players who made the team as well as place the team on the TCRYBA website.

ARTICLE 25 – TCRYBA Advanced Rec Process

- 25.1 **Mission Statement:** The TCRYBA Advanced Rec teams should represent the top level recreation Baseball players in the league for that age group (6U-14U). These Advanced Rec teams will represent TCRYBA at all games & tournaments they participate in and should represent the league in a professional manner. The selection process to build the teams shall consist of reviewing the best possible coaches and players to represent the league.
- 25.2 TCRYBA will take a more active role, both financially and structurally
- 25.3 TCRYBA to require standard uniforms for Advanced Rec teams. Same jersey with logo and hats for all age groups.
- 25.4 Provide Team Equipment bag to teams if needed.
- 25.5 Provide Insurance.
- 25.6 Provide practice field space.
- 25.7 **Coach Selection Process:**
- 25.7.1 Any coach wanting to be considered for coaching an Advanced Rec team to complete an application form (use same form as select coaches).
<https://www.leaguelineup.com/formpreview.asp?sid=78024880&url=tcrbaseball&FormID=109414>
- 25.7.2 All applicants from each age group is reviewed by the selection committee.
- 25.7.3 Selection Committee made up of: TCRYBA VP, TCRYBA Secretary, TCRYBA Commissioners (all age groups). If commissioner is also an applicant, he will not vote in his age group.
- 25.7.4 Commissioners (by age group) will review the coaching applications and speak to the committee on each applicant.
- 25.7.5 After discussion, a vote is held. 2/3 vote is required to be selected.
- 25.7.6 If an age group doesn't have any applicants, then a request to other applicants who did not get selected for their age group will be asked if interested in applying for a different age group. If so, same process as above will be followed.
- 25.7.7 Once Head Coach has been selected, he will be allowed to select One Assistant coach based on the below with Approval from the selection committee: Age group 6U – 14U - 1 Assistant Coach
- 25.8 **Try-outs:**
- 25.8.1 Each age group will hold a try out process for the interested players.
- 25.8.2 These try outs need to be held prior to the start of the rec play.
- 25.8.3 The Advanced Rec Coach along with 2 board members will run and score the try out process.
- 25.8.4 Board Members that are familiar with that age group should be selected, i.e. commissioner or other members associated with that age group.
- 25.8.5 A standardized scoring process and scoring sheet will be used across all age groups.
- 25.8.6 Selection of the team will be determined by the coaches along with the board members based upon their ratings and evaluations.
- 25.8.7 Head Coach will receive 2 votes, and each board member will receive 1 vote.
- 25.8.8 Top rated players will be selected by numerical rating. No deviation from ranking.
- 25.8.9 If a tie exists toward the bottom of the rankings (#12 and #13 tied score), then the coach will decide which player makes the final spot. Max players allowed on a team: 6U – 8U 13 players 9U – 14U 12 players
- 25.8.10 Commissioner for each age group will notify players who made the team.