

2018 SAYB Little League Wide Rules

1. A team must have eight (8) players no later than ten minutes after the official game start time. See section on forfeits and make-ups if a team cannot field eight (8) players by that time.
2. Home team manager will be responsible for determining before the game begins, if the game will be played. Once the game begins, the umpire is responsible for postponing the game due to inclement weather, darkness, or for any other unsafe condition as determined by the umpire.
3. A regulation game consists of six (6) innings unless shortened because the umpire has called the game due to weather or darkness. A game will be considered complete if the home team is leading and three and one half innings or more have been played or the home team is trailing and four or more innings have been played.
4. No new inning shall be started after 8:15 until June 1, 2018. Starting June 1, 2018 date no inning shall begin after 8:30 p.m.
5. The home team shall provide a new baseball; visitors shall provide a good back-up baseball. National and American League, visitors shall provide a new back-up ball.
6. Any player ejected from a game must remain in the dugout area until the game is over.
7. Bat throwing (accidental), the player will be given a warning. The second incident will result in the player being called out and the player will not bat for the rest of the game. The player will be allowed to play on defense.
8. Players are required to wear their entire uniform, **including hat**, while playing a game. Jackets may be worn by players except the pitcher if the weather is inclement.
9. Unless coaching 1st or 3rd base while their team is batting, coaches must remain in the dugout except when time is called or warming up a pitcher.
10. Player base coaches are required to wear batting helmets.
11. A game may only be played on an established baseball field. If the coaches decide to move the game to the outfield, the umpire is not required to officiate the game.
12. Batting lineups are to be “round robin” batting lineups. All players will bat when their turn comes up in the batting order whether or not they played a defensive position during the previous half inning. If a player starts the game in the batting lineup but is not available to bat when his/her turn comes up in the batting order, skipping this player in the batting order will not be counted as an out. If a player comes to a game in the middle of the game, their name will be placed last on the batting lineup.
13. A catcher may only catch three (3) innings in a game or no more than 9 outs. For catching, an inning is three consecutive outs. One out is 1/3 of an inning, etc.
14. Runners may not leave their base until a pitched ball crosses home plate.
15. Players must **SLIDE OR AVOID CONTACT** when approaching home plate, 3rd base or 2nd base on all close plays. Rule interpretation in accordance with National LL Rule book.
16. Head first slides are not allowed unless going back to a base after advancing past it. If this occurs, the runner will be called out.

17. No player is allowed to swing a bat anyplace, including while on deck waiting to bat, other than the batter's box. This includes the North Oaks field at South Point.
18. Games tied after 6 innings will end in a tie.
19. Coaches of each team will meet after the 4th inning to make sure all playing requirements have been met (by league designation). If requirements have not been met, then the plan for the 5th and 6th inning to meet the requirements.
20. If no adult umpire (18 years of age) is at the game, an adult Game Coordinator will be assigned to the game. The Game Coordinator will be the same person as the home team scorekeeper. The Game Coordinator can't be a coach of either team. The Game Coordinator duties are:
 - Be at the game at all time
 - Be included in pre-game meeting
 - Have authority to disqualify any player, coach or parent for unsportsmanlike conduct or language or rules violation
 - Have final decision as to weather & playing field conditions, with consultation of both coaches
 - Coordinate any rules questions. If any rules questions (this does not include any umpire judgment calls), will coordinate get a hold of one of the following for rules questions, in this order: League Director, Gavin Burnham, Brian Flanagan
21. Players may not wear any type of jewelry on the body. Medical alert bracelets are permissible
22. Illegal bat use penalties:
 - Coach of defense may decline penalty (player is out) and accept play. Election must be made immediately at the end of the play
 - First violation, offensive team will lose 1 eligible base coach for the duration of the game
 - Second violation, coach of the team ejected from game
23. Third strike not caught by catcher, batter may advance to first base if not occupied. If 2 outs, first base can be occupied and batter may advance. (This rule is for NL and AL only)
24. Intentional walks-defensive team may elect to intentionally walk a batter by announcing to the umpire, no pitches are thrown and runner advanced to 1st base. 4 pitches will be added to the pitch count
25. One foot in batters box-after entering the batter box, the batter must remain in the box with at least one foot throughout the bat unless: a) swing, check swing; b) forced out by wild pitch; c) attempts drag bunt; d) catcher does not catch ball; e) a play has been attempted; f) time called; g) pitcher leaves mound or catcher leaves box; h) three ball count pitch count that is a strike and batter thinks it is a ball
26. Other league specific rules may apply

Pitching rules-continued page 3

For Player pitching leagues

27. For 11 and 12 year olds, no more than 85 pitches are allowed per game. Once 85 pitches are reached, the pitcher is allowed to complete the current batter's at bat, but then must be replaced.
28. For 9 and 10 year olds, the maximum number of pitches is 75, and then no more than 3 innings may be pitched. If a player is 8 years old and in the Junior Minors, the maximum number of pitches is 50, and then no more than 3 innings.
29. Pitchers are required to have days rest as follows:
 - If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed
 - If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required

Note: for above pitch count, the pitcher is allowed to complete the current batter and not be moved to the next "days of rest" level. Example: Starts batter X with 18 pitches, completes batter X with 24 pitches, no day of rest is required and this is entered as 20 pitches in SAYB pitch count.
30. A pitcher may not pitch in both games of a double header.
31. A player once removed, as a pitcher, may not pitch again in the same game.
32. A player who delivers 41 or more pitches in a game can not play the position of catcher for the remainder of that day.
33. Curve balls are allowed at NL and AL levels only.
34. A player may not pitch in 3 consecutive calendar days.
35. Coach-Pitcher trip limits: A) after the 2nd trip to the mound in the same inning & the same pitcher, a pitching change must be made; B) after the 3rd trip to the mound during the game, with the same player pitching, a pitching change must be made.