



SHARPSBURG YOUTH BASEBALL

PARK RULES

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All rules not specifically covered in the SYB rules stated below will revert to NFHS rules.

SECTION I PLAYER PARTICIPATION

A. REQUIREMENTS

1. A continuous batting order (all players bat), and unlimited fielding substitutions will be used for all age groups. This rule does not pertain to pitching or base running.
 - a. If a player is ejected, an out will be called each time their at bat occurs, for the remainder of that game.
 - b. Players ejected from a game will be suspended for the team's next game.
 - c. If a player is removed from a game due to injury or illness, the opposing team's manager should be notified, and the player's remaining at bats will not be called out.
2. Every Player Sits One Full Inning: Every player on the roster must sit out one complete inning (three outs) before any player can sit a second time. No player may sit out two consecutive innings.
3. Starting Pitchers and Sitting: A player starting the game as a pitcher is exempt from the mandatory sitting rule while actively pitching. However, if that player has not yet completed their mandatory full inning of sitting and is then removed from the game, they must sit on the bench for one full inning (three outs) to satisfy this rule. This must be completed before they can re-enter the game in any other position.
4. Substitutions During a Mandatory Sit: A player who is serving their mandatory one-full-inning sit should not re-enter the game as a substitute. If a player is used in this way, their time on the bench for that inning is nullified. They must return to the bench and complete a fresh, full inning (three outs) of sitting to meet the rule's requirement before any other player can sit for a second time.
5. Player Starting Rotation: To ensure fairness in starting lineups, no player may sit at the beginning of two consecutive games.
6. Incomplete Games: If the home team wins in the bottom of the last inning, all players will be credited with a full inning of play.
7. Exceptions to the Rules: Any exceptions to these rules—such as those due to injury, illness, or disciplinary issues—must be discussed with the opposing coach before the game begins. This ensures transparency and helps prevent any misunderstandings.
8. **Failure to meet Player Participation requirements in a game shall be cause for forfeit, and a win awarded to the opposing team.**

SECTION II PLAYER REQUIREMENTS

A. MINIMUM NUMBER OF PLAYERS

In 8U and above a team may start and continue to play the game in its entirety, with only eight (8) players. If additional players arrive after the start of the game, they shall be placed at the bottom of the batting order. **If a ninth player does not participate, an out shall be called each time that slot is due to bat.**

NOTE: This rule does not apply to 6U. Teams can have less than 8 players to play ball with no outs called for less than 8 players.

Additional players on that team may enter the game at any time after the game has started. These players shall be placed at the bottom of the batting order, and the ninth batter is no longer an automatic out.

B. RECRUITING PLAYERS FOR SINGLE GAME PARTICIPATION FOR ALL DIVISIONS

1. All recruited players must be registered with the league and listed on a current SYB roster.
2. All recruited players must wear uniforms issued by Sharpsburg Youth Baseball.
3. Recruited player(s) may only play an outfield position.
4. Recruited player(s) must bat last in order after all available players from the recruiting team have had their turn at bat.
5. All recruited players shall not cause a player(s) to be removed from the team so that a better player may be recruited.
6. Will be removed from the game if a 9th player arrives after the game start.
7. AL teams may only recruit
 - a. Players rostered to other AL teams in the same age group
 - b. Players rostered to a non-travel SYB team in the next youngest age group
8. NL teams may only recruit players rostered to any non-travel SYB team (AL or NL) in the same age group
9. SYB Travel division teams may only recruit
 - a. Players rostered to any SYB travel team in the same age group
 - b. Players rostered to NL teams in the same age group

NOTE: SYB single game recruiting rules apply only to SYB-sanctioned regular and post-season games and not to travel tournaments organized by non-SYB entities even if SYB hosts such tournaments at Andrew Bailey Park.

C. DIVISION REQUIREMENTS

1. 6U-TBALL Divisions

When a team in **6U TBall** is only able to field a team with eight (8) or less players for any game, a manager may recruit two (2) players registered on another SYB Roster.

- a. Teams may recruit players to reach the max number of ten (10) players.
- b. Teams may play an official game with less than an eight (8) player line-up. If a team plays with less than an eight (8) player line-up, an out shall NOT be declared for any position in the batting line-up due to a player not being there.
- c. Teams in 6U division may only recruit players as noted in Section II, B, 7-9.
- d. Teams can play with less than 8.

2. 8U Division

When a team in **8U** is unable to field a full team, a manager may recruit players as necessary from another SYB Roster.

- a. Teams must start with at least seven (7) players from their original roster.
- b. Teams may recruit players to reach the max number of ten (10) players.

- c. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.
- d. Teams in 8U may only recruit players as noted in Section II, B, 7-9.
- e. Catchers may not wear a two-piece style catcher's mask.

3. 10U American Division

When a team in 10U is unable to field a full team, a manager may recruit players from another SYB roster.

- a. Teams must start with at least seven (7) players from their original roster.
- b. Teams may recruit 2 players to reach the max number of nine (9) players.
- c. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.
- d. Teams in 10U may only recruit players as noted in Section II, B, 7-9
- e. Players can steal bases in 10U American, but only after a pitched ball crosses the plate or contacts the ground.
- f. Catchers may not wear two-piece style catcher's mask.

4. 10U National, 12U, 14U and 18U Divisions

When a team in 10U National, 12U, 14U or 18U is unable to field a full team, a manager may recruit players as necessary from another SYB roster.

- a. Teams must start with at least seven (7) players from their original roster.
- b. Teams may recruit 2 players to reach the max number of nine (9) players.
- c. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.
- d. Teams may only recruit players as noted in Section II, B, 7-9.
- e. Teams may not recruit players from an Older Division even if player meets division age requirements.
- f. Catchers in 12U and below age groups may not wear a two-piece style catcher's mask.
- g. Catchers in 14U and up may wear a two-piece style catcher mask as long as it has a proper throat guard attached to it.

SECTION III - GAME TIME / RAIN SHORTENED COMPLETE GAME / MAXIMUM RUNS ALLOWED/INNINGS and MAXIMUM INNINGS ALLOWED

A. GAME TIME /INNING LIMITS

1. All games will be played with “No New Inning” time limit or Inning Limit.
2. A new inning must start if time limit has not expired.
3. In the event the Visiting Team or the Home Team is leading by a number greater than the maximum number of runs allowable per inning when time expires, the game will be concluded. If the time expires during a player’s at bat the player will be allowed to complete their at bat.
4. All games will start as close to the designated start time as possible.
5. A 15-minute grace period will be granted before the 1st game of the day if necessary for players to arrive.

Chart 3. A

	NO NEW INNINGS	RAIN SHORTENED COMPLETE GAME	MAXIMUM RUNS Allowed/ INNINGS	MAX INNINGS
4U T-BALL	1 Hour	35 Min	All Batters	2 Innings
6U T-BALL	1 Hour	35 Min	5 Runs (9 Batters Max)	5 Innings
8U DIVISION	1 Hour 15 Min	45 Min	5 Runs	5 Innings
10U DIVISION	1 Hour 15 Min	45 Min	5 Runs	6 Innings
12U DIVISION	1 Hour 30 Min	50 Min	6 Runs	6 Innings
14U DIVISION	1 Hour 45 Min	60 Min	7 Runs	7 Innings
18U DIVISION	1 Hour 45 Min	60 Min	7 Runs	7 Innings

For 10U, 12U, 14U and 18U Divisions, the Maximum Run Limit shall not apply after the completion of five (5) innings. Three (3) outs will end the half of inning.

B. RAIN SHORTENED COMPLETE GAME

Sometimes, due to inclement weather, games may be rained out or suspended once play has begun. Once a scheduled game reaches the time limit above it will be considered a complete game. The **Rain Shortened Complete Game** time limit is determined by the same time frame as Major League Baseball (5 innings = 55%).

If a rain shortened game cannot be restarted and the **Rain Shortened Complete Game** time has elapsed, the final score will be determined by the home team's last completed at bat. If the home team does not need its half of the last inning played or a fraction thereof to take the lead, this will constitute a complete inning. Games that are rained out prior to the complete game time limit will be replayed in their entirety.

C. SYB INCLEMENT WEATHER POLICY

SYB INCLEMENT WEATHER POLICY will apply to all SYB Practices, Scheduled Games or Tournaments

The cold weather policy is fairly straight forward: If the “feels like temperature” is below 40 degrees during any game play or practice times we will not permit players on

the fields. SYB will make every effort to make decisions related to this policy as far in

advance as possible on game days & for practice times.

Umpires, Coaches and League Officials shall monitor for the signs indicating that thunderstorms are developing. Since the average distance between successive lightning flashes is two to three miles, **ANYTIME** that lightning can be seen or thunder is heard, the risk is already present.

If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters.

D. Thirty-minute rule

Games or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area during this time. This significantly reduces the risk of local lightning flashes in your area.

All subsequent lightning or thunder after the beginning of the **Thirty-minute rule** shall reset the clock, and another count shall begin.

E. Resuming a suspended game

In the event the suspended game can resumes, the total game time may not exceed allotted game time plus 10 minutes.

*Example: If a 12U Game 1 starts at 5:45 pm and suspended at 6:00 pm for lightening. Teams must remain off the fields for 30 minutes. Game will resume at 6:30 at which time the game will continue to the end of the allotted time plus 10 minutes. At that point, the game will be considered complete if all criteria in **RAIN SHORTEN COMPLETE GAME** have been met!*

F. Tie Games

1. In the event a regular season game is tied after the time limit has expired, the game will be considered a tie, and the following point system will be awarded:
 - Win: 2 points
 - Tie: 1 point
 - Loss: 0 points
2. If the regular season ends in a tie in any division, the following tie breaker method will be used:
 1. Total Points
 2. Head-to-Head Matchup
 3. Average Run Differential
 4. Coin Toss
3. SYB will use Average Run Differential as a tie breaker to determine regular season champions. However, SYB will set the Max Run Differential per game at 10 runs so not to encourage more dominant teams from running up the score on weaker opponents. The winning team gains no advantage by running up the lead to more than 10 runs per game.

This process will also be used if required for seeding in post season tournaments.

Definitions

Max Run Differential: The max run differential allowable for tie breaker purposes is 10 runs per game.

Total Run Differential: The total number of runs scored by a team in all games with a **Max Run Differential**, minus the total number of runs scored by the team's opponent in all games.

Average Run Differential: The **Total Run Differential** divided by the number of games played. The higher the number, the better.

This process will also be used if required for seeding in post season tournaments.

4. Extra Innings - Tie Breaker for Playoff games.

Tie breaker innings start at the top of the next inning **after which time expires.**

- All Extra innings will be played with no max runs allowed per inning.
- Texas Tie Breaker, last 3 hitters on base with 1 out.
- The base runners will be placed as follows:
 - Last hitter from previous inning @ 1st Base
 - Hitter before them in the lineup @ 2nd Base
 - Hitter before that in the lineup @ 3rd Base
 - The hitting team will start the inning with one out.
 - Play continues until one team is ahead at the end of an inning.
- Tie breaker innings start at the top of the next inning **after which time expires.**

SECTION IV Pitching Rules

1. PITCHING DEFINITIONS

USA Baseball and MLB have teamed up to help young players reduce arm injuries by providing a comprehensive resource for safe pitching practices. Baseball is a safe game to play at all ages, but research has shown that pitching too much — particularly at a young age — can increase a pitcher's risk of injury. SYB will now follow these pitching guidelines.

SYB has established these rules to ensure that our players must follow the guidelines while playing in our league. Ultimately, it is the responsibility of the parent and the athlete to ensure that the player follows the guidelines for their age group over the course of a year — given that they will oftentimes play in multiple leagues with different affiliations covering different times of the year.

AGE Group	DAILY MAX	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
8U (If applicable)	35	1-20	21-35	N/A	N/A	N/A
10U	75	1-20	21-35	36-50	51-65	66+
12U	85	1-20	21-35	36-50	51-65	66+
14U	95	1-20	21-35	36-50	51-65	66+
18U	95	1-30	31-45	46-60	61-75	76+

NOTE: When a pitcher “appears” on two (2) consecutive days as a pitcher, they may not pitch on the third consecutive day and two (2) calendar days of rest is required.

A Pitcher in 8U who throws 21-35 pitches on a given day may not throw more than 20 pitches over the next two days.

A pitcher shall be allowed to finish the batter when the pitch count limit is reached during an at bat but shall be replaced immediately when the at bat ends.

NOTE: The end of the day for the purpose of this rule shall be the time of day or night when the ballpark is shut down and the teams go home for the night break.

2. INELIGIBLE PITCHER & PENALTY

Use of an ineligible pitcher, if challenged by any manager in that age group, will result in forfeiture of that game. This challenge must be upheld by an official score book with the total number of pitches pitched having been designated.

However, **when a pitcher throws one (1) pitch to a batter beyond the pitching limitation**, he is guilty of a violation and penalty shall be forfeiture of the game provided each team has been officially notified of the pitching records of each pitcher, prior to the start of the game. Teams are encouraged to keep accurate scorebooks to substantiate this infraction.

NOTE: If either team determines a pitcher to be at the allowable pitching limit during warm up pitches and no “next” pitch has been legally made to a subsequent batter that pitcher can be replaced without penalty

3. INTENTIONAL WALK

Defensive teams will be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter’s award of first base. Once the award is granted, *four pitches will be added to the defensive pitcher’s official pitch count.*

4. STARTING AND RELIEF PITCHING

1. Any pitcher who is removed from the mound (either between innings or on visit #1 in an inning), may return to the mound as a pitcher later in that game; player’s pitch count will resume from their last pitch. The player may return as a pitcher only once per game. Two visits in the same inning means a pitcher is removed as a pitcher for the rest of the game.
2. During regular season play, the pitcher may be positioned in a fielding position or return to the bench. In either case, the pitcher is still eligible to return to the pitching position.
3. A pitcher removed from the pitching position twice in the same game, may not return to pitch for the remainder of the game.
4. A relief pitcher must pitch to at least one batter unless an injury occurs.
5. If a pitcher is determined to be at the allowable pitching limit during warm up pitches and no “next” pitch has been legally made to a subsequent batter that pitcher can be replaced without penalty.

Pitching Distances measured from the front of the pitcher rubber to the back of the plate.

	FIELD NUMBER	PITCHER MOUND	PITCHER MOUND
4U Pre TBall	Field 9	25 feet	30 feet
6U T-Ball	Field 7 or Field 8	35 feet	35 feet
8U Division	Field 3 or Field 5	40 feet	40 feet
10U Division	Field 2 or Field 4	46 feet	46 feet
12U Division	Field 4 or Field 6	50 feet	50 feet
14U Division	Field 1	60 feet, 6 inches	60 feet, 6 inches
18U Division	Field 1	60 feet, 6 inches	60 feet, 6 inches

SECTION V Unique Park Rules

- A. Player safety must always come first during the game. If, in the opinion of the umpire, intentional contact is made to a batted ball by an offensive coach to protect a defensive player that contact **shall not** result in an out being called or a warning being given. The play shall start over and be replayed with no advancement of runners.

B. SCORE BOOKS AND PITCHING CHARTS

1. It is the responsibility of the Manager and Coaches to maintain a score book for their team ages starting in 8U and above (this can be paper or electronic).
2. At the completion of each game the manager, coach or team representative will be required to sign the pitching charts to verify score, pitchers used and total number of pitches by each pitcher. Additionally, the umpire will place the score card in the concession stand at the completion of the game. This card signed by both teams and will be the official score of the game.

C. SCORE CARDS

1. SYB Scorecards will be used to record game information for all games except pre-t-ball.
2. Umpires will record game date, start time, team name, mound visits and game score.
3. Umpires will be responsible for recording the player #, pitcher's name obtained from coach and total number of official pitches.

NOTE: An Official Pitch that will be registered against a pitcher's total will be determined by the field umpire, and in accordance with any ball that is thrown to a batter during play. Strikes, fouls, Balls, Intentional Walks, and all balls put into fair play. Warm Up pitches in between the innings and pick off plays do not count against the pitcher's total.

4. All umpires and team manager /coaches must sign score card at the conclusion of the game.

Note:

- a. Blank score cards will be kept in all concessions stands.
- b. Score cards for Field 1 and Field 2 will be returned to Front Lower concession stand by the umpire.
- c. Score cards for Field 3-5 will be returned to Front Upper concession by the umpire.
- d. Score cards for Field 6-8 will be returned to Front Upper concession by the umpire.
- e. In the event a game is played at county park other than Andrew Bailey Park, the umpire will be responsible for returning the card to the appropriate concession stand within 48 hours.
- f. Managers may request to review opposing teams pitching chart prior to the game start for pitcher's eligibility. Requests must be made to the league at sharpsburgbaseball@gmail.com 24 hours in advance of the scheduled game in question.

g. Home team score book will be considered the official Score Book

D. GAME RESULTS

Home team is responsible for taking a picture of both sides of the scorecard and submitting the game results to sybscores@gmail.com within 48 hours of game conclusion. The winning team is required to update the score in the SportsEngine App after the conclusion of the game. This does not preclude the requirement to send in the scorecard picture.

Please send in the subject line the following information

AGE GROUP DATE Home Team Score Visiting Team Score

Example

12U 3/31/18 Dodgers 6 Astros 11

E. Anti-Collision Rule

During a play at any base, if in the judgment of the umpire, a base runner causes a collision due to his/her failure to slide, the runner is out and subject to ejection due to unsportsmanlike conduct. This is a judgment call and cannot be protested.

There is no must slide rule! There is only an ANTI-COLLISION RULE

F. Thrown Bats or Helmets

A bat or helmet intentionally thrown in anger, or in response to a call, is automatic grounds for ejection.

All batters shall drop their bat after swinging at the ball.

For 6U T-Ball and 8U the following rule applies for all players who unintentionally throws or slings a bat:

- a. One (1) warning per player will be issued before a player is called out for throwing or slinging a bat whether intentional or not.
- b. Three (3) separate instances by a team, during a single game, will result in each subsequent batter, who throws or slings their bat to be called out.
- c. In either instance when an out is called, all runners shall return to their original base.

For 8U and up the following rule applies for all players who unintentionally throws or slings a bat:

- a. After the first time any player unintentionally throws or slings a bat the umpire shall issue a team warning.
- b. After this warning, any team member who throws or slings a bat unintentionally is automatically out. **Unintentionally slinging a bat is not grounds for an ejection.**

G. COACH/BASE RUNNER CONTACT

- a. If a base coach physically touches to assist a base runner while the ball is in play:
 - The umpire shall call a “DEAD BALL.”
 - The assisted runner will be called out.
 - All other base runners returned to their last base touched prior to contact.
- b. Placement of base runners will be solely the judgment of the umpire(s) and is not subject to protest.
 - On the first contact with a base runner, the assisted runner will be called out, the coach, who assisted will be given a warning, and with the next infraction will result in the said coach being replaced.

H. SWINGING AT A PITCH DURING STEAL OF HOME

During a “squeeze play” or “stealing of home,” if the batter takes a full swing (swinging motion which would be called a strike), the advancing runner on third base is automatically called out. This out call applies regardless of whether a “coaching sign” was missed.

Instances where a runner would not be called out would be when:

- The batter does not swing at all.
- The batter bunts or fakes a bunt.
- The batter attempts a bunt and misses.
- The base runner is faking a steal to home.
*Runners over **half the distance between third and home** will be considered to be advancing runners and not faking a steal.*

When this situation occurs, a “dead ball, no pitch” will be called, and the runner called out. The batter will resume the count prior to the occurrence, even if ball was put into play (hit).

This rule will be based solely on the judgment of the umpire(s) and cannot be protested.

I. NO SLASHING, Fake bunt/swing, butcher Boy allowed for 4U-14U.

Slash Bunt: 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**. (Any batter pulling the bat back to a hitting position (changing their grip) after assuming the position for a bunt will **NOT** be deemed guilty of slash bunting unless a SWING is taken).

- First Offense: The batter is out, the runners go back to their bases, and the coach/manager/team is given a warning.
- Second Offense: The batter is out, the runners go back to their bases, and the coach/manager is ejected.

This rule will be based solely on the judgment of the umpire(s) and cannot be protested.

J. SLIDING

Athletes may slide headfirst or feet first into any base. Sliding headfirst shall not be considered an out or result in a warning.

SECTION VI *Protests*

A. REGISTERING A PROTEST

1. A protest over an interpretation of the rules by an umpire must be made by the team manager, with the umpire, prior to the next pitch following the disputed interpretation. If multiple instances occur, a protest must be made after each instance and prior to the next pitch.
2. The umpire will notify the opposing manager and the official scorekeeper of the protest. The scorekeeper will register in the scorebook, the point in the game, at which time the protest is made. If the protest is lodged on the final play of the game, procedures set forth in the Major League rulebook shall apply.
3. A protest must be registered in writing with the respective Age Group Director, or a member of the Executive Board, within 24 hours after the completion of the protested game.
4. Protest forms will be available at the concession stands and must be signed by both managers and the ruling umpire.
5. To register a protest, a fee of \$50 in cash is required. This fee is refunded only if the Executive Board upholds the protest.
6. Upon receipt of a protest, the Executive Board will decide the protest within seven days.
7. A member of the Executive Board directly involved with the teams under protest, will abstain from the protest decision.

SECTION VII –TBALL RULES 4U TBALL

The purpose of SYB 4U TBall Division is to provide a fun, non-competitive environment for developing fundamental baseball skills for players ages 3 & 4. Players should receive positive reinforcement and be encouraged to do their best. Standings, scores, and outs are not recorded.

1. 4U TBALL ROSTERS

- a. Each team will be assigned a minimum of 8 players and a maximum of 12 players on draft night. Extra players will be added until 1 week before opening day.

2. 4U TBALL TIME LIMITS:

- a. Games will have a time limit of 60 minutes or maximum of 2 innings, whichever comes first.
- b. If game time expires before completion of 2 innings, the game shall end after the current batter completes his or her at-bat.

3. EQUIPMENT:

- a. The maximum bat barrel diameter is 2 1/4". The bat may be either wood or metal.
- b. WTA1217B Level 1 Compression baseballs will be used. Each team is responsible for supplying a game ball. Game balls will be distributed by SYB Equipment Director at the beginning of the season.
- c. Batters/runners must wear a protective helmet that meets NOCSAE standards.

4. COACHES

- a. Defensive Coaches:
 - i. A team may field up to two (2) Defensive coaches in the outfield and one infield (1) coach to protect the first baseman from throws from the defense.
 - ii. Defensive coaches must remain in the outfield area during play and at no time should touch the ball.
- b. Offensive Coaches
 - i. A team may field up to four (4) offensive coaches: a batting coach, a first base coach, second base coach and a third base coach.
- c. Coaches should instruct the players but should not touch the ball to stop it unless in the case of stopping the ball to protect a player from being injured.

5. DEFENSIVE RULES OF PLAY (FIELDING)

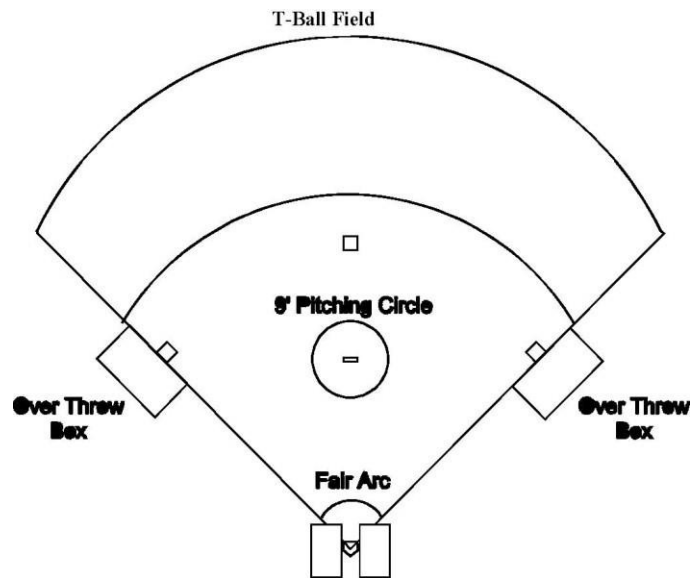
- a. All players will play on the field when on defense.
- b. The catcher position is not used.
- c. The player at the pitcher position must be positioned with one foot to the side of the pitching rubber or behind the rubber.
- d. Only five (5) infielders are allowed in the infield (Including Pitcher) at the beginning of a play.
- e. Infielders may not be more than 3 feet in front of the base path.

- f. Outfielders may not be less than 10 feet behind the base path. No outs are recorded. Fielders should be encouraged and instructed to play the field and try to make the proper play in the field.

6. OFFENSIVE RULES OF PLAY (BATTING):

- a. A continuous batting order will be used. Any player arriving after a game has begun should be inserted in the batting order in the last batting position.
- b. Batting order should be reversed in 4U TBALL only each inning.
- c. All offensive players except the at-bat player and base runners must be inside the dugout. There is no on-deck circle.
- d. The ball is considered in play when the coach places the ball on the batting tee.
- e. The ball must travel at least 4 feet from the tee in fair territory, or it will be considered foul. If the tee is struck instead of the ball, it will be considered a foul ball.
- f. If the batter does not put the ball in to play after 5 swings, the batter will advance to first base and all other runners will advance 1 base.
- g. Each runner will only advance 1 base on a fairly hit ball.
- h. Runners must stay in contact with the base until the ball is hit.
- i. If the defense puts out a batter or runner, he/she will be allowed to remain on base. A 1/2 inning will be considered complete when all batters in the lineup have batted and all runners have touched all the bases. The last batter in the will continue to run the bases until he/she touches home.

SECTION VII: 6U T-BALL



I. Coaches

1. Offensive Coaches: a team may field up to four (4) offensive coaches: a pitching coach, a batting coach, a first base coach, and a third base coach.

Pitching coach: The pitching coach's responsibility is to pitch the ball to the batter.

- They may not verbally coach from the pitching rubber; however, they may verbally help position the batter in the batter's box.
- The pitching coach must immediately exit the playing field towards either the first or third base side once the ball is put in play. If a player is running to any base, an out may be called, if in the opinion of the umpire, the pitching coach attempts to verbally coach or interfere with a play from any position within the confines of the field of play.
- The pitching coach, however, may call **"Slide"** to a runner who is approaching home plate or **"Go"** to a batter leaving the batter's box heading towards first base.

Batting Coach: Once the batting coach properly positions the batter, the batting coach must assume a position in the area behind or to the side of the catcher along the fence.

- The batting coach may not verbally coach the batter or any runners on base, while ball is in play.
- The batting coach, however, may call **"Slide"** to a runner who is approaching home plate or **"Go"** to a batter leaving the batter's box heading towards first base.

First and third base coaches: These coaches may verbally coach base runners or batters, from the coaches' box, at any time. Upon calling time, they may also confer with runners or batters outside of the coaches' boxes.

2. Defensive coaches: a team may field up to two (2) defensive coaches in the grassed outfield area.

- These coaches must remain in the outfield area during play.
- If a coach continues to enter the infield during play, they will first receive a verbal warning from the umpire, then any subsequent violation will result in the warned coach being replaced as a defensive coach.
- If a defensive coach needs to be replaced, another coach may be used.

II. Playing Requirements

1. All players on each team will play defensively in the field.
2. All players on each team will bat in their prescribed order.
3. A maximum of nine (9) batters may bat per inning.

III. Pitching

1. A coach will pitch overhand to their team. **The pitching coach must pitch with at least one foot firmly placed on the pitching rubber** and leave the field of play immediately after the ball is hit. The pitching coach must leave the field when a batter is hitting off the "Tee".
2. In the motion of pitching the ball, a single step may be taken towards home plate with one foot, while pushing off the rubber with the other foot, at approximately the same time the ball is released towards the batter; from a standing or squatting position (Knees cannot be on the ground during the pitch. The pitching coach must start the pitch with at least one foot firmly placed on the pitching rubber. **Failure to abide by this requirement will result in one warning to the coach and a strike awarded to the batter. A 2nd occurrence of failure to abide by this requirement will result in the coach being removed as the pitcher and a strike awarded to the batter.**
3. In the motion of pitching the ball, a single step may be taken towards home plate with one foot, while pushing off the rubber with the other foot, at approximately the same time the ball is released towards the batter.
4. Any time the umpire observes more than a single step taken in pitching the ball, a dead ball shall be declared and the pitch counted towards the maximum number allowed for the batter.
5. If the pitching coach is hit by a live batted ball, it shall be considered a foul ball.

IV. Batting

1. A maximum of three (3) pitches may be thrown to a batter by the pitching coach. If the ball is not hit fair by the third pitch, the ball will be set on the batting "Tee" for two (2) additional swings. If the ball is not put into play after the two batting "Tee" attempts, the batter will be called out.
2. Each batter is allowed a maximum of two (2) visits to the batter's box by the batting coach, per time at bat. If both visits are used while the coach is pitching, no visits will be allowed while hitting from the batting "Tee." If no visits are used while the coach is pitching, both visits may be used when the batter is using the batting "Tee."
3. When using the Batting "Tee," the batting coach first positions the batter in the batter's box. After the batter is properly positioned, the batting coach must assume a position in the area behind or to the side of the catcher along the fence. The umpire will place the ball on the "Tee," and then the batter is allowed to hit. The batting coach is responsible for removing the tee from home plate after the ball is hit. If the tee is not removed, the base of the tee will serve as home plate.
4. A "foul ball" is declared if a batted ball does not travel outside the catcher's circle, or if it is fielded prior to crossing the catcher's circle. If a catcher's circle is not marked, this point is determined by the umpire's judgment.
5. No bunting is allowed. An intentionally bunted ball shall be called an out.
6. If a batter throws or slings their bat in such a manner as to cause possible injury to the catcher or other players, the batter shall first receive a warning and then called out for each subsequent violation. This violation is treated as a dead ball out, and all runners return to their original bases at start of play. This rule is based entirely upon the umpire's judgment. **This rule is not to be disputed!**
7. A player missing their turn at bat, except for injury or illness, shall be called out. An injured player missing their turn at bat, must sit out their next 1/2 inning in the field, before returning to the game.
8. The "Infield Fly Rule" is not in effect for T Ball. All hits are playable.
9. A batted ball that bounces over the fence, or becomes lodged in the fence, is a ground rule double. All runners shall advance two (2) bases from the base first occupied at the start of the play.

V. Ninth Batter

1. When the 9th batter puts the ball into play, time is called, and play is dead once the defensive team touches home plate while in possession of the ball or retires the 9th batter for the third out of the inning.
2. If runners are on base when the 9th batter puts the ball in play, no runs shall score if the 9th batter is “forced” out at first base if there are two (2) outs previously. However, if the 9th batter is retired at any other base, or tagged out after rounding first base, the runs shall count, of runners crossing home plate before the out was made.

VI. Base Running

1. A batter or base runner is out if they contact a fair ball outside the batter box before fielder touches the ball.
2. Base runners cannot steal. If runner leaves the base before the ball is hit, the runner will be called out.
3. Pinch runners will only be used for injured players, and only at the discretion of the umpire. The pinch runner is the last batter to make an out.
4. Time is called when:
 - A fielder stops advancement of the lead runner and all subsequent runners, by standing on the base, or standing in base line.
 - Base runners fail to advance within a reasonable amount of time, in the umpire’s judgment.
 - A fielder calling “time out” does not stop play.
5. In the event of an overthrown ball at first or third the ball will be called dead and will result in an award of one extra base on anything that touches the fence anywhere after the overthrow or if the ball is overthrown into the outfield area from a throw towards first or third.
6. While the ball is in play, base runners may not be assisted by any offensive coach. **If assisted, the runner will be called out.**

VII. Defense

1. When on defense, each team may have up to six (6) infielders, with the remaining players positioned in the outfield. For this rule, the “defensive infield” is defined as the dirt portion of the field forming an arc.
2. If an outfielder wanders into the “defensive infield” area prior to a ball being pitched, time will be called, and the player will be repositioned.
3. After a ball is batted, if an outfielder enters into the “defensive infield” area and interferes with a base runner, “obstruction” will be called, and the runner awarded an additional base. This is not a “dead ball” situation; therefore, the additional base will be awarded after play has stopped. (Example: Batter hits a ball into left field; while rounding first base, an outfielder wanders into the base line between first and second and bumps into the batter/runner, the batter/runner continues around to third base before time is called. Batter/runner is then awarded home).
4. A player at the pitching position must stand fully within the pitching circle until the batter hits the ball. If a pitching circle is not marked, the player must stand parallel to, or behind the pitching rubber.
 - While the coach is pitching, the pitching player must be positioned to the rear of the pitching rubber.
 - When a batter is hitting off the Batting "Tee", the pitching player may stand anywhere in the pitching circle, if marked. If not marked, the player must stand parallel to, or behind the pitching rubber.
5. If the pitching player violates his position as defined above, a dead ball will be called, and offensive players returned to their original positions at start of play, and the batter regains the previous count. This only applies if the ball is hit to the pitcher and an out is made.
6. NO ROLLING the BALL - Players are encouraged to make a throw to a bag using an overhand throwing motion versus **rolling the ball underhand to the base**. If, in the opinion of the umpire, the ball is intentionally rolled to a base in order to record an out the ball will be called dead and the base awarded to the runner(s).
7. Catchers must wear protective headgear, chest protector, and shin guards. All male catchers must wear a protective cup, and all female catchers must wear a feminine protective device (maxi pad).

SECTION VIII 8U NATIONAL LEAGUE

A. COACHES

Game balls for all age groups will be provided by the league to the teams. Umpires will return all game balls to the teams after each game.

Offensive: Three (3) coaches are allowed - A first base coach, a third base coach, and a pitching coach.

Pitching coach: The only responsibility of the pitching coach is to pitch the ball to batter.

- 1 May not verbally coach from the pitching rubber, however, may verbally help position batter in box.
- 2 A coach will pitch overhand to their team.
- 3 In the motion of pitching the ball, the pitching coach may take a single step towards home plate, at approximately the same time the ball is released towards the batter.
- 4 Any time the umpire observes more than a single step taken in pitching the ball, a dead ball shall be declared, and the pitch counted towards the maximum number allowed for the batter.
- 5 If the pitching coach is accidentally hit by a live batted ball, in the opinion of the umpire, it shall be considered a foul ball. If, in the opinion of the umpire, the pitching coach intentionally contacts a live batted ball the batter will be called out and the coach will be given a warning. Subsequent occurrences of intentionally contacting a batted ball will result in ejection from the game.

NOTE: Player safety must always come first during the game. If, in the opinion of the umpire, intentional contact is made to a batted ball by an offensive coach to protect a defensive player that contact shall not result in an out being called or a warning being given. The play shall start over and be replayed with no advancement of runners.

- 6 **The pitching coach must pitch with at least one foot firmly placed on the pitching rubber.** The pitching coach must exit the playing field in a direction opposite to which the ball has been struck, i.e., if the ball is struck on the third base side of the pitcher's mound the pitching coach should leave the field to the first base side of the field. If in the opinion of the umpire the pitching coach obstructs the view of a defensive player by exiting the field incorrectly an out can be called.
- 7 If a player is running to any base, an out may be called, if in the opinion of the umpire, the pitching coach attempts to verbally coach or interfere with a play from any position within the confines of the field (within the fence).
- 8 Pitching coach may call "**Slide**" to a runner approaching home plate.

9 **First and third base coaches:**

- 1 These coaches may verbally coach base runners or batters, from the coaches' boxes, at any time.
- 2 Upon calling time, may also confer with runners or batters outside of the coach's boxes.
- 3 May not touch runners during play.

Defensive: Defensive coaches are not allowed.

B. Batting

1. All players in 8U National are required to wear a helmet while batting with a face mask or chin guard secured to the helmet.
2. Each batter will be given three (3) pitches to put the ball in play from the player pitcher before the pitching coach pitches three (3) pitches.
3. A batter may put the ball in play, advance to First Base upon being hit by a pitch, strike out on called and/or swinging strikes, or continue the at-bat to the last phase of pitching.
4. During the last phase, which begins with the strike count continuing from the player pitch portion of the at-bat, one of the batter's coaches will throw up to three additional pitches to the batter. The batter will either put the ball in play, strike out on swinging strikes only, or be called out for failing to contact the last pitch.

Note:

- Umpires will not call a strike if a batter does not swing at a given pitch from a coach even if that pitch is in the batter's strike zone. (2) Any fouled third strike or fouled last pitch merits another pitch from that team's coach as long as the fouled ball is not caught by a player from the opposing team.
 - Because modified player pitch is for developmental purposes, a coach will be next to the pitcher on the field for advice and protection against hard hit baseballs.
 - If, in the umpire's opinion, this defensive coach intentionally interfered with any ball in play that was not a pitcher safety issue and such interference gave advantage to that coach's team, any out(s) resulting from such play will be negated, and the umpire will give the batting team's coach the option of redoing the play after resetting the runners or treating the play as a ground-rule double
5. No bunting is allowed. An intentionally bunted ball shall be called an out.
 6. The "Infield Fly Rule" is not in effect. All hits are playable.
 7. A ball that bounces over the outfield fence, or becomes lodged in the fence, is a ground rule double. All runners shall advance two (2) bases from the base first occupied at the start of play.
 8. If a batter throws or slings their bat in such a manner as to cause possible injury to the catcher or other players, the batter shall first receive a warning, and then called out for each subsequent violation. This violation is treated as a dead ball out, and all runners return to their original bases at start of play.

NOTE: This rule is based entirely upon the umpire's judgment. This rule is not to be disputed!

C. Base Running

1. A batter or base runner is out if they contact a fair ball outside the batter box before fielder touches the ball.
2. Base runners cannot steal. If runner leaves the base before the ball is hit, the runner will be called out.
3. Pinch runners will only be used for injured players, and only at the discretion of the umpire.

The pinch runner is the last batter to make an out.

4. Time is called when:
 - a. A fielder stops advancement of the lead runner and all subsequent runners, by standing on the base, or standing in base line.
 - b. Base runners fail to advance within a reasonable amount of time, in the umpire's judgment.
 - c. A fielder calling "time out" does not stop play.
5. While the ball is in play, base runners may not be assisted by any offensive coach. If assisted, the runner will be called out.

D. Defense

1. When on defense, each team must have 4 infielders, 1 Pitcher and 1 Catcher.
2. If an outfielder wanders into the "defensive infield" area prior to a ball being pitched, time will be called, and the player will be repositioned.
3. After a ball is batted, if an outfielder enters into the "defensive infield" area and interferes with a base runner, "obstruction" will be called, and the runner awarded an additional base. This is not a "dead ball" situation; therefore, the additional base will be awarded after play has stopped. (Example: Batter hits a ball into left field; while rounding first base, an outfielder wanders into the base line between first and second and bumps into the batter/runner, the batter/runner continues around to third base before time is called. Batter/runner is then awarded home).
4. **A player at the pitching position must stand with both feet within the pitching circle until the batter hits the ball.** If a pitching circle is not marked, the player must stand parallel to, or behind the pitching rubber. While the coach is pitching, the pitching player must be positioned to the rear of the pitching rubber.
5. If the pitching player violates his position as defined above, a dead ball will be called, and offensive players returned to their original positions at start of play, and the batter regains the previous count. This only applies if the ball is hit to the pitcher and an out is made.
6. All catchers must wear protective headgear, chest protector, and shin guards. All male catchers must wear a protective cup, and all female catchers must wear a feminine protective device (maxi pad).

To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

SECTION VIII 8U AMERICAN LEAGUE

A. COACHES

Game balls for all age groups will be provided by the league to the teams. Umpires will return all game balls to the teams after each game.

Offensive: Three (3) coaches are allowed - A first base coach, a third base coach, and a pitching coach.

Pitching coach: The only responsibility of the pitching coach is to pitch the ball to batter.

- 1 May not verbally coach from the pitching rubber, however, may verbally help position batter in box.
- 2 A coach will pitch overhand to their team.
- 3 In the motion of pitching the ball, the pitching coach may take a single step towards home plate, at approximately the same time the ball is released towards the batter.
- 4 Any time the umpire observes more than a single step taken in pitching the ball, a dead ball shall be declared, and the pitch counted towards the maximum number allowed for the batter.
- 5 If the pitching coach is accidentally hit by a live batted ball, in the opinion of the umpire, it shall be considered a foul ball. If, in the opinion of the umpire, the pitching coach intentionally contacts a live batted ball the batter will be called out and the coach will be given a warning. Subsequent occurrences of intentionally contacting a batted ball will result in ejection from the game.
- 6 NOTE: Player safety must always come first during the game. If, in the opinion of the umpire, intentional contact is made to a batted ball by an offensive coach to protect a defensive player that contact shall not result in an out being called or a warning being given. The play shall start over and be replayed with no advancement of runners.
- 7 **The pitching coach must pitch with at least one foot firmly placed on the pitching rubber.** The pitching coach must exit the playing field in a direction opposite to which the ball has been struck i.e., if the ball is struck on the third base side of the pitcher's mound the pitching coach should leave the field to the first base side of the field. If in the opinion of the umpire the pitching coach obstructs the view of a defensive player by exiting the field incorrectly an out can be called.
- 8 If a player is running to any base, an out may be called, if in the opinion of the umpire, the pitching coach attempts to verbally coach or interfere with a play from any position within the confines of the field (within the fence).
- 9 Pitching coach may call "Slide" to a runner approaching home plate.

First and third base coaches:

- 1 These coaches may verbally coach base runners or batters, from the coaches' boxes, at any time.
- 2 Upon calling time, may also confer with runners or batters outside of the coaches' boxes.
- 3 May not touch runners during play.

Defensive: Defensive coaches are not allowed.

B. Batting

1. Each batter will be given five (5) pitches to put the ball in play from the pitching coach. If the batter swings and misses on the fifth pitch the batter is out. If, however, the fifth pitch is a foul ball the batter will continue batting until they either put the ball into fair play or swing and miss, at which time the batter will be declared out. A foul tip catch will be considered an out.
2. No bunting is allowed. An intentionally bunted ball shall be called an out.
3. The "Infield Fly Rule" is not in effect. All hits are playable.
4. A ball that bounces over the outfield fence, or becomes lodged in the fence, is a ground rule double. All runners shall advance two (2) bases from the base first occupied at the start of play.
5. If a batter throws or slings their bat in such a manner as to cause possible injury to the catcher or other players, the batter shall first receive a warning and then called out for each subsequent violation. This violation is treated as a dead ball out, and all runners return to their original bases at start of play.

NOTE: This rule is based entirely upon the umpire's judgment. This rule is not to be disputed!

C. Base Running

1. A batter or base runner is out if they contact a fair ball outside the batter box before fielder touches the ball.
2. Base runners cannot steal. If a runner leaves the base before the ball is hit, the runner will be called out.
3. Pinch runners will only be used for injured players, and only at the discretion of the umpire. The pinch runner is the last batter to make an out.
4. Time is called when:
 - d. A fielder stops advancement of the lead runner and all subsequent runners, by standing on the base, or standing in base line.
 - e. Base runners fail to advance within a reasonable amount of time, in the umpire's judgment.
 - f. A fielder calling "time out" does not stop play.
5. While the ball is in play, base runners may not be assisted by any offensive coach. If assisted, the runner will be called out.

D. Defense

1. When on defense, each team must have six (6) infielders.
2. If an outfielder wanders into the "defensive infield" area prior to a ball being pitched, time will be called, and the player will be repositioned.
3. After a ball is batted, if an outfielder enters into the "defensive infield" area and interferes with a base runner, "obstruction" will be called, and the runner awarded an additional base. This is not a "dead ball" situation; therefore, the additional base will be awarded after play has stopped. (Example: Batter hits a ball into left field; while rounding first base, an outfielder wanders into the base line between first and second and bumps into the batter/runner, the batter/runner continues around to third base before time is called. Batter/runner is then awarded home).

4. **A player at the pitching position must stand with both feet within the pitching circle until the batter hits the ball.** If a pitching circle is not marked, the player must stand parallel to, or behind the pitching rubber. While the coach is pitching, the pitching player must be positioned to the rear of the pitching rubber.
5. If the pitching player violates his position as defined above, a dead ball will be called, and offensive players returned to their original positions at start of play, and the batter regains the previous count. This only applies if the ball is hit to the pitcher and an out is made.
6. All catchers must be properly positioned in the catcher's position and wear protective headgear, chest protector, and shin guards. All male catchers must wear a protective cup, and all female catchers must wear a feminine protective device (maxi pad).

To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

SECTION IX 10U AMERICAN

Game balls for all age groups will be provided by the league to the teams. Umpires will return all game balls to the teams after each game.

- A. **DROPPED THIRD STRIKES:** Will not be used in 10U AMERICAN LEAGUE baseball.
- B. **INFIELD FLY RULE** Starting in the 10U Division and up, all games will be played with the “Infield Fly Rule” in effect.
- C. **BALKS**
 - a. No balks will be issued in 10U AMERICAN.
- D. **STEALING** –Players can steal bases in 10UAL, but only after a pitched ball crosses the plate or contacts the ground. Penalty for players leaving early will be a dead ball will be called, no pitch will be added to the pitcher’s count and the runner guilty of the violation will be called out. Any other runners that may have advanced during the pitch will be placed back to their original base.
- E. On Defensive, one (1) coach positioned along the outside of the dugout fence on the field is acceptable; all other coaches are required to be in the dugout at all times. The Defensive coach must remain in front of dugout at all times in one position. The coach can sit on a bucket or stand but cannot be moving during live play. If the coach is considered to be causing a distraction during play, they will be required to sit on a bucket or will be asked to remain in the dugout.

To fill a team’s roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

SECTION IX 10U NATIONAL, 12U, 14U, 18U

Game balls for all age groups will be provided by the league to the teams. Umpires will return all game balls to the teams after each game.

A. **DROPPED THIRD STRIKES:** Starting in the 10U NATIONAL Division and up, all games will be played with the drop third strike in play.

B. **INFIELD FLY RULE** All games will be played with the “Infield Fly Rule” in effect.

C. BALKS

a. Balks will be called with “NO WARNING.”

b. The 3-1 pick off move is not allowed and will be called a balk in 10U NL-14U.

NOTE : The main part in this rule is actually the fact that the pitcher cannot, while on the rubber, ever fake a throw to third. So, the above play will never happen because, once the pitcher faked to third, they should have been called for a balk.

c. All Balks in 10U NL – 14U will be played as dead ball balks.

D. On Defensive, one (1) coach positioned along the outside of the dugout fence on the field is acceptable; all other coaches are required to be in the dugout at all times. The Defensive coach must remain in front of dugout at all times in one position. The coach can sit on a bucket or stand but cannot be moving during live play. If the coach is considered to be causing a distraction during play, they will be required to sit on a bucket or will be asked to remain in the dugout.

To fill a team’s roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

SECTION X UNIQUE FALL BALL RULES

The following rules will take precedence over any similar rules contained within this document regarding the Fall baseball season only.

A. Fall Time Limits

No changes from Spring Game times

B. 4U TBALL – No Changes from Spring Ball

C. 6U TBALL

6U TBall will be combined.

- i. No Changes from Spring Ball Rules
- ii. Teams may recruit up to four (4) players to make a total of ten (10) players from their own age group to help prevent a forfeit.
- iii. To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.
- iv. Teams may play with 8 Players with no out called for ninth (9th) position in the batting line-up.

D. 8U

- i. Teams may recruit up to four (4) players to make a total of ten (10) players from their own age group to help prevent a forfeit.
- ii. To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.
- iii. Teams may play with 8 Players with no out called for ninth (9th) position in the batting line-up.

E. 10U DIVISION

- a. Teams may recruit up to three (3) players to make a total of nine (9) players from their own age group to help prevent a forfeit.
- b. To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

- c. Teams may play with 8 Players with no out called for ninth (9th) position in the batting line-up
- d. No other rule changes from Spring Ball

F. 12U DIVISION

- a. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.

To fill a team's roster for a given game, an American League team may not borrow any player(s) rostered to the National League. National League teams may, however, borrow players from the American League and/or National League. Per the SYB Rulebook, any borrowed player must be rostered to a SYB team in the same or preceding age group.

- b. Teams may recruit up to three (3) players to make a total of nine (9) players from their own age group to help prevent a forfeit.
- c. No other rule changes from Spring Ball

G. 14U/18U DIVISION

- a. Teams may recruit up to three (3) players to make a total of nine (9) players from their own age group to help prevent a forfeit.
- b. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.
- c. No other rule changes from Spring Ball

SECTION XI SHARPSBURG BASEBALL BAT RULE

Industry bat standards have been designed for the safety of all youth baseball players. These bats standards are hard to track and monitor in league play at Andrew Bailey ball fields.

The Sharpsburg Baseball league expects all managers and coaches of Sharpsburg Baseball teams to ensure only proper equipment is used during their league games.

Sharpsburg Baseball is issuing the following statement to clarify the League policy on bat standards.

The bat shall be an unaltered baseball bat (not softball), with the following specific requirements:

Allowable bats:

- Composite bats that are stamped with the USSSA BPF 1.15 stamp or the USA Baseball Stamp.



- BBCOR bats are legal for use in ages 5 - 18.

Unusable Bats:

- Bats that are broken, cracked, dented, or deface the ball shall be removed without penalty.
- A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.

Illegal Bats:

- There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.
- A one-piece rubber knob and bat grip combination is illegal.
- No artificial or intentional means shall be used to control the temperature of the bat.
- No foreign substance may be inserted into the bat.
- 100% Composite bats are not authorized for use **unless** it has a certification stamp with the USSSA BPF 1.15 stamp or a USA Baseball stamp.
- Bats that are altered from the manufacturer's original design and production, or that do not meet the rule specifications as stated above, may be considered illegal by the league.

PENALTY for use of an Illegal bat - If a batter uses or attempts to use a bat that is considered to be illegal or has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball, the batter will be called out if the infraction is discovered by the defense before the next pitch to a batter of either team. No advancement on the bases will be allowed and any out or outs made during a play shall stand.

In addition to the batter being called out, the **player and Manager shall be ejected from the game for a 2nd offense** of this rule and may be subject to additional penalties as determined by the League.

SHARPSBURG BASEBALL BAT RULE 18U Age Group

Sharpsburg Baseball has aligned with the Georgia High School Association (GHSA) related to the Bat rules for the 18U age bracket. Therefore, the length of a bat will be limited to 36 inches and 2-5/8 (non-wood) inches or 2-3/4 (wood) inches in diameter. 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 be 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 labeled with a silkscreen or other permanent certification mark. No postproduction BBCOR label, sticker or decal will be accepted on any non-wood bat. The certification mark shall be rectangular, a minimum of one inch on each side and located on the barrel of the bat in any contrasting color. To read: "BBCOR .50".

PENALTY for use of an Illegal bat - If a batter uses or attempts to use a bat that is considered to be illegal or has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball, the batter will be called out if the infraction is discovered by the defense before the next pitch to a batter of either team. No advancement on the bases will be allowed and any out or outs made during a play shall stand.

In addition to the batter being called out, the **player and Manager shall be ejected from the game for a 2nd offense** of this rule and may be subject to additional penalties as determined by the League.

SHARPSBURG BASEBALL BAT RULE 14U Age Group

Sharpsburg Baseball understands the need to assist with preparing the players for the next level in our 14U division while understanding the substantial change from the 12U to 14U division. Therefore, the length of a bat in 14U will be limited to 36 inches and 2-3/4 inches in diameter. The bat shall not weigh, numerically, more than five ounces (-5) less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 28 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 labeled with a silkscreen or other permanent certification mark or must have a certification stamp with the USSSA BPF 1.15 stamp or a USA Baseball stamp. No postproduction BBCOR label, sticker or decal will be accepted on any non-wood bat. The certification mark shall be rectangular, a minimum of one inch on each side and located on the barrel of the bat in any contrasting color. To read: "BBCOR .50" or it must have a certification stamp with the USSSA BPF 1.15 stamp or a USA Baseball stamp.

AGE Group	Max Barrell	Drop	Max Length	Certification
18U	2-5/8" (non-Wood)	-3	36"	BBCOR .50
18U	2-3/4" (Wood)	-3	36"	BBCOR .50
14U	2-3/4"	-5	36"	BBCOR .50, USSSA BPF 1.15 stamp or a USA Baseball stamp.
All other age groups	No limit	No limit	No Limit	USSSA BPF 1.15 stamp USA Baseball Stamp BBCOR

PENALTY for use of an Illegal bat - If a batter uses or attempts to use a bat that is considered to be illegal or has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball, the batter will be called out if the infraction is discovered by the defense before the next pitch to a batter of either team. No advancement on the bases will be allowed and any out or outs made during a play shall stand.

In addition to the batter being called out, the **player and Manager shall be ejected from the game for a 2nd offense** of this rule and may be subject to additional penalties as determined by the League.

SECTION XII SHARPSBURG BATTING CAGE RULES & GUIDELINES

NO METAL CLEATS ALLOWED ON BATTING MATS

In a continuous effort to provide a safe environment for our children, the following rules will apply when using this cage with no exceptions.

- Adult and young adults must be 15 years or older when pitching when using baseballs or softballs.
- All batters must wear a batting helmet.
- Only one batter and one pitcher in the cage at a time, except while picking up baseballs.
- At no time shall any children or players climb on the batting cage poles or fence. Individual batting cages are designated for the age group as noted on the net. Priority is given to that age group over another age group who may be using or waiting to use the cage.

The following guidelines will be followed for cage usage.

- For scheduled games, the home team will have use of this cage 1 hour prior to game start time and will have exclusive use for 25 minutes at which time the Visiting team (if waiting to use) will have the use of the cage for the remainder of that time prior to their respective game.
- For use of this cage on non-scheduled game days please contact your age group Divisional Director for a scheduled 1-hour time.
- During the off season when the park is not closed these cages will operate on a first come, first serve basis with a 1-hour time limit.

SECTION XIII SHARPSBURG LEAGUE UNIFORM POLICY

NOTE: This does not pertain to Travel league games, Interleague games, or games against teams from outside our park.

In a continuous effort to support our children, coaches, and parents the league has adopted the following uniform policy. All SYB teams are eligible to wear non-league issued uniforms during their league games at Andrew Bailey Ball Park in Sharpsburg if all the following requirements are met:

- Both teams must agree in advance to the game being played with both teams wearing non-league issued uniforms.
- Coordination with a league official must be done in advance of the game an email from the League Official must be available at game time, if requested.

All players must be wearing matching tops, pants, and belts to participate in the league games, i.e. All players on the “league” team must wear non-league issued uniforms or league issued uniforms.

Note: If a player arrives wearing a league issued uniform and the rest of the team is wearing non-league issued uniforms that player is allowed to play in the game. Multiple occurrences of this deviation will result in the team losing the privilege of wearing non-league issued uniforms during league games. If a player arrives in a non-league issued uniform and the rest of the team is wearing league uniforms that player must sit out the game until such time that he/she has on the matching league uniform.

Uniforms must be baseball uniforms i.e. No blue jeans, shorts, sweatpants, etc. Vests or cutoff jerseys must be worn with an undershirt. Jerseys must have a number displayed either on the back or on the front of the jersey.

Note: Failure to get League Officials authorization in advance or failure to comply with the above rules as written and any abuse of this privilege as determined by the Sharpsburg baseball board could result in individual or team penalties including but not limited to game suspension, game forfeiture and/or non-league issued uniform revocation.

Any questions regarding these rules or to report a violation of the uniform rules please contact the appropriate SYB coordinator or one of the SYB executive board members.

Contact information can be found on the league website at www.sharpsburgbaseball.com

SECTION XIV 18U BASEBALL

The 18U division of baseball is played against outside teams from different ball parks. The rules used for 18U baseball will follow GHSA rules for baseball with the following exceptions.

1. No more than 7 runs will score per inning in innings 1-5.
2. There will be unlimited runs allowed after the completion of 5 innings.
3. Pitchers

AGE Group	DAILY MAX	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
18U	95	1-30	31-45	46-60	61-75	76+

SECTION XV SYB Travel Baseball

The Travel division of baseball is played against other travel teams at SYB. The rules used for travel baseball will follow Perfect Game rules.

Daily Limits

- 9U-10U: Daily max is 18 outs **OR** 75 pitches.
- 11U-12U: Daily max is 18 outs **OR** 85 pitches.
- 13U-14U: Daily max is 21 outs **OR** 95 pitches.

1. Game times

8U TRAVEL DIVISION	1 Hour 15 Min
10U TRAVEL DIVISION	1 Hour 15 Min
12U TRAVEL DIVISION	1 Hour 40 Min
14U TRAVEL DIVISION	1 Hour 45 Min

2. Extra Innings

- Texas Tie Breaker, last 3 outs on base with 1 out.
- Balk is the MLB ruling (NOT a dead ball)

The base runners will be placed as follows:

- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

3. Taking Infield: No infield practice will be allowed during the pre-game at SYB.

4. Mercy Rules:

9U-12U 15 after 2, 12 after 3, 8 after 4

13U-14U 15 after 3, 12 after 4, 8 after 4

5. Trips to the mound: The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.

6. Protests: Same as SYB Rec Rules

7. Roster and Roster changes: Teams are only allowed to pick up players from another travel team or NL teams.

- Player has to be same age or under for your age group.
- You cannot pick up AL or older players.
- The player you pick up does not have to hit last and play out field.

- Teams are prohibited to add a player to your roster without registering them through SYB first. Players must be age and grade eligible. If a team is found with players ineligible the game will be forfeit.

The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements.

A player who is in violation of the age eligibility shall be considered an illegal player.

If anytime during a game, a player is discovered illegal due to an age violation the team is subject to forfeit.

- Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager.
- Electronic copies of ID documents are accepted.
- Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the season until such document can be produced.

8. Bat Specifications:

- 9U-12U: BPF 1.15, and USA bats are legal for use.
- 12U - not allow the use of any (-5) USSSA BPF 1.15 Certified bat
- 13U All Divisions: -5 or -3
- 14U: -3 BBCOR ONLY

9. Pitching: The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. The 3B to 1B pickoff move is legal. Also, in the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

10. Pitching Violations:

Manager is ejected, replace the pitcher, not a forfeit.

11. Courtesy Runners: Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. Additionally, if a team is batting their entire lineup, then they will be able to use last batted out for ages 12u and younger.

12. Not covered in the Rules: In the event any item is not covered in these rules NFHS rules will be used.

13. Sliding: A legal slide can be either feet first or headfirst. If a runner slides feet first, at least one leg and buttock shall be on the ground prior to contact with the fielder. If a runner slides headfirst, the runner's arm/arms and torso must be on the ground prior to contact with the fielder.

There is no must slide rule! There is only an ANTI-COLLISION RULE

14. Hitting Lineup:

- You may bat 9,10,11 players or your roster.
- You must declare at the start of the game, and once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- DH Allowed
- The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card.
- The EH and XH may bat at any spot in the order.
- The EH and XH is the same as any position on the field as far as substitutions are concerned.
- The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.
- Team can bat its entire lineup.
- If a team is playing with only 9 and there are no subs available and a player is injured and must be removed from the game the injured player's spot will be considered an out for the remainder of the game.

15. Forfeits: A team should do everything within their power to start the game with 9 eligible players. Should a team not be able to begin with 9 players a game may begin with 8 players with the 9th lineup spot being an automatic out. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. Only the Head Director can call a forfeit.

SECTION XVI EOS TOURNAMENT RULES

BASEBALLS

For all end of season tournaments, umpires will provide baseballs for the game. Baseballs will be collected and brought back to the concession stand after the game and not given out to the teams. This is for tournament games only.

- 2-3 baseballs for 6U / 8U
 - 1 New two good used
- 3-4 for all others
 - 2 new 2 good used

SYB will use the following for determining which team is the **home team** for a given postseason game.

- If a game is on the winner's side of the bracket, the better (higher) seed is the home team.
- If a game is on the loser's side of the bracket, the umpire will flip a coin during the pregame coach's meeting at home plate.
- The coach for the better seeded team will call heads or tails.
- The winner of the coin flip will decide if they want to be home or visitor.
- For the sake of staying on schedule, teams will take the first open dugout when they arrive at the ballpark and not necessarily the proper dugout. In other words, a team will remain in whatever dugout that team is occupying at the time of the coin flip even if they should technically be in the other dugout.

TIME LIMIT All games will play using current time limits, inning limits and run limits including the championship game.

- If the game is tied at the end of the inning limit the following tie breaker rules will be used:

Tie breaker rules for the tournament

- If a game is tied after the official game time expires
- Tie breaker innings start at the top of the next inning after which time expires.
- All Extra innings will be played with no max runs allowed per inning.
- Texas Tie Breaker, last 3 hitters on base with 1 out.
- The base runners will be placed as follows:
 - Last hitter from previous inning @ 1st Base
 - Hitter before them in the lineup @ 2nd Base
 - Hitter before that in the lineup @ 3rd Base

Play continues until one team is ahead at the end of an inning.