



# Syosset Baseball Association

## League Rules

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## Rules Grid (T Ball to AAA Divisions)

Rule	T	7 YO	8 YO	A/AA	AAA
Age	5-6	7	8	9-10	11-12
# innings	3-4	6	6	6	6
Game Time Limits	<b>For all games played at Syosset Woodbury Park 60' Field:</b> For games starting at 5:30 P.M. - if another game is scheduled afterwards no new inning can start after 7:20 P.M. and all players must be off the field by 7:40 P.M. <b>(NO EXCEPTIONS)</b> For games starting at 7:45 P.M. - no new innings can start after 9:35 P.M. and the game must be complete by 10:00 P.M. <b>(NO EXCEPTIONS)</b>  <b>For all games at fields other than Syosset Woodbury Park:</b> No new inning may start after 1:50. The last inning is to be completed provided darkness, weather and run rule are not in play.				
	Base Distance	50'		60'	
	Safety Base	Yes (First base)			Yes
Pitching Distance	N/A	N/A	40'	42' - A 44' – AA	46'
3 Outs	No	No	Yes		
Bunting	No	No	No	Yes	Yes
Tagging Up	No	No	No	3rd only	Yes
Stealing (after pitch crosses plate)	No	No	No	3rd only	2nd/3rd/Home
Infield Fly	No			No – A Yes – AA	Yes
Run Rule After Game is Official	No			12 run lead after losing team has batted 4 times; thereafter <b>sudden death</b> (a 12 run lead by either team ends the game)	
Pitch Count Maintained	N/A	N/A	Yes		
Standings	No	No	No	Yes	Yes
Forfeits	No	No	No	Yes	Yes
Innings in Field	All	All	4+	4+	4+
Players on Field	All	All	10	9	9
Bat Size	T-Ball	USA	USA	USA	USA
Leading	No				
Balks	No				
Dropped 3 <sup>rd</sup> Strike	No				
Universal Batting	Yes				

Sliding	Yes (Pete Rose Rule): Runner must slide or give himself up if there is a play, no intentional contact
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### Rules Grid (Majors Division)

Innings	6 innings
Time Limit	No inning to start after 1:50 of play
Time Limit Note	The last inning is to be completed provided darkness, weather and run rule are not in play.
Base Distance	70'
Safety Base	No
Pitching Distance	51'
Balks	No
Universal Batting Order	Yes
3 Outs Per inning	Yes
Bunting	Yes
Leading from Bases	No
Stealing Bases	All Bases, after pitch crosses home plate
Stealing Home	Yes, after pitch crosses home plate
Sliding - See Pete Rose Rule	Yes
Infield Fly Rule - See Division Instructions	Yes
Run Rule after game is official	12 run lead after losing team has batted 4 times; thereafter sudden death (a 12 run lead by either team ends the game)
Pitch Count Maintained	Yes
Standings Maintained	Yes
Forfeits	Yes
Dropped Third Strike	No
Playing Time	Balanced playing time required as outlined in the SBA Game Rules.
Players on the Field	9
Bat Materials	Metal bats allowed
Bat Sizes	USA Bats – Not greater than 34" in length; not more than 2 <sup>5</sup> / <sub>8</sub> inches in diameter.  BBCOR – BBCOR bats with a silkscreen or other permanent certification mark are allowed.
Pitch Counts	85 Pitch Limit (can finish last batter if under 85 for first pitch of at-bat)
1-20 Pitches	0 Days Rest
21-35 Pitches	1 Day Rest
36-50 Pitches	2 Days Rest
51-65 Pitches	3 Days Rest

66-85 Pitches	4 Days Rest
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\*\*For reference only, please consult the rules for your division. Please refer to your Commissioner(s) or the Director of Intramurals with any questions or concerns.

## Managers/Coaches Code of Conduct

1. All managers/coaches are responsible for the actions of themselves, their coaches, players, parents, friends and relatives of the children on their team. All managers and coaches must pass a background check prior to the season in accordance with Little League rules. All managers/coaches must have at least one representative attend the coaching workshop before the season, if it is held.
2. Any discussions that arise with the umpire or other managers or coaches, should be conducted in a calm, mature and professional manner.
3. Managers are not allowed to dispute a judgment call from an umpire.
4. Should a parent or other relative of a team member become overly enthusiastic to the point where it becomes unsportsmanlike, the manager is expected to talk to the person and ask him/her to respect the rules of good sportsmanship.
5. Should the manager of one team have an issue with a fan of the second team, the manager of the second team should resolve the issue with the fan. The manager of the first team should not engage with the fan.
6. The most important part of managing/coaching is to teach the values of team play, sportsmanship, fundamentals and ensure that all the children have fun. Spectator parents and other family members attending games or practices are expected to set the same example. Managers, coaches, parents and fans need to have a positive influence on our players and will be evaluated accordingly.
7. Failure to observe these rules of proper conduct could lead to forfeiture of games or suspension, as well as the review of the manager's status by the Conduct Review Committee and/or Syosset Baseball Association (SBA) Board of Directors. If a manager fails to abide by these rules of conduct, s/he will be subject to a minimum suspension of one game. A second infraction can lead to a permanent ban from managing/coaching in SBA.
8. Manager/Player/Parent Ejection – Any manager, player or parent ejected from a game by the umpire must be suspended for the next scheduled game. Managers who are ejected must leave the playing area (dugout, backstop area and stands).

Players ejected must sit on the bench. All ejections must be reported to the SBA President & Division Commissioners within 24 hours of the end of the game. There are to be no confrontations on the field. This is a **ZERO TOLERANCE RULE**. Managers are to act as role models for the children in SBA as well as the fans. Arguments and/or abuse are cause for ejection. Escalation of arguments is cause for suspension from all SBA activities until review by the Conduct Review Committee. Anyone ejected from a game must leave the playing area before play can resume. All occurrences will be brought to the attention of the commissioner of the division for further review and possible disciplinary action to be addressed by the Conduct Review Committee. Multiple infractions by the same party will be brought to the SBA Board's attention and could lead

to permanent exclusion from managing and/or coaching duties. Any complaints by any manager, coach or other parents about the umpiring in question are to be made in writing to the commissioner and/or Conduct Review Committee (see Paragraph 17 below) promptly after the subject game.

9. Any manager that posts inappropriate language in any area of the website will be subject to immediate disciplinary action including suspension and possible expulsion from SBA. This is a **ZERO TOLERANCE RULE**. All references to disciplinary action in these Rules shall be deemed to refer to such disciplinary action as determined to be appropriate by the Conduct Review Committee (as described in Paragraph 17 immediately below).
10. No one will be allowed on the field of play or stands while in an intoxicated state at any time. Intoxicated will be defined as an odor present or behavior issue. Smoking is strictly prohibited on the field or in the stands. This is a **ZERO TOLERANCE RULE**.
11. Objectionable demonstration of dissent at an official's decision by throwing of gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action will not be tolerated and is subject to disciplinary action including suspension.
12. Use of profanity, including directed to any manager, coach, official, or representative of the league will not be tolerated and is subject to immediate disciplinary action including suspension and possible expulsion from SBA.
13. No manager, coach, or player, shall at any time, from the dugout, field, or otherwise—
  - Incite, or try to incite, by word or sign, a demonstration by spectators;
  - Use language which will in any manner refer to or reflect upon opposing players, manager, coach, umpire or spectators;
  - Make any move calculated to cause the pitcher to commit an illegal pitch or balk (this includes “razzing” the pitcher either by word or by action);
  - Take a position in the batter's line of vision, with the deliberate intent to distract the batter (this includes “razzing” the batter either by word or by action).

The umpire may first warn the party. If the actions continue, the party should be ejected from the game.

14. Tampering or manipulation of any league rosters, schedules, draft positions or selections, official score books, pitch count, rankings, financial records or procedures will not be tolerated and is subject to immediate disciplinary action including suspension and possible expulsion from SBA.
15. There will be no more than 4 adults in the dugout. All adults present in the dugout in any capacity (manager, coach, or helper) must have an approved background check. Only rostered players and one bat boy/girl in the dugout are allowed in the dugout. The bat boy/girl must wear a helmet at all times.

16. The Division Commissioners reserve the right to order a game to be replayed from the time of the infraction if the illegal acts of a manager and/or coach (such as, but not limited to the use of ineligible pitchers, use of call-ups in any position other than the outfield) affect the outcome of a game.
17. A Conduct Review Committee (the name of which is subject to change) will evaluate each reported incident to determine the appropriate action to be taken. A Code of Conduct Incident Form may be filed by any manager, coach, umpire, or board member. This method of reporting infractions should remove the subjective nature from evaluating a Code of Conduct Incident.



## Rainouts, Postponements and Cancellations

1. Whenever possible in the event of inclement weather before the start of a game, the league directors will issue the postponement of the games. The managers involved in all games that day must call the rainout hotline to determine cancellations of such games. Should the rainout hotline be unavailable for some reason, it will be the responsibility of the division commissioners to notify the managers involved in all games. In either case, the managers will be responsible for notifying the parents on their teams. Only the umpire, the Safety officer and any Field Maintenance Director (whose team is not playing in the game) can cancel a game once the game begins.
2. **Managers have 72 hours to reschedule a game postponed for any reason.** Following that 72-hour period, for all leagues in which standings are kept, the division commissioner will reschedule the game without needing to confer further with the managers involved.
3. Regular Season Games  
  
The regular season ends on the dates stated for each division in the Regular Season and Playoff Schedule document posted on the website. No regular season makeup games can be played beyond the regular season end date for each division. Thus, no regular season game can be made up beyond the regular season unless approved by the President of the League.
4. Playoff Games  
  
Playoff games can only be re-scheduled if:
  - a. The game conflicts with a school or religious function, or
  - b. The manager receives written consent from the President of SBA.
5. The Division Commissioner is responsible for re-scheduling rainouts.
6. Managers can request the re-scheduling of a game only if five or more players have a school or religious function that day. This must be done at least 48 hours prior to the start of the game.
7. A manager may formally protest a game. Managers cannot protest a judgment call. A protest must be brought to the attention of the umpire of the game at the time of the incident and prior to the next pitch thrown. In addition, the managers and umpire must sign the scorebook prior to the next pitch thrown. The manager will contact the Division Commissioner within 24 hours to report the protest. An official letter of protest must also be sent or emailed to the league commissioner. The protest committee will review the situation as soon as possible. This protest committee will consist of the league commissioner, the umpire-in-chief and the President of SBA.

8. Cancelled Games (Due to inclement weather, light failure, darkness, and curfew or field safety.)
- a. If a regular season game is cancelled BEFORE one complete inning has been played, the game will be replayed in its entirety. However, all pitches thrown before the cancellation will be counted towards the pitch count rules.
  - b. If a regular season game is cancelled after one or more innings have been played, and before it becomes an official game, it shall be resumed exactly where it left off. All records and pitch counts will remain in force. A player cannot pitch in more than one game in a day. The batting order must remain the same (no penalty for missing players) and all pitching rules remain in effect. New players are added to the end of the lineup.
  - c. If the Game is called after it becomes an official game (3 ½ innings if the home team is winning and 4 innings if the away team is ahead), the game is over and the team which has the lead after the last completed inning will be the winner.

Example:

Innings	1	2	3	4	5	6
Visitors	0	0	0	4	1	
Home	0	0	0	5		

Games called in the top of the 5th inning. Score reverts to last completed inning (4th) and the home team is the winner 5 to 4.

- d. Games that are tied after the last completed inning and are halted shall be resumed from the exact point at which they were halted.

Example:

Innings	1	2	3	4	5	6
Visitors	0	0	0	4	5	
Home	0	0	0	5		

Game called in the top of the 5th inning. Visiting team batting with two outs, no Baserunners – this is a tie game and you resume this game in the top of the 5th, visiting team at bat with two outs.

- e. If a playoff game is canceled after one or more innings have been played, the game will resume from where it stopped and must be played to a conclusion. The batting order will remain the same (no penalty for missing players) and all pitching rules remain in effect.

If the playoff game is canceled before one complete inning has been played, the game will be replayed in its entirety. However, all pitches thrown before the cancellation will be counted towards the pitch count rules.

If a player was not at the original game, then they must be placed at the end of the lineup when the game continues.

## **Safety**

1. Besides the umpire, the safety officer and any director of the field maintenance team will be the only persons authorized to stop or suspend any game regardless of the level of play, if he or she feels said game is being played or conducted under unsafe conditions, or managers, coaches or umpires are not complying with established safety rules. Any league official who observes a violation of any safety rule shall take immediate action to correct the violation.
2. Every manager, coach and umpire must comply with and enforce safety rules.
3. All spectators must comply with all safety rules.
4. Batters, base runners and player coaches must wear helmets as required.
5. All players, no matter position played, are required to wear a cup and chest guard at all times while on the field.
6. No bat swinging except at the plate and in an enclosed on-deck area (if available). Donuts are not allowed to be used on bats at any time.
7. On-deck batters will be in the on-deck area wearing a helmet as required.
8. There will be only one batter in the on-deck area at one time.
9. Managers and coaches shall instruct players not to throw the ball until the catcher is ready.
10. Managers are to set aside an area for their dugout. Players will be required to stay in this designated area. No wandering will be permitted during ball games.
11. Managers, coaches and umpires shall keep all persons away from behind the backstops. When requested to do so by managers, umpires will stop the game until this condition is corrected.
12. There will be no throwing of bats or helmets. After a warning, if a player continues to do so, said player will be ejected from the game.
13. No bike riding on ball fields while game is being played.
14. No vehicles allowed on the fields at any time. Parking on the grass at Stillwell Fields are not permitted. A coach or umpire may stop the game until the vehicle is removed.
15. Managers and coaches are to instruct their teams that there will be no ball playing unless manager or coach is present.
16. If a player is ejected, the player must remain with his or her team until the game is completed - unless the player is injured or ill. The Manager shall contact the player's

parents and/or guardian to explain why player was ejected and to encourage player to avoid future rules violations.

17. No jewelry is to be worn during practice or games. Notwithstanding the foregoing, new piercings are permitted provided they are covered with band-aid or tape.
18. All play will stop until a violation is corrected.
19. The following rule, usually referred to as the Pete Rose Rule, will be in effect in all Syosset local league play. There is no “must-slide.” When the fielder has the ball and is waiting to make the tag, the runner has three options: 1. Slide; 2. Attempt to get around the fielder; or 3. Give himself up. The runner must NOT **deliberately or maliciously run into or contact the fielder**, but he is NOT required to slide.

The runner is out when:

The runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make the tag and the runner makes contact with the fielder. The key phrases here are: “**or attempt to get around**” and “**has the ball waiting to make the tag.**” The runner may slide or attempt to get around the fielder. He does not have to slide. Plus, unless the fielder has control of the ball, the runner doesn’t have to do either.

The purpose of the rule is to prohibit the runner from deliberately crashing into a defender who has the ball, for the sole purpose of knocking the ball loose or to get to the base, because the runner knows he is going to be out otherwise. The fielder should not be in the base path without possession of the ball. If he is, it is obstruction. Anytime a runner deliberately and maliciously crashes into a fielder he should be ejected for unsportsmanlike conduct. However, if a close play occurs and the runner does not slide and makes incidental contact with the defender before he has the ball, no call should be made. If the defender has the ball, the umpire should judge as to whether the runner made an attempt to get around the fielder. If he did, he should not be called out simply because he did not slide or made contact. In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he does, he is out. If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious.

19. Each team is allowed one bat boy/girl. Bat boy/girl **MUST** wear a helmet at all times.

## **T Ball League (5 and 6 Year-Olds)**

1. 5 year olds and 6 year olds will play in their own divisions.
2. In case of rainouts every effort should be made by the managers of both teams to find a mutually acceptable date and time to reschedule the game.
3. Teams should conduct practice at least once per week. The manager of each team will be responsible to scheduling and running such practice.
4. There are no standings maintained for the 5 year and 6 year old divisions. There will be no scores kept for these divisions.
5. Managers should focus on teaching during these games. The goals for these divisions are as follows: Get the children acquainted with baseball. Teach basic and fundamental rules of baseball. Develop a sense of team spirit and good sportsmanship. Develop a healthy competitive spirit.
6. All players in the 5 year-old division **MUST** hit off the tee. Managers will not pitch to the children under any circumstances in the 5-year old division.
7. In the 6-year old division, managers have the option to pitch to batters beginning with the 8th game of the season. However, any player may hit off the tee at their request.  
**Managers must be sensitive to those players wanting to hit off a tee.**
8. **Games should be played regardless of how many children attend a game. There are no forfeits.** Game time limit is 2 hours; each child should get at least three at-bats.
9. Managers should make every attempt to place the children in actual baseball positions for every game. All children must play both infield and outfield during each game. Please take the child's safety into consideration. No child should be placed in the catcher's position or allowed to stand closer to the plate than the pitcher's position. Only adults are allowed to be catchers.
10. There will be a universal batting order in which  $\frac{1}{2}$  of your team will bat per inning. Once this has occurred, the inning is over, regardless of the number of outs perceived to have been achieved. There will be no outs counted.
11. There is no stealing, bunting, tagging up or infield fly rules in these leagues.
12. Safety bases are required for 1ST base. All batters and runners must wear approved batting helmets. Only the person at the tee (or at bat in a 6-year old game with a pitcher) will be allowed to swing a bat.
13. Use of donuts is prohibited.
14. Managers cannot waive any of these rules for any reason.

## **Little League 7 Year-Olds**

1. All 7 year olds will play together in their own league.
2. Games will be played once on Saturday and once during the week. Rainouts can be rescheduled if agreed upon by both managers, and every effort should be made to find a mutually acceptable date and time to reschedule the game. Managers have 72 hours to reschedule the game.
3. Teams should conduct practice at least once per week. The manager of each team will be responsible to scheduling and running such practice.
4. There are no standings maintained for this division. There will be no scores kept for these divisions.
5. Managers should focus on teaching during these games. The goals for these divisions are as follows: Teach basic and fundamental rules of baseball. Develop a sense of team spirit and good sportsmanship. Develop a healthy competitive spirit.
6. The managers will pitch to the children on his/her team. The coach should kneel on one knee to level themselves to the child hitting. The pitcher must be a safe distance from home plate. There are no balls and strikes. There is a maximum of eight pitches for each at bat. No child is allowed to pitch in this division at any time.
7. Games should be played regardless of how many children attend a game. There are no forfeits.
8. Managers should make every attempt to place the children in actual baseball positions for every game.
9. There will be a universal batting order in which  $\frac{1}{2}$  of your team will bat per inning. Once this has occurred, the inning is over, regardless of the number of outs perceived to have been achieved. There will be no outs counted. If the child at bat makes an out he will be removed from the base.
10. Every child plays the field in every inning. Use four infielders, one pitcher assistant and a catcher (use the catcher's equipment which is supplied to your team). The remaining players should be evenly spaced in the outfield. The batting team should have one coach behind the catcher to assist in ball retrieval.
11. There is no stealing, bunting, tagging up or infield fly rules in these leagues.
12. The Pete Rose rule in effect. The runner must slide, attempt to get around the fielder or give himself up. There are no head first slides permitted unless the runner is returning to a previously occupied base. The intent of this rule is to prevent injuries. Malicious contact will be automatic cause for ejection and is a judgment call by the umpire.
13. Safety bases are required for 1ST base.

14. Only the batter and on deck hitter are allowed to swing bats. The on deck hitter is allowed to swing his bat only on fields with an enclosed on deck circle. No exception to this rule.
15. All batters, on deck batters, and base runners must wear a batting helmet.
16. Use of donuts is prohibited.
17. Managers cannot waive any of these rules for any reason.
18. Parents, grandparents and other spectators must remain off the playing field and must not run with the batter to first base and beyond. This is critical for the child's perception that this is "real" baseball and will help improve their focus and independence. Limit coaches on field to two (2).



## Little League 8 Year-Olds

1. All 8 year olds will play together in their own league.
2. There will be approximately 12-14 six inning games during the season.
3. There will be two games per week. The games will be played once on Saturday and once during the week. Rainouts can be rescheduled if agreed upon by both managers, and every effort should be made to find a mutually acceptable date and time to reschedule the game. Managers have 72 hours to reschedule the game.
4. Teams should conduct practice at least once per week. The manager of each team will be responsible for scheduling and running such practice. The goal is to teach all kids how to pitch.
5. There are no standings maintained for this division. There will be no scores kept for these divisions.
6. Managers should focus on teaching during these games. The goals for these divisions are as follows: Teach basic and fundamental rules of baseball. Develop a sense of team spirit and good sportsmanship. Develop a healthy competitive spirit.
7. Eight year old baseball is the first year children (players) will be allowed to pitch in games. For all games a young adult umpire will call strikes and there will be strike outs. Once the players start to pitch the following rules will be in place:
  - If a player pitcher throws four balls to a batter, a coach from the hitting team will come in to finish the batter's at bat. **After 4 walks in an inning, the coach will pitch the remainder of the inning.**
  - If a player pitcher hits two batters in the same inning, the player will be removed from pitching for the remainder of the game.
  - A batter gets a total of three strikes for each plate appearance. The strike count does not start over if a coach comes in to pitch. Only swinging strikes are counted when the coach is pitching. There are no walks.
8. When assigned by the League, there will be one or two young adult umpires. **THERE IS A ZERO TOLERANCE RULE FOR ANY NEGATIVE INTERACTION WITH THE YOUNG ADULT UMPIRE.** Any complaints or issues with the young adult umpire should be addressed to the SBA umpire-in-chief. The penalty for this is a 2-game suspension for the first infraction and dismissal on the 2nd infraction. The strike zone is from the batter's shoulders to her/his knees as interpreted by the young adult umpire. If the young adult umpire is not present, the coach of the hitting team will umpire from behind the mound. All umpires (managers and young adults) should call the pitches fairly – if it is “strike 3” when a child is pitching, the batter should be called out. There are no called strikes when a coach is pitching, only swinging strikes. Coaches must not encourage batters to wait for a coach to pitch. The pitching distance is 40 feet. Managers

are required to keep track of the number of pitches thrown by each child and comply with the pitching restrictions chart at all times. See **“Pitching Restrictions – All Divisions”** for more information.

9. Managers must place the children in actual baseball positions for every game. There should be no more than 10 players in the field during a half-inning.
10. There will be a universal batting order used and the inning is over when three outs are made or when every child on the team has batted exactly once, whichever comes first.
11. There is no minimum amount of players needed to start a game. Teams can use players from the other team to field 10 players in the game should they have less than 10. The borrowed player cannot pitch. Coaches can also play in the field to move the game along. No child should ever sit more than one inning in a game.
12. There is no stealing, bunting, tagging up or infield fly rules in these leagues.
13. The Pete Rose rule is in effect. The runner must slide, attempt to get around the fielder or give himself up. There are no head first slides permitted unless the runner is returning to a previously occupied base. The intent of this rule is to prevent injuries. Malicious contact will be automatic cause for ejection and is a judgment call by the umpire.
14. Safety bases are required for 1ST base.
15. Only the batter and on deck hitter are allowed to swing bats. The on deck hitter is allowed to swing his bat only on fields with an enclosed on deck circle. No exception to this rule.
16. A courtesy runner should be used to replace the catcher after two outs if the catcher is on base. The courtesy runner must be the last batted out in the inning.
17. Catchers must wear proper catching gear, i.e., catcher’s helmet, chest protector, shin guards and cup. Coaches should instruct on proper catching position and technique in order to reduce the risk of injury, i.e., positioning behind the plate, not too close to the batter, freehand at side or behind back, and shin guards off the ground facing the pitcher.
18. The use of donuts is prohibited.
19. All batters, on deck batters, and base runners must wear a batting helmet.
20. Managers cannot waive any of these rules for any reason.
21. Parents, grandparents and other spectators must remain off the playing field and must not run with the batter to first base and beyond. This is critical for the child’s perception that this is “real” baseball and will help improve their focus and independence. Limit coaches on field to two (2).

## **A Division (9 Year Olds) and AA Division (10 Year Olds)**

1. All 9 year olds will play together in their own league. All 10 year olds will play together in their own league. A draft will occur before the season. Commissioners shall endeavor to structure the draft to make the teams as fair as possible, including skipping round three for teams with first round manager and coach kids.
2. Every player must play 4 innings in the field. No player can sit out 2 consecutive innings. In the case of an extra inning game, all substitution rules reset as if a new game is starting. The following chart represents the number of children that must sit during your game. There is no deviation from this rule.

# of players at the game	Minimum # of different kids Sitting
8 or 9	0
10	6
11	8
12	9
13	10

3. There will be approximately 12-14, 6 inning games during the season. A game must go four innings (3½ innings with the home team ahead) to be a complete game. Extra innings will be played if the game is tied at the end of six innings. The number of extra innings is only constrained by weather, darkness (light failure) or a maximum time limit (curfew) (see “Other SBA Key Rules”). Both teams must have an equal opportunity to complete their innings (in extra innings). Please refer to the Rain out, Postponement, and Cancellations page.
4. There will be two games per week. The games will be played once on Saturday and once during the week. Rainouts need to be rescheduled, and every effort should be made by the managers of both teams to find a mutually acceptable date and time to reschedule the game. Managers have 72 hours to reschedule the game.
5. Teams should conduct practice at least once per week. The manager of each team will be responsible to scheduling and running such practice.
6. There are scores kept and standings maintained for these divisions. Managers are responsible to entering their scores, pitchers used, pitch counts and game summaries in the manager’s area of the website within 36 hours of the completion of the game (and at least 24 hours prior to their next game). Each manager is responsible for entering their team’s pitch counts and game summaries. The winning manager is responsible for entering the game score. Should this information not be posted on time, the commissioner will warn the manager involved. The commissioner reserves the right to award 0 points if the information is then not reported within the next 24 hours. If the same managers

continue to not post this information they will be subject to suspension for multiple games and/or the season. Teams receive 3 points for a win, 2 points for a tie and 1 point for a loss. Teams that don't enter a pitch count receive 0 points.

7. Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch-count at the conclusion of each game.
8. Only children are allowed to pitch. After six walks in one inning (or a combination of walks and hit batsman equaling six), the pitcher must be removed. All relief pitchers are subject to the same rules aforementioned within this paragraph. Should any pitcher hit 2 batters in one inning or three batters in one game, the pitcher must be removed. Any combination of 8 walks or hit batsman in one inning by any number of pitchers will end the inning (unless it is the last inning of the game or an extra inning). Managers should never direct a child to walk a batter intentionally or hit a batter intentionally. Once a pitcher is removed from pitching either by choice or by rule, that pitcher cannot return as a pitcher in that game. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.** Also a player who catches 4 innings or more is not allowed to pitch in that game.
9. There is no balk rule in effect for this division. The pitching distance is 42 feet in an "A" game and 44 feet in an "AA" game. See **"Pitching Restrictions – All Divisions"** for more information.
10. Managers must place the children in actual baseball positions for every game. There should be no more than 9 players in the field during a half-inning, including three evenly spaced outfielders in the outfield. The outfielders must start the pitch in their position and cannot move until the pitch has crossed the plate. A team must have a minimum of eight players to start a game. Games cannot be played with less than 8 players. A team has 15 minutes from the start of game time to achieve 8 players or the team forfeits. At any point during the game, should the player count drop below 8, the game ends and that team forfeits. In order to obtain 8 players, a team may "call-up" additional players from only the next lower division. Call-ups must be SBA registered players, not merely in the grade below. Under no circumstances can a call-up be utilized from any division other than the next lower. These added players must bat last. You may obtain call-ups to get you to a maximum of 9 players. Call-ups should never be used if it is reasonably likely that a team can field 9 players. Call-ups are subject to approval by the commissioner and should be rotated in the field like all players. If a call-up shows up and the team ends up having 9 or more after all, the call-up must be able to play. There are no call-ups allowed for playoff games unless you get the written consent from the President of SBA.
10. If a call-up begins a game in the lineup in order to get a team to 9 players, it is expected that the player will remain in the lineup even if additional players arrive after the start of the game. If additional players arrive after the game has begun, call-ups should remain in the batting order, but are not to be utilized in the field. Call-ups cannot pitch. A call-up may catch if (i) the calling up team's regular catchers are not present and (ii) the call-up's regular team's coach or commissioner approve the call-up catching and opine that the call-up will not be a danger to himself at the position in the call-up division.

12. There are no call-ups allowed for playoff games unless you get the written consent from the President of SBA.
13. There will be a universal batting order used and the inning is over when three outs are made.
14. There is no infield fly rule in the “A” league; however, the infield fly rule is in effect in the “AA” league.
15. There is bunting in this division but slash bunting is not allowed. Slash bunting is when you fake a bunt and pull back and swing a way.
16. The following rule, usually referred to as the Pete Rose Rule, will be in effect in all Syosset local league play: There is no “must-slide.” When the fielder has the ball and is waiting to make the tag, the runner has three options: 1. Slide; 2. Attempt to get around the fielder; or 3. Give himself up. The runner must NOT **deliberately or maliciously contact the fielder**, but he is NOT required to slide.

The runner is out when:

The runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make the tag. The key phrases here are: “**or attempt to get around**” and “**has the ball waiting to make the tag.**” The runner may slide or attempt to get around the fielder. He does not have to slide. Plus, unless the fielder has control of the ball, the runner doesn’t have to do either.

The purpose of the rule is to prohibit the runner from deliberately crashing into a defender who has the ball, for the sole purpose of knocking the ball loose, because the runner knows he is going to be out otherwise. The fielder should not be in the base path without possession of the ball. If he is it is obstruction. Anytime a runner deliberately and maliciously crashes into a fielder he should be ejected for unsportsmanlike conduct. However, if a close play occurs and the runner does not slide and makes incidental contact with the defender before he has the ball, no call should be made. If the defender has the ball, the umpire should judge as to whether the runner made an attempt to get around the fielder. If he did, he should not be called out simply because he did not slide or made contact. In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he does, he is out. If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious.

17. A courtesy runner should be used to replace the catcher after two outs if the catcher is on base. The courtesy runner must be the last batted out in the inning.
18. Stealing of third base only is allowed. On an overthrow of third base (on a steal), the runners on base will not be allowed to advance. The runner cannot steal any base when the catcher throws the ball back to the pitcher who is on the rubber. There is no leading

from any base. All runners must stay on the base until the pitched ball passes the plate. The strike zone is from the batter's shoulders to her/his knees.

19. Should a manager become aware of a pitching infraction during an inning; he should notify the umpire and the opposing manager immediately and make corrections where necessary. Remember the spirit of the pitch count rule is to protect young arms. While we realize that small errors will sometimes occur, offenses are subject to league disciplinary policy. Managers are responsible for knowing whether a player is eligible to pitch in a given game. **No ineligible pitcher should ever be used. This is a zero tolerance policy. The 1st infraction is a two game suspension and the 2nd is dismissal.** Each infraction is subject to review by the Conduct Review Committee, if that committee is notified in writing within 72 hours of the suspension/dismissal.
20. Tagging up from third base only is allowed and no advances on overthrows are allowed once the play is completed. Managers should be guided by discretion and sportsmanship in instructing runners to tag up. The runner may leave as soon as the fielder touches the ball with umpire having final judgment if disputed.
21. Players pitching for non-SBA teams are eligible to pitch providing they comply with the Pitching restrictions listed in this document. Parents of these pitchers are required to report all outside pitching activities to the managers prior to the next scheduled league game and manager's report pitching count to commissioner and opposing manager not later than **24 hours** prior to next game. Any player who pitched in a non-SBA game earlier in the day is not eligible to pitch in the SBA game [See **Pitching Restrictions, Paragraph 1**].
22. All batters, on deck batters, and base runners must wear a batting helmet.
23. The use of donuts is prohibited.
24. Catchers must wear proper catching gear, i.e., catcher's helmet, chest protector, skin guards and cup. Coaches should instruct on proper catching position and technique in order to reduce the risk of injury, i.e., positioning behind the plate, not too close to the batter, freehand at side or behind back, and shin guards off the ground facing the pitcher.
25. When assigned by the League, there will be one or two young adult umpires. **THERE IS A ZERO TOLERANCE RULE FOR ANY NEGATIVE INTERACTION WITH THE YOUNG ADULT UMPIRE.** Any complaints or issues with the young adult umpire should be addressed to the SBA umpire-in-chief. The penalty for this is a 2-game suspension for the first infraction and dismissal on the 2nd infraction.
26. Managers cannot waive any of these rules for any reason.

### AAA Division (11 Year Olds)

1. Every player must play 4 innings in the field. No player can sit out 2 consecutive innings. In the case of an extra inning game, all substitution rules reset as if a new game is starting. The following chart represents the number of children that must sit during your game. There is no deviation from this rule.

# or players at the game	Minimum # of different kids Sitting
8 or 9	0
10	6
11	8
12	9
13	10

2. There will be approximately 12-14, 6 inning games during the season. A game must go four innings (3½ innings with the home team ahead) to be a complete game. Extra innings will be played if the game is tied at the end of six innings. The number of extra innings is only constrained by weather, darkness (light failure) or a maximum time limit (curfew) (see “Other SBA Key Rules”). Both teams must have an equal opportunity to complete their innings (in extra innings). Please refer to the Rain out, Postponement, and Cancellations page. A draft will occur before the season. Commissioners shall endeavor to structure the draft to make the teams as fair as possible, including skipping round three for teams with first round manager and coach kids.
3. There will be two games per week. The games will be played once on Saturday and once during the week. Rainouts need to be rescheduled, and every effort should be made by the managers of both teams to find a mutually acceptable date and time to reschedule the game. Managers have 72 hours to reschedule the game.
4. Teams should conduct practice at least once per week. The manager of each team will be responsible to scheduling and running such practice.
5. There are scores kept and standings maintained for these divisions. Managers are responsible for entering their scores, pitchers used, pitch counts and game summaries in the manager’s area of the website within 36 hours of the completion of the game (and at least 24 hours prior to their next game). Each manager is responsible for entering their team’s pitch counts and game summaries. The winning manager is responsible for entering the game score. Should this information not be posted on time, the commissioner will warn the manager involved. The commissioner reserves the right to award 0 points if the information is then not reported within the next 24 hours. If the same managers continue to not post this information they will be subject to suspension for multiple games and/or the season. Teams receive 3 points for a win, 2 points for a tie and 1 point for a loss. Teams that don’t enter a pitch count receive 0 points.

6. Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch-count at the conclusion of each game.
7. Managers should never direct a child to walk a batter intentionally or hit a batter intentionally. Once a pitcher is removed from pitching either by choice or by rule, that pitcher cannot return as a pitcher in that game. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Also, a player who catches 4 innings or more is not allowed to pitch in that game.
8. There is no balk rule in effect for this division. If a pitcher hits two batters in an inning or three in a game, he must be removed as a pitcher. The pitching distance is 46 feet. See **“Pitching Restrictions – All Divisions”** for more information.
9. Managers must place the children in actual baseball positions for every game. There should be no more than 9 players in the field during a half-inning, including three evenly spaced outfielders in the outfield. The outfielders must start the pitch in their position and cannot move until the pitch has crossed the plate. A team must have a minimum of eight players to start a game. Games cannot be played with less than 8 players. A team has 15 minutes from the start of game time to achieve 8 players or the team forfeits. At any point during the game, should the player count drop below 8, the game ends and that team forfeits. In order to obtain 8 players, a team may “call-up” additional players from only the next lower division. Call-ups must be SBA registered players, not merely in the grade below. Under no circumstances can a call up be utilized from any division other than the next lower. You may obtain call-ups to get you to a maximum of 9 players. Call-ups should never be used if it is reasonably likely that a team can field 9 players. Call-ups are subject to approval by the commissioner and should be rotated in the field like all players. If a call-up shows up and the team ends up having 9 or more after all, the call-up must be able to play. There are no call-ups allowed for playoff games unless you get the written consent from the President of SBA.
10. If a call-up begins a game in the lineup in order to get a team to 9 players, it is expected that the player will remain in the lineup even if additional players arrive after the start of the game. If additional players arrive after the game has begun, call-ups should remain in the batting order, but are not to be utilized in the field. Call-ups cannot pitch. A call-up may catch if (i) the calling up team’s regular catchers are not present and (ii) the call-up’s regular team’s coach or commissioner approve the call-up catching and opine that the call-up will not be a danger to himself at the position in the call-up division.
11. There will be a universal batting order used and the inning is over when three outs are made.
12. Bunting and the infield fly rule exists in this league however slash bunting is forbidden. Slash Bunting is when you fake a bunt and pull back and swing away.
13. The Pete Rose rule is in effect. The runner must slide, attempt to get around the fielder or give themselves up. There are no head first slides permitted unless the runner is returning



to a previously occupied base. The intent of this rule is to prevent injuries. Malicious contact will be automatic cause for ejection and is a judgment call by the umpire.

14. A courtesy runner should be used to replace the catcher after two outs if the catcher is on base. The courtesy runner must be the last batted out in the inning.
15. Stealing of all bases is allowed. On an overthrow (on a steal), the runners on base will be allowed to advance. **The runner cannot steal once the catcher throws the ball back to the pitcher and the pitcher has the ball on the mound. If a runner begins to steal when the catcher throws the ball to the pitcher and the pitcher catches it, the runner must return to the base.** There is no leading from any base. All runners must stay on the base until the pitched ball passes the plate. The strike zone is from the batter's shoulders to her/his knees.
16. Should a manager become aware of a pitching infraction during an inning; he should notify the umpire and the opposing manager immediately and make corrections where necessary. Managers should confer between innings on pitch counts. Remember the spirit of the pitch count rule is to protect young arms. While we realize that small errors will sometimes occur, repeated offenses are subject to league disciplinary policy.  
  
Managers are responsible for knowing whether a player is eligible to pitch in a given game. No ineligible pitcher should ever be used. This is a zero tolerance policy. The 1st infraction is a two game suspension and the 2nd is dismissal. Each infraction is subject to review by the Conduct Review Committee, if that Committee is notified in writing within 72 hours of the suspension/dismissal
17. Tagging up from all bases is allowed. The runner may leave as soon as the fielder touches the ball. Advances on overthrows are also allowed.
18. Players pitching for non-SBA teams are eligible to pitch providing they comply with the Pitching restrictions listed **on page 28** of this document and manager's report pitching count to commissioner and opposing manager not later than **24 hours** prior to next game. Any player who pitched in a non-SBA game earlier in the day is not eligible to pitch in the SBA game [See **Pitching Restrictions, Paragraph 1**].
19. All batters, on deck batters, and base runners must wear a batting helmet.
20. The use of donuts is prohibited.
21. Catchers must wear proper catching gear, i.e., catcher's helmet, chest protector, shin guards and cup. Coaches should instruct on proper catching position and technique in order to reduce the risk of injury, i.e., positioning behind the plate, not too close to the batter, freehand at side or behind back, and shin guards off the ground facing the pitcher.
22. Managers cannot waive any of these rules for any reason.

## Majors Division (12 Year Olds)

1. Every player must play 4 innings in the field. No player can sit out 2 consecutive innings. In the case of an extra inning game, all substitution rules reset as if a new game is starting. The following chart represents the number of children that must sit during your game. There is no deviation from this rule.

# or players at the game	Minimum # of different kids Sitting
8 or 9	0
10	6
11	8
12	9
13	10

2. There will be approximately 12-14, 6 inning games during the season. A game must go four innings (3½ innings with the home team ahead) to be a complete game. Extra innings will be played if the game is tied at the end of six innings. The number of extra innings is only constrained by weather, darkness (light failure) or a maximum time limit (curfew) (see “Other SBA Key Rules”). Both teams must have an equal opportunity to complete their innings (in extra innings). Please refer to the Rain out, Postponement, and Cancellations page. A draft will occur before the season. Commissioners shall endeavor to structure the draft to make the teams as fair as possible, including skipping round three for teams with first round manager and coach kids.
3. There will be two games per week. The games will be played once on Saturday and once during the week. Rainouts need to be rescheduled, and every effort should be made by the managers of both teams to find a mutually acceptable date and time to reschedule the game. Managers have 72 hours to reschedule the game.
4. Teams should conduct practice at least once per week. The manager of each team will be responsible to scheduling and running such practice.
5. There are scores kept and standings maintained for these divisions. Managers are responsible for entering their scores, pitchers used, pitch counts and game summaries in the manager’s area of the website within 36 hours of the completion of the game (and at least 24 hours prior to their next game). Each manager is responsible for entering their team’s pitch counts and game summaries. The winning manager is responsible for entering the game score. Should this information not be posted on time, the commissioner will warn the manager involved. The commissioner reserves the right to award 0 points if the information is then not reported within the next 24 hours. If the same managers continue to not post this information they will be subject to suspension for multiple games and/or the season. Teams receive 3 points for a win, 2 points for a tie and 1 point for a loss. Teams that don’t enter a pitch count receive 0 points.

6. Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch-count at the conclusion of each game.
7. Managers should never direct a child to walk a batter intentionally or hit a batter intentionally. Once a pitcher is removed from pitching either by choice or by rule, that pitcher cannot return as a pitcher in that game. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Also, a player who catches 4 innings or more is not allowed to pitch in that game. Call-ups may not pitch. A call-up may catch if (i) the calling up team's regular catchers are not present and (ii) the call-up's regular team's coach or commissioner approve the call-up catching and opine that the call-up will not be a danger to himself at the position in the call-up division.
8. There is no balk rule in effect for this division. If a pitcher hits two batters in an inning or three in a game, he must be removed as a pitcher. The pitching distance is 51 feet. See **"Pitching Restrictions – All Divisions"** for more information.
9. Managers must place the children in actual baseball positions for every game. There should be no more than 9 players in the field during a half-inning, including three evenly spaced outfielders in the outfield. The outfielders must start the pitch in their position and cannot move until the pitch has crossed the plate. A team must have a minimum of eight players to start a game. Games cannot be played with less than 8 players. A team has 15 minutes from the start of game time to achieve 8 players or the team forfeits. At any point during the game, should the player count drop below 8, the game ends and that team forfeits. In order to obtain 8 players, a team may "call-up" additional players from only the next lower division. Call-ups must be SBA registered players, not merely in the grade below. Under no circumstances can a call up be utilized from any division other than the next lower. These added players must bat last. You may obtain call-ups to get you to a maximum of 9 players. Call-ups should never be used if it is reasonably likely that a team can field 9 players. Call-ups are subject to approval by the commissioner and should be rotated in the field like all players. If a call-up shows up and the team ends up having 9 or more after all, the call-up must be able to play. There are no call-ups allowed for playoff games unless you get the written consent from the President of SBA.
10. If a call-up begins a game in the lineup in order to get a team to 9 players, it is expected that the player will remain in the lineup even if additional players arrive after the start of the game. If additional players arrive after the game has begun, call-ups should remain in the batting order, but are not to be utilized in the field. Call-ups may not pitch. A call-up may catch if (i) the calling up team's regular catchers are not present and (ii) the call-up's regular team's coach or commissioner approve the call-up catching and opine that the call-up will not be a danger to himself at the position in the call-up division.
10. There will be a universal batting order used and the inning is over when three outs are made.
11. Bunting and the infield fly rule exists in this league however slash bunting is forbidden. Slash Bunting is when you fake a bunt and pull back and swing away.

12. The Pete Rose rule in effect. The runner must slide, attempt to get around the fielder or give himself up. There are no head first slides permitted unless the runner is returning to a previously occupied base. The intent of this rule is to prevent injuries. Malicious contact will be automatic cause for ejection and is a judgment call by the umpire.
13. A courtesy runner should be used to replace the catcher after two outs if the catcher is on base. The courtesy runner must be the last batted out in the inning.
14. Stealing of all bases is allowed after the ball crosses the plate. On an overthrow (on a steal), the runners on base will be allowed to advance. **The runner cannot steal once the catcher throws the ball back to the pitcher and the pitcher has the ball on the mound. If a runner begins to steal when the catcher throws the ball to the pitcher and the pitcher catches it, the runner must return to the base.** There is no leading from any base. All runners must stay on the base until the pitched ball passes the plate. The strike zone is from the batter's shoulders to her/his knees.
15. Should a manager become aware of a pitching infraction during an inning; he should notify the umpire and the opposing manager immediately and make corrections where necessary. Managers should confer between innings on pitch counts. Remember the spirit of the pitch count rule is to protect young arms. While we realize that small errors will sometimes occur, repeated offenses are subject to league disciplinary policy.  
  
Managers are responsible for knowing whether a player is eligible to pitch in a given game including coordinating with the player's parents, travel coach, and school coach, if applicable. No ineligible pitcher should ever be used. This is a zero tolerance policy. The 1st infraction is a two game suspension and the 2nd is dismissal. Each infraction is subject to review by the Conduct Review Committee, if that committee is notified in writing within 72 hours of the suspension/dismissal
16. Tagging up from all bases is allowed. The runner may leave as soon as the fielder touches the ball. Advances on overthrows are also allowed.
17. Players pitching for non-SBA teams are eligible to pitch providing they comply with the Pitching restrictions listed **on page 28** of this document and manager's report pitching count to commissioner and opposing manager not later than **24 hours** prior to next game. Any player who pitched in a non-SBA game earlier in the day is not eligible to pitch in the SBA game [See **Pitching Restrictions, Paragraph 1**].
18. All batters, on deck batters, and base runners must wear a batting helmet.
19. The use of donuts is prohibited.
20. Catchers must wear proper catching gear, i.e., catcher's helmet, chest protector, skin guards and cup. Coaches should instruct on proper catching position and technique in order to reduce the risk of injury, i.e., positioning behind the plate, not too close to the batter, freehand at side or behind back, and shin guards off the ground facing the pitcher.
21. Managers cannot waive any of these rules for any reason.



## **Pitching Restrictions - ALL DIVISIONS**

1. Pitchers can only pitch in one game per day. Anyone who pitches in a non-SBA game earlier in the day is not eligible to pitch in the SBA game. This includes games pitched the same day for HB Thompson, South Woods or Syosset High School but does not include ordinary recess activities.
2. It is the responsibility of each team's manager and coaches to ensure the wellbeing of their pitchers regardless of what the rule allows.
3. See Pitching Restriction Chart below for pitches allowed per day, and mandatory days of rest for a pitcher and maximum pitches per day. If a pitcher reaches the maximum pitches per day limit while pitching to a batter, the pitcher may continue to pitch until the batter is put out or reaches first base. This is at the managers' discretion. Should a pitcher pitch to a batter through any other limit (other than the Maximum Pitches Per day), the pitches are counted and charged to the next level of rest accordingly.
4. A pitch is defined as any ball thrown by the pitcher while time is in, which is declared a ball, strike or put in play. This includes a foul ball or a batter struck by a pitch.
5. Pitch Count – Every manager is responsible for delegating a person to count the pitches thrown by his team as well as the opposing team. At the end of every half- inning or when a pitcher is removed, both teams will record the pitch count for every pitcher in their scorebook. Additionally at the end of every half-inning both teams should confer with each other to confirm the pitch count. If there is a discrepancy, the umpire will have the final say. Upon completion of the game, the pitch count for each pitcher will be reported to the electronically on the SBA website. Failure to report the pitch count within 36 hours (or 24 hours before the next game) could lead to a team being awarded 0 points in the standings for that game. If the same manager continues to not post this information, they will be subject to suspensions.
6. Any violation of this rule must be communicated to the commissioner in the form of a protest. If the opposing manager observes a violation, he must inform the umpire and the manager immediately. The Commissioner will examine all the facts and decide if the protest is valid and determine whether any action should be taken. All managers are advised that the purpose of this rule is to insure the well- being of the pitcher. This is not a rule enacted to give the manager the opportunity to capitalize on an administrative error by another manager. Frivolous protests will not be upheld.
7. If any players also pitch on travel or school teams, all pitch counts for travel and school team activity will count towards the intermural games and restrictions. Managers must be aware of travel and school team participation among their players and ensure no one is overused.
8. Intentional walks are not allowed in any division.

9. Pitch Count Restrictions

**Syosset Baseball Association Pitch Count Restrictions**

Age	Pitches Allowed	Days Rest	Maximum Pitches Per day
Rookies and A Division (2 <sup>nd</sup> and 3 <sup>rd</sup> Grades)	1-20 21-35 36-50	0 1 2	50 (Rookies: 2 innings or 6 outs max in any game)
AA and AAA Division (3 <sup>rd</sup> and 4 <sup>th</sup> Grade)	1-20 21-35 36-50 51-65 66-75	0 1 2 3 4	75
Majors (6 <sup>th</sup> & 7 <sup>th</sup> Grades) and Seniors (8 <sup>th</sup> – 12 <sup>th</sup> Grades)	1-20 21-35 36-50 51-65 66-85	0 1 2 3 4	85

“Days Rest” is defined as a day in which no pitches are thrown. Pitchers who throw 20 pitches or less may pitch the next day, pitchers who throw 21-35 pitches may not pitch on the next day but may pitch on the day after, etc.

For example, if a pitcher throws:

- 20 pitches or less on a Saturday, they may pitch on Sunday
- 21 - 35 pitches on a Saturday, they may next pitch on Monday
- 36 - 50 pitches on a Saturday, they may next pitch on Tuesday
- 51- 65 pitches on a Saturday, they may next pitch on Wednesday
- Over 65 pitches on a Saturday, they may next pitch on Thursday

10. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.** Also a player who catches 4 innings or more is not allowed to pitch in that game. Call-ups may not pitch. A call-up may catch if (i) the calling up team’s regular catchers are not present and (ii) the call-up’s regular team’s

coach or commissioner approve the call-up catching and opine that the call-up will not be a danger to himself at the position in the call-up division. Players competing in both the Majors and Senior Divisions are not allowed to pitch at any time in Senior Division games.

11. If a game is suspended for any reason and scheduled for completion on another day, a pitcher can play the position of catcher regardless of innings pitched and rule 10 above does not apply. Pitch count rules are in effect for the pitchers in the game at the time of suspension. No player who pitched earlier in the suspended game can return to pitch when the game is resumed.
12. Managers are to perform a pitch-count reconciliation after each half- inning and agree on final pitch-count at the conclusion of each game.



## **Other Important SBA Rules**

### **1. Game Time Limits**

#### **For all games played at Syosset Woodbury Park 60' Field:**

All games played at Syosset Woodbury Park 60' will have a strict time limit as follows:

For weeknight games starting at 5:30 P.M., if another game is scheduled afterwards, no new inning can start after 7:20 P.M. and all players must be off the field by 7:40 P.M. (NO EXCEPTIONS)

For weeknight games starting at 7:45 P.M., no new innings can start after 9:35 P.M. and the game must be complete by 10:00 P.M. (NO EXCEPTIONS)

#### **For all games at fields other than Syosset Woodbury Park: The time limit is from the official start time.**

No new inning may start after 1:50. Teams are able to complete the inning. The timing of the new inning will be at the time the final out is recorded in the previous inning, regardless of warm-up times or when the first batter is up at the plate. A manager shall not make excessive mound visits or pitching changes in order to prolong an inning because of the time limit.

Time limits are effective for all divisions T Ball through Majors.

There is a 15-minute max waiting time after the official game start time for forfeits. Example: 6:00 P.M. start – 6:15 game is forfeited

Time limits do not apply in any Championship playoff game.

### **2. Lightning & Thunder Suspended Game**

It is the responsibility of the umpire (along with the managers and coaches) to ensure the safety of the players. Only the umpire may suspend a game because of dangerous weather conditions. SBA recommends that the game be suspended if there is any visible lightning, or the sound of thunder, no matter how distant. Managers must wait a minimum of 20 minutes before beginning the game again (for each sighting of lightning or sound of thunder).

### **3. Managers must make every possible effort to continue the game unless:**

- The Field is unplayable
- It is too dark
- The safety of the players is in jeopardy. This rule is effective for all divisions.

4. Run Rule

Please see row on rules grid (below) for specifics. The run rule is in effect upon completion of 4 innings (or 3.5 if the home team is winning). This rule is effective for divisions A through Majors.

5. Pitcher Removal

Please see row on rules grid (below) for specifics. Managers are allowed two trips to the mound per pitcher throughout the game. A trip is defined as the manager crossing the foul line. On the third visit to the mound for the same pitcher, the player must be removed as the pitcher. A visit to the mound for an injury does not count as a visit. It is up to the umpire to determine if a visit is actually an injury visit. This rule is effective for divisions A thru Majors.

6. Protests

All protests must be submitted in writing (emails are allowed) to the League Commissioner within 24 hours from the ending of the game in question. There can be no protests on judgment calls. Both teams' scorebooks must be signed at the moment of the protest. The protesting manager must immediately and before the succeeding play, notify the umpire that the game is under protest. A committee of the Executive Board and the League Commissioner shall meet to resolve the protest. If upheld, the game will be re-scheduled and played from the point of the infraction. This rule is effective for divisions A thru Majors.

7. Rainouts / Postponements / Re-Scheduling

Managers are required to reschedule games within 72 hours of a postponement. Commissioners will reschedule games if this guideline is not met. The League Commissioner will have final authority over all rescheduling. This rule is effective for divisions A through Majors.

8. Spring Intramural Evaluations

If scheduled, all players from Division A, AA, AAA and Majors must attend an evaluation prior to the start of the season. If a player is unable to attend any scheduled SBA evaluation date, then that player will be placed on the league's draft list under his manager or annual evaluation score from the prior year.

9. Coaches in Dugout / Parents on the Field

Only approved managers, coaches and helpers are allowed in the dugout. No other parent is allowed in the dugout or on the field. This rule is effective for divisions A through Majors.

10. Volunteer Form

All managers, coaches and helpers must complete a League volunteer form located on the SBA website before the beginning of the season. A coach's ethics form must also be signed and returned to the League Commissioner before the first game. Only managers and coaches who have completed the volunteer application (and have been approved by the SBA Board) may be on the field or interact with the players. This rule is effective for all divisions.

11. Manager Evaluations

All managers must complete the player evaluation excel spreadsheets located in their Manager Login area prior to June 30th of each intramural season. Failure to do so may result in possible manager suspension for the following intramural year. This rule is effective for all divisions.

12. Miscellaneous

These rules are effective for all divisions unless noted.

- a. Managers, coaches, parents and players must remove all garbage from the dugout area after each game.
- b. No batting donuts are allowed.
- c. Slash bunting is strictly forbidden.
- d. No on deck hitters are allowed unless a specific enclosed area for on-deck hitters is available on the field.
- e. Nobody is allowed immediately behind the backstop except official scorekeepers.
- f. Alcohol or tobacco is forbidden on playing fields and in the dugout area on all league fields during games or practices. The same applies for the stands.
- g. Cars are not permitted on the grass access roads in Stillwell. All cars must remain in the gravel parking lots. The opening at Stillwell (metal frame bar arm) must remain clear to allow for emergency vehicles to enter. Anyone violating the rule will be subject to fines and be responsible to any injuries caused by a player whose medical care is delayed.
- h. All male players must wear protective cups and all players through the majors division must wear chest protectors.
- i. All players must wear batting helmets when batting.

- j. If the home team is winning after 5.5 innings, their turn at bat is not necessary and will not occur.
  - k. If an inning (after the 4th) cannot be completed due to darkness or weather conditions, the final score will revert back to the score at the end of the last completed inning.
  - l. For the Senior League:
    - 7 inning scheduled game – complete game is 5 innings
    - 9 inning scheduled game (playoffs) – complete game is 5 innings
13. Runners Leaving Bases Early (Little League Rule 7.13)

If a runner leaves early and the ball is not put in play, the runner must return to the base occupied at the time of the pitch.

If the runner leaves early and the ball is put in play, the base runner is allowed to continue. If a play is made and the runners are put out then the play stands. If no put out, the runner must return to the original base or bases, or to the unoccupied base nearest to the one left early.

Examples:

- 1. Runner on first leaves early, and the batter hits a single. The runner on first cannot go past second base
- 2. Runner on second leaves early and the batter hits a single. The runner must return to 2nd base.
- 3. Runner on first leaves early, and the batter hits a ball to the shortstop that throws to second, not in time for the force, the runner remains at 2ND base.
- 4. Bases loaded, and any runner leaves early, and the batter reaches first, the run does not score, however no out is charged. If an out is made on any base, the runner from third would return to third base.

This rule is effective in all divisions T Ball thru Majors.

14. Tie-breakers

The following tie breakers, listed in order of priority, are used to determine playoff pairings:

- Points Earned
- Head to Head (result of games)

- Lower Runs Against Per Game
- Coin Flip

Example:

Team A: 8-4-2 32 points in 14 games, allowing 56 runs

Team B: 9-3-1 32 points in 13 games, allowing 54 runs

The regular season standing would be decided based on who won the head-to-head game. The fact that Team B earned the same number of points in fewer games is of no relevance to our tiebreaking procedures.

If the head-to-head game ended in a tie, or there were two games and they were split, runs allowed per game is the next tie-breaker. Team A has allowed 56 (4.00 per game), while Team B has allowed 54 (4.15 per game).

Team A would be given the higher (better) seed because they have allowed fewer runs per game.

#### 15. Playoff Pairings

Playoffs are conducted by division (except in Majors). All teams make the single-elimination playoffs. The first round (if needed) is to reduce # of remaining teams in each division to 4.

In a five team Division, #4 plays #5, and #1-3 receive byes.

In a six team Division, #4 plays #5 and #3 plays #6. #1-2 receive byes.

In a seven team Division, #4 plays #5, #3 plays #6, #2 plays #5 and #1 receives a bye.