



# Tyro Rules and Procedures

(1st & 2nd grade)

The official Little League baseball playing rules will be the main source or guide to govern play. The following guidelines have been adopted by the LZBSA Board of Directors to incorporate and enhance the Little League rules.

## **Program Goals:**

*At the 1<sup>st</sup> & 2<sup>nd</sup> grade (7 & 8-year-old) level, player/participant goals should be relatively simple:*

- A. Develop: Teach the game; A player's skills should improve from the beginning to the end of the season*
- B. Respect: Be respectful of teammates, opponents & the umpires*
- C. Compete: Do your best/ Play hard; Managers should begin to teach winning and losing with grace*
- D. Have Fun: One great measure of success – do the players return the next year?*

## **Manager, Coach & Team Responsibilities:**

All managers and on field coaches (including in dugout scorekeepers) will be required to complete a Manager/Coach/ Field Assist Form and pass a background screening and APT Player Safety Training prior to the start of the season. (Info can be found on the LZBSA website). i. The agreement stipulates guidelines that include, but are not limited, to manager/coach responsibility and the conduct of players, rule violations, disciplinary action, equipment, knowledge of playing rules, LZBSA responsibilities, etc.

- ii. During the season, all Managers and/or head coaches are responsible for their team. A team includes coaches, players and parents, as outlined in the agreement. iii. The position of manager is a privilege retained for one baseball season. At the completion of the season, each manager's performance will be reviewed by the league president. Recommendations for future manager assignments are made by the league president and approved by the LZBSA Board.

Managers have responsibility for their players while on the field. During the season (including any preseason team training), starting with practices, Managers must make sure that there is no fighting, bullying, swearing, arguing with umpires or opponents, throwing of equipment, or engaging in any unsportsmanlike conduct.

**Field Care Responsibilities:** Every Manager, and his team, are responsible for field care and maintenance and ensuring our LZ baseball facilities, including dugouts, are well maintained. i. After each practice & game managers, coaches, players and parents should complete some light maintenance to ensure the field is playable for the next team(s). This includes:

- a. Light raking around pitcher's mound and batter's box – fill in holes; add water & tamp down when/where possible.
  - b. Use field drag on the baselines and in the base paths – smooth out for ground balls & base runners.
  - c. Between games only – freshen up baselines and batter's box when chalk is available.
- ii. After practice & games, dugouts should be cleaned of trash and debris before you



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- iii. If you are the last team on the field for the day, once the field maintenance is complete, please return field tools to the equipment boxes and lock it for the night.

### 1.1 Good Sportsmanship Responsibilities (Managers/Coaches/ Parents & Players):

- A. Managers, coaches, players and parents shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
- B. Abuse of equipment such as throwing bats in anger is not permitted and violators may be removed from the game.
- C. Swearing by managers, coaches, players or parents, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection. D. **Arguing with umpires will not be tolerated.** If violated, managers, coaches, players or parents may be ejected and subject to disciplinary action. The Tyro League is an instructional league. Please be patient with everyone involved.
- E. **Remember, the umpires are volunteers.** They will make mistakes!
  - i. Influencing the umpires (for example, yelling "safe" or "out" before the umpire makes a call, or yelling "good pitch" before the umpire makes a call) or openly questioning or complaining any umpire's call will not be tolerated.
  - ii. Judgment calls by the umpire cannot be argued. All umpire decisions are final.

### 1.2 Tyro Structure:

- A. The number of teams will be determined by the number of registered players. LZBSA creates teams that are a combination of 1<sup>st</sup> and 2<sup>nd</sup> grade children (typically 7 and 8 years old).
- B. Should league enrollment exceed 16 teams, with a reasonable balance of 1<sup>st</sup> and 2<sup>nd</sup> grade players, LZBSA may consider splitting the teams by grade level.
- C. Team selections are completed by the league President at his/ her discretion. Team sizes will be no more than (13) players and no less than (10) players.
- D. The schedule and number of games to be played each year will be determined by the league president.

### 1.3 Complete, Called or Suspended Games:

- A. All Tyro league games are planned for 6 innings. If the score is tied, extra innings can be played as long as time limits are not exceeded.
  - i. Games can end in a tie if time limit is reached or the game is stopped (weather/darkness) after regulation innings have been played.
- B. The time limit for each game is 105 minutes. No new inning will start after the 105-minute mark has been hit.
  - i. Both coaches / parent umpires should note the game start time at first pitch – and should check the time between innings.

iii. A new inning is considered to start as soon as the last out of the previous inning has been made.

iii. For safety, all games must end at dusk (or dark) on fields without lights.



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iv. No time limit will be used for playoff and All-star games.

C. A game is considered a regulation game if one of the following has occurred:

i. 4 innings have been completed.

ii. If the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in 4 completed half innings.

iii. If the home team scores one or more runs in its half of the fourth inning to tie or win the game. If the home team is ahead after 3 ½ innings (the visitor has batted 4 times) the game is official and subject to time and weather.

iv. If a game is called after the start of the 5<sup>th</sup> inning, any partially completed inning will not count, unless the Home team scores one or more runs in its half of the inning to tie or win the game.

v. If the time limit is reached and the home team is ahead, the home team does not have to bat to complete the game.

D. If a game is called and it is not a regulation game (i.e., one of the requirements in part C above is not met), the game will be rescheduled and start over from the beginning.

E. **Lightning:** Most LZBSA Fields have lightning detection systems. If the warning siren goes off (or lightning is spotted in the distance), the game will be immediately stopped. Players and coaches will immediately retreat to safety (e.g., car/building). The lightning detection system will also provide an all clear alert (3 shorts blasts from the siren). Once heard the game can resume.

i. On fields without lightning detection, if lightning is spotted play must be stopped immediately and players must leave the field to seek shelter. For each future lightning strike, the clock restarts. After 30 minutes with no lightning spotted, play can resume. If lightning is sighted again (after the 30-minute period), the game shall be called. See Little League Book for more detail.

### Game Play

#### 2.0 Field Size:

A. The distance between bases shall be 55 feet

B. The distance between the mound and home plate shall be 28 feet.

C. The distance from home plate to 2<sup>nd</sup> base is 70 feet, 8 inches.

#### 2.1 Official Scorekeeper & Umpires

A. The Home team is the official scorekeeper for each game. Each team is encouraged to check with the other team frequently throughout the game to ensure consistency. However, if there is a discrepancy, the Home team's book will be the deciding factor in resolving the issue. B. Lineups should be exchanged prior to first pitch.

C. Final score need not be reported as standings will not be kept

D. Umpires: The home team will supply the umpire for the game. The umpire will be a team parent.

- a. Umpires are parents who may need assistance from time to time
- b. There are NO protests of calls and the umpire's judgment is final

### 3.0 Defense Rules

- A. Each team will play 10 players on a field at a time, an extra outfielder is permitted.



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- B. There are no forfeits. Teams can borrow players from the other team if they're short players.
- C. **All Play Rule:** Each player must play at least one (2) inning (s) at an infield position **AND** (1) inning at an outfield position during each game.
  - i. **Exception:** If a Manager feels a player is at risk or there is a safety issue with playing an infield position (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, C, P), the Manager must discuss this with the child's parent in advance and provide the reasoning. Opposing coaches should also be alerted to the situation prior to first pitch.
- D. Players playing "pitcher" should remain on the "glove side" of the pitcher
- E. No player shall sit on the bench (sit out) 2 full innings (unless due to injury or illness) during any game before every other player on the team has sat at least one full inning. In other words, no player shall sit their second inning until every player has sat their first inning.
  - i. In the spirit of fair play all team members should play roughly the same number of innings during each game and throughout the season

### 3.1 Pitching Rules

- A. Teams will be pitched to by an adult manager or coach of the team.
- B. Pitcher will pitch overhand unless there are mitigating circumstances with a player (disability)
- C. Preferred if pitcher kneel or sit on a bucket to have a more level pitch for the hitters. i. Coaches should use their judgment on the skill of the player to knee or stand.

### 4.0 Batting Rules

- A. All Play Rule: All players present for the game shall be listed in a continuous batting order. The batting order is in effect for the entire game. All players must bat in their position in the order, whether or not they play in the field.
- B. Each manager will submit a listed batting order, including player name and number, to the opposing team manager prior to the game.
  - i. Players arriving late to the game must be placed at the end of the batting order and play a proportionate amount of innings.
- C. If a player leaves before the end of a game, that player's position in the batting order will be eliminated and such elimination will not constitute an out.
  - i. **Exception:** if a player is ejected for any reason, subsequent at bats for that player are outs.
- D. **Courtesy Runners** are allowed for catchers (only for the player who will be putting on the equipment during the next defensive inning) once there are two outs. The Courtesy Runner will be either the last batted out or, if in the first inning, the last player in the lineup.

### 4.1 Four (4) Run Rule:

- A. Each team will have 3 hours per inning; however, except for the 6<sup>th</sup> inning or any extra innings of

- a game, only four (4) runs may be scored by each team in each inning. Upon scoring the fourth run, the managers will declare the play dead and the defensive team will leave the field.
- B. During the 6<sup>th</sup> inning of a game and in extra innings, the four (4) run limit will be lifted. However, no batter can come to bat more than one (1) time in an inning. (*Exceptions to this rule: see below Bi & Bii*)
- i. **Regular Season:** If teams of unequal roster size are playing, then both teams will be allowed to bat an equal number of batters in the sixth and all extra innings. The number of allowed batters will be equal to the **larger** roster.



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- C. If the game is shortened to less than 6 innings due to time limit, or for any other reason, the four-run limit will remain in place during the last inning played.

### 4.2 Pitches

- A. Each batter will receive a total of 7 pitches (there are no walks or called strikes) B. If the batter swings and misses on the seventh pitch it will constitute an out. C. If the batter fouls the ball off on the 7<sup>th</sup> pitch, he/she will continue to bat until the ball is put in play or swings and misses.

### 4.3 Base Running Dead Ball / Dead Play Rule:

- D. No Stealing
- E. No infield fly rule & runner may not advance on a caught fly ball
- F. No overthrows. A batter only gets the base they are going to. In the outfield, there can be more than one overthrow and the runner can continue advancing. However, once the ball gets to the infield, whether it is caught or not, the play is over and the runner can get to the base he/ she is going to.
- G. A runner can only advance one base on an infield hit
- H. Runner cannot leave the base until the ball is hit.
- I. Base runner who attempts to reach the base incorrectly may be tagged out on the play. Base runners incorrectly reaching a base safely will be sent back to the previous base.

### 4.4 Sliding on a Close Play – No Contact Rule:

- A. All players must avoid contact when running the bases, except when sliding. B. A base runner not complying with this rule will receive one warning and an automatic out (at the manager (s) discretion).
- i. A 2<sup>nd</sup> offense by any player on the same team, during the same game, will result in an out and an automatic ejection of that player.
- C. Headfirst Slides are only permitted when returning to a base, after having previously reached that base safely. Any player that violates this rule will be called out.

**4.5 Bunting:** Bunting is not allowed. Fake bunting (pretending to bunt, pulling the bat back and swinging) will be an automatic out

### Equipment and General Safety Guidelines

Managers and Coaches have a critical responsibility for the safety of their team's players and the families that attend LZBSA baseball games.

### 5.1 Game Balls

- A. Each Manager will supply a new or lightly used Tyro League issued baseball approved baseball for each game. These are provided to each team by the league at the start of the season. B. Managers **should not** give out game balls to players as MVP awards after each game. Please keep these for practice balls and return at the end of the season.

### 5.1 Bat Requirements:

- A. All Bats must comply with the following guidelines to be used in games or practices:



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- i. Bat must not be longer than 33" long
  - ii. All USSSA non-wood bats must be stamped/printed with a BPI (Bat Performance Indicator) of 1.15 or less (see image below).
  - iv. All USA non-wood bats must be stamped/printed with the USA logo and shall not exceed two and five-eighths (2 5/8) inches in diameter – NO big barrel bats allowed.
- B. While there will be no official bat check completed by an umpire, Managers have responsibility for reviewing its team's bats to ensure league guidelines are being adhered to. i. Managers should conduct a bat review when spring practices begin. If a bat is out of compliance, he should remove it from the dugout and speak to the child's parents. ii. Ongoing Responsibility: during the season, should the Manager identify a new team bat (at a game) the Manager should review its specs.
- C. Wood Bats are allowed. If taped, the tape length cannot exceed sixteen inches (16") up from the handle (starting at the small end – the handle -- of the bat).

**Bat Performance Factor Stamps** (must be printed on all non-wood bat to be used during games & practices)



2 5/8 max



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### 5.2 Uniform

- A. All players, especially catchers, should be wearing a protective cup while on the field. B. Players must wear proper shoes (tennis/gym shoes or plastic/rubber baseball cleats) to participate in games and practices. Metal cleats are not allowed. C. Players will need a full uniform to play. Tyro Shirt and League Hat.

### 5.3. Tyro League (1<sup>st</sup> & 2<sup>nd</sup> grade) Common Sense Guidelines:

- D. To ensure player and fan safety, players are not to swing their bats outside the field (within the fences only). The coaching staff is expected to monitor this.
- E. Any player warming up a pitcher (on the field or in the "bullpen") must be in full catcher's equipment.
- F. Any offensive player, on the field, must always have a helmet on, starting when they leave the

dugout (on deck, at bat, or on base).

G. All players must remain on the bench if they are not playing in the field or taking their turn at bat. They should be paying attention to the game and not running around.

i. Coaches must keep their players out of the dugout doorway and off the field (when not hitting or playing defense) to prevent players from being hit by foul balls or errant throws. H. Only the players and coaching staff (inclusive of scorekeeper) are allowed on the bench.