

Southfield Youth Baseball, INC.
Addendum to the Official Little League and High School Rules Book.

RULES FOR ALL LEVELS

1. Player Eligibility

<u>Division</u>	<u>Age as of 4/30 *</u>
T-Ball	5 or 6
Pee-Wee	7 or 8
Minors	9 or 10
Majors	11 or 12

* Players may play in a higher age classification, but may not play in a lower age classification.

2. Weather/Un-playable Field Conditions

In case of inclement weather, the decision to play all scheduled games will be made by the President of the SYB board. A message will be left on the SYB Baseball Hotline (248) 842-8881 by 5:30 PM weekdays and by 10:30 AM Saturday's if games are cancelled. (Not including Super Saturday games)

If there is no cancellation message one hour before a scheduled game, coaches and players should report to their scheduled fields in uniform. If a team fails to appear within fifteen minutes of the scheduled game, the team failing to appear will forfeit the game.

Parents are encouraged to use the league hotline to find out the latest status of questionable games. Please do not have parents call the league commissioners or the President of SYB for weather updates

If both managers are at the field thirty minutes before a scheduled game and both agree that the field conditions could make playing the game unsafe, the game will be postponed and rescheduled for a later date. The league Commissioner should be notified ASAP of the postponement.

If both managers cannot agree on whether to play or not, the umpire will have the determining vote as to the playability of the field. Once a game begins the umpire shall make all decisions concerning field conditions.

Lightning

If lightning is spotted in the area, the game will stop for a fifteen minute period. If lightning is seen a second time, the 15 minute period will start over again. If lightning is seen again after the 2nd 15 minute lightning delay, the game will be suspended for the day. The umpire will be the official time keeper for the lightning delays. It is the coach's responsibility to keep all of the players at the game until it is determined if the game will resume after the lightning delay or if the game will be rescheduled. If the game is started again and one of the two teams does not have enough players to field a team (see rule on the minimum number of players required) , that team will forfeit the game.

3. Home Team/Visiting Bench & Warm Up Policy

The home team shall occupy the third base side of the field. The home team will set up the bases, in accordance with league dimensions. The home team will take possession of the field, for pre-game warm up from 6:00 to 6:15 p.m. for weekday games, and 10:30 to 10:45 a.m. for Saturday games (Not including Super Saturday games). The home team must give up the field at the designated time regardless of the time the infield was setup.

The visiting team will occupy the first base side of the field. The home team will occupy the third base side of the field.

4. Game Start Times

All weekday games begin at 6:30 p.m. All Saturday games, except "Super Saturdays," begin at 11:00 a.m. Super Saturday start times will be given to managers at least 48 hours prior. Forfeit time will be fifteen minutes after scheduled start time. The umpire is solely responsible for calling a forfeit because of time.

5. Equipment for all Players

All male players must wear a protective athletic supporter "cup." Prior to the start of the game, the umpire and managers will line up the players for a mandatory cup check. If a player does not have on a cup he will not be able to participate.

All players must also play in their team hat, assigned shirt and baseball pants.

Metal cleats of any kind are not permitted.

While at bat, on deck, or while running the bases all players must wear a batting helmet. If a player intentionally removes his/her helmet while running the bases or on base during play, that player will be called out.

While on deck, all batters will take their practice swings in the on deck circle which is behind the current batter. So, if the current batter is batting right handed, the on deck batter should take their practice swings in the left field side on deck circle. If the current batter is batting left handed, the on deck batter should take their practice swings in the right field side on deck circle.

A player-coach must wear a helmet while he or she is in the coaching box.

Bats manufactured specifically for baseball play, which are round and not more than two and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length are acceptable. Bats manufactured specifically for use in T-ball play shall not be used when a player, coach or pitching machine pitches the ball.

6. Minimum # of players

The minimum number of players a team may begin a game with is eight. The minimum number of players a team must maintain to continue play, once a game has started is seven.

If a team does not have the minimum number of players to start a game, or can not maintain the minimum number of players during the game the result will be an automatic forfeit.

If additional rostered players arrive after a game has begun, they may be added to the batting order (at the bottom of the lineup) provided the team has not batted completely around its batting order. Once a team has batted through its batting order no player may

be added. The only exceptions will be in the Major Division where they may enter the game utilizing the substitution and reentry rules.

7. On/Off Field Boundaries (Players & Coaches)

Players and coaches will remain on or behind the bench during play. Managers must stay off the field of play, during play, with the exception that managers may go onto the field of play between innings or to visit the pitcher, after the umpire has called time.

During games, a manager may have three adult bench coaches, who may also coach the base paths and one scorekeeper. ***NO OTHER ADULTS ARE PERMITTED IN THE BENCH AREA!*** Base coaches are to remain in the coach's box, and may not touch players while play is in progress. If a coach touches a player while the ball is in play, the runner will be called out. Manager and coaches must remain on their side of the field while their teams are at defensive positions (T-Ball & Pee-Wee are exempt from this rule).

On/Off Field Boundaries (Spectators)

The umpire has the right to remove spectators from watching the game behind the backstop if they are interfering with the player or coach (Peewee) pitching at the time, or are interrupting the umpire by arguing balls and strikes. Umpires will enforce this rule with the assistance of managers and coaches. The use of tobacco, illegal drugs, alcoholic beverages, or profanity in any form is prohibited on the playing field, bench area, dugouts, or stands. Failure to comply will result in ejection from the field. Coaches will assist an umpire in making sure an ejected person leaves the field in a timely manner. **If the situation cannot be handled the umpire will use his/her discretion to call a forfeit.**

8. Pre-Game

The umpire will go over all ground rules and conduct rules, along with consequences, prior to the start of the game. This will include out of play boundaries and dead ball calls.

Both managers will supply the umpire with a new game ball at the pre-game meeting.

A list of starting line-ups, complete with uniform numbers will be exchanged by opposing managers prior to, or at, the pre-game meeting. A copy of each team's line-up must also be made available for the umpire prior to the game.

Managers will line their male players up along the baseline; the umpire will conduct a "cup check" before the game begins. Any male player without a "cup" can not play in the game until he has a "cup" on, and then the player must return to the game prior to team batting around its line up (see rule 6).

Opposing managers must agree on the official start time of the game.

In the event there is no umpire present at game time or shortly thereafter, the two managers may mutually agree and chose someone to umpire the game. Once the umpire is agreed upon, the game will be considered an official SYB contest and will count in the standings.

9. Interaction with Umpires

Managers are expected to respect the umpire's decisions and to settle differences of opinion as to the rules in an adult manner. Managers, coaches, and parents are role models for our children and should use restraint and discipline to set an example for impressionable youth.

There will be NO arguments with umpires. Judgment calls will not be questioned. Umpires will notify the League Commissioner after any game in which any argument occurs.

Managers may ask for a rule clarification from an umpire. However, the manager must have the rule book present, and be able to cite the rule. Only one person, the manager or his/her delegated representative may come onto the field to ask for a rule clarification.

10. Protests

It should be the objective of all managers to minimize protest situations. Judgment calls cannot be protested or argued. If a rule infraction or misinterpretation does occur, a protest can be made. The procedure for filing a protest is as follows:

- a. The manager must tell the umpire and the opposing coach at the time of the incident, of the intended protest.
- b. The protesting manager must write in his/her scorebook the reason for the protest, and have the umpire sign the scorebook.
- c. The protesting manager must submit a letter explaining the reason for the protest to the League Commissioner within 24 hours of the incident; the letter should include details about the incident along with the rule number cited.
- d. The League Commissioner will review the protest and attempt to resolve the situation. If the League Commissioner cannot resolve the protest the Southfield Youth Baseball Board will review the protest.
- e. Upheld protests due to the use of ineligible pitcher or player results in a forfeit of the game. There will be no resumption of the game in protest.

11. Length of Games

Tee-Ball, Pee-Wee, and Minor Divisions will play six (6) inning games. Major Division will play seven (7) inning games.

There will be a two hour time limit for Major, Minor, and Pee-Wee games. There will be a one hour time limit on all Tee-Ball games. An inning, which began before the time limit, may be completed; however, **no new inning may begin after 1 hour and 50 Minutes after the game start time. (i.e.. 8:20 PM for a normal 6:30 PM start time.)**

If a game is halted due to weather or darkness, ***after*** four innings in Pee-Wee, or Minor and after five innings for Major, the team that was ahead after the last complete inning shall be declared the winner. If the home team is ahead, and the visiting team has batted when a game is halted the inning is considered to be complete.

If a game is halted due to weather or darkness, ***before*** four innings in Pee-Wee, or Minor and before five innings for Major, both team managers and the League Commissioner may work out a make up schedule. Game cancellations due to weather conditions will be rescheduled, when possible, according to available dates. Before leaving the field, both score keeps must confirm the scores, the current inning being played, the number of innings pitched by the pitchers and the positions of the runners on base, if any. **If a make up game is rescheduled, the game will continue from the point it was at once the game was suspended.**

Major, or Minor games cannot end in a tie except when due to weather conditions or darkness. Major, or Minor games where the score is tied after regulation will continue until a winner is decided or until the umpire has decided it is too dark to continue. If a non-playoff game is tied, but cannot be continued due to darkness, it will officially end in a tie. During the playoffs if a game is tied and has to be halted due to darkness, the game will resume the next day at the same point it was halted. **The umpire will make any decision regarding darkness.**

12. Mercy Rule (Inning)

<u>Division</u>	<u>Inning Mercy Rule</u>	<u>Game Mercy Rule</u>
T-Ball	One time through batting order	None
Pee-Wee	5 runs per inning except for the 6 th which is unlimited	None
Minors	10 Runs	15 runs after 4 innings, 10 after 5*
Majors	10 Runs	15 runs after 4 innings, 10 after 5*

*If home team is ahead by the mercy amount at any time after the completion of 4 innings, the game will be considered completed.

13. Reporting Scores

Pee Wee, Minor, Major, team managers will report the game results after each game to their League Commissioner, **win or lose**, via e-mail or telephone (per the agreement with their respective commissioner). When reporting game results managers will give the game score, the names and uniform numbers of all pitchers who appeared in the game, the number of innings pitched by each pitcher who appeared in the game, and the name of the umpire.

Failure to report scores to the League Commissioner will result: for the first offense in a verbal warning; for the second offense in a written warning sent to both the manager and the Southfield Youth Baseball Board of Directors; for the third offense is a forfeiture of the game.

14. Sliding

Except on the way to first base, a player must slide into a base to avoid a collision. Any player who intentionally causes a collision by not sliding will be called out for the first offense, and if the same player has a second offense in the same game he/she will be called out and ejected from the game. This is a judgment call on the part of the umpire, and will not be argued by coaches, players or fans.

A legal slide is considered to be an act by the runner when his/her body is in contact with ground as he/she moves in a prone position either feet first or head first toward the base. Throwing or hurling the body in a prone position without being in contact with the ground is illegal. If in the opinion of the umpire, a sliding player is attempting to injure a defender that player will be called out and ejected from the game.

15. Chatter

Chatter is allowed only to encourage your own players. Harassment by the opposition or spectators will not be tolerated. After a warning, any offending party who continues will be asked to leave the game. Failure to leave the game in a timely manner will result in a forfeit.

16. Thrown bats (Please see the chart below)

Division	1 st offense	2 nd offense	3 rd offense
T-Ball*	Warning	Warning	Out
Pee-Wee *	Warning	Out	Out
Minors	Team Warning	Out	Out
Majors	Out	Out	Out

* T-Ball and Pee Wee offenses are per player. Minors and Majors, offenses are per team. If a player in Majors commits a second thrown bat offense he or she is automatically ejected from the game. The player will be skipped in the batting order which will result in an out being called. Major coaches may avoid the out, by making a substitution or utilizing the reentry rules. Any player who intentionally throws a bat in anger will automatically be ejected from the game.

17. Defensive Appearances (Minimums)

Division	Defensive Appearances
T-Ball	All players play in the field
Pee-Wee	2 inning minimum
Minors	2 inning minimum
Majors	2 inning minimum*

Defensive innings need not be played consecutively. Exceptions: If the final half inning is not played because the home team is leading, all players must have played two innings and be scheduled to play in the last half inning. Failure to comply with the three-inning rule will result in a game forfeit.

*Majors Division may consider one at bat as satisfying the minimum appearance rule.

18. Defensive Substitutions

Except for pitchers, defensive substitutions are unlimited as long as every player plays the minimum number of innings highlighted above (see Rule 17). Majors will utilize the reentry rules of PONY Baseball. (Starters may reenter in original batting position ***ONE TIME ONLY!*** Substitutes may not reenter unless there are no other substitutes available and an ejection, injury, or illness occurs which requires a replacement. Then the last substitute or starter removed will reenter even if it means entering the game in a different position in the batting order. An ejected player may not reenter any game.)

19. Batting

At all levels except Majors, batting will be "round robin" throughout the game. This means that all players bat in his/her designated order. If a player has to leave a game after he/she has already batted one time, an out will be recorded when that player is due up in the order. The Majors Division will follow the MHSAA rules regarding batting.

20. Pitching

One pitch thrown in any inning constitutes one inning pitched. A pitcher is allowed one warning for a balk. After a warning, balks will be called. Any pitcher who hits three batters must be removed as a pitcher for that game. A player removed from the game as a pitcher may remain in the game at another defensive position.

A manager may make two trips to the mound in any one inning. The third trip will result in automatic removal of the pitcher. The number of innings a pitcher may pitch is described in the chart below.

Column A - This column represents the maximum number of innings a pitcher can pitch and still pitch the following day.

Column B - This column represents the maximum number of innings a pitcher can pitch in any one day.

Column C - This column represents the maximum number of innings a pitcher can pitch in two consecutive days.

Column D - This column represents the maximum number of innings a pitcher can pitch in a 3 game week.

Column E - This column represents the maximum number of innings a pitcher can pitch in a 4 game week.

Pitching Chart

(Note: Pitching eligibility rules apply to regular season games as well as playoff and championship games)

Division	A	B	C	D	E
Minor	3	3	4	6	8
Major	4	4	7	12	14

A week begins and ends at midnight on Saturday.

21. Hit Batters

If any pitcher hits 3 batters in any one game, the umpire will remove that pitcher from the game.

22. Fake Tags

Fake tags or put-outs are forbidden. A fake tag will be considered obstruction. The runner on the base where the fake tag occurred will be awarded one base. Any runner forced to move will also then be awarded one base. Any player caught attempting a second fake tag will automatically be ejected from that game.

23. Foul Ball

Each team will assign two players each inning they are at bat to retrieve foul balls.

24. Game Re-scheduling Policy

If a team has a temporary problem fielding a team due to school programs, church programs, or religious beliefs, the manager of the team with the problem **MUST** contact the League Commissioner. If the League Commissioner receives reasonable notice, the opposing managers have the responsibility to reschedule the game at a time and place agreeable to both managers and the league. Forty-eight (48) hours notice will automatically be considered reasonable. If attempts to reschedule are unsuccessful the result may be a forfeit by the team requesting postponement.

25. Playoffs

<u>Division</u>	<u># of Teams</u>	<u>Post Season Tournament</u>
T-Ball	N/A	N/A
Pee-Wee	TBD	Local Tournament TBD
Minors	TBD	PONY District Tournament
Majors	TBD	PONY District Tournament

ADDITIONAL RULES FOR T-BALL

1. Competition Statement

T-Ball is an instructional league. Managers are to place emphasis on instructional baseball. The manager/coach may provide instruction to a player/players a reasonable number of times after calling time out. Managers are urged to use discretion so as not to slow up the game or embarrass players. The manager or coach may ask the umpire to call time-out to assist a batter in the batter's box.

No Score will be kept.

Player chase down

Player chase down outside the normal course of play will not be allowed. This is the time for instruction in the fundamentals of throwing and catching and an emphasis should be placed on such. An example of player chase down is: The ball is hit to and fielded by the shortstop that chases and tags the runner going to 1st base instead of making the throw to the 1st baseman. This practice will not be allowed

2. Batting

Each batter will have 5 swings to put the ball in play.

A ball must travel 10 feet from the Tee to be considered a batted ball. If the bat hits the Tee, but the ball travels the required 10 feet, it is considered a fair ball.

The player playing the pitcher's position must be positioned on the pitchers rubber, at a distance of at least 35 feet from home plate. The player playing the pitcher's position must remain on the pitchers rubber until the ball is hit. The player playing the pitchers position **may not** "creep" toward the batter prior to the ball being struck.

Three outs or once through the batting order, whichever occurs first, constitutes one offensive portion of an inning. If teams are playing with an unequal number of batters, once through the batting order shall mean an equal number for both teams using the higher number. **(For example, if team A has 14 players and team B has 11 players, once through the batting order for both teams shall mean 14 batters per inning).**

To promote instruction each team **WILL** bat through their lineups **in the first inning only** no matter how many outs a team may have gotten.

3. Dead Ball Rule

If the ball is hit to the outfield, it shall be considered a dead ball once it is returned to the possession of any infielder that calls time out inside the base path. Base runners that had not reached the half way point between bases will be returned to the previous base once time out is called. If the runner had reached the half way point, the runner will be able to advance to the next base at his or her own risk. The coaches will judge the attainment of the half way point.

4. Coaches on the Fields

Four offensive coaches are allowed on the field. One behind second base, one behind home plate, plus the normal first and third base coaches. Three defensive coaches are permitted on the field during play: one between first and second base (on the outfield grass), one between second and third base (on the outfield grass), and one directly behind the pitchers mound. Offensive coaches may not touch players during play. The touched player will be called out. Defensive coaches may also not touch players during play. If a defensive player is touched the umpire will call a dead ball and all runners will be called safe.

5. Base Distance

45 Feet

6. Infield Fly Rule

There is no IFR in T-Ball.

7. Bunting

There is no bunting allowed in T-Ball.

8. Defensive Positioning

All team members will play a defensive position every inning. However, only six infield positions are allowed (which includes the catcher). The rest of the team must play outfield positions. The outfield is considered 10 feet beyond the baseline. Infielders will be positioned within two steps of standard fielding positions until the ball is hit. One warning will be given. Repeated violations will result in the offending team losing an out during their next offensive appearance.

9. Disciplinary Recess

Disciplinary recess may be applied at the discretion of the coach or parent. If a player is held out of a game at which he/she is present the coach will report that fact along with the reason when reporting scores for that game, win or lose. Players will not be held out for simply missing a practice.

ADDITIONAL RULES FOR PEE-WEE

1. Competition Statement

Pee-Wee is an instructional league. Managers are to place emphasis on instructional baseball. The manager/coach may go onto the field a reasonable number of times to instruct a player after calling time out. Managers are urged to use discretion so as not to slow up the game or embarrass players. The manager or coach may ask the umpire to call time-out to assist a batter in the batters box.

Overhand pitching is strongly recommended. Underhand pitching should only be used when a player has shown previous difficulty in hitting overhand pitching. The opposing coach must agree to allow underhand pitching to a particular player. Shortening the pitching distance is also available (with the opposing managers consent) to a player who is having difficulty hitting overhand pitching from 35 feet.

2. Batting

Three outs or once through the batting order, whichever occurs first, constitutes one offensive portion of an inning. If teams are playing with an unequal number of batters, once through the batting order shall mean an equal number for both teams using the higher number. (For example, if team A has 14 players and team B has 11 players, once through the batting order for both teams shall mean 14 batters per inning).

3. Mercy Rule (Inning & Game)

Inning Mercy Rule - A maximum of 5 runs can be scored in any inning except for the 6th inning, which is unlimited. There is no game mercy rule.

4. Pitching

Pee-Wee coaches will pitch to their own teams.

- Coach/Pitcher must be 18 years old or older
- Each batter has a maximum of five (5) pitches
- Coach/Pitcher must be at least thirty-five (35) feet from the batter
- A defensive player must be assigned to the pitchers mound area
- Overhand pitching is strongly recommended. Underhand pitching should only be used to preserve a child's self esteem (See Above).

The player playing the pitcher's position must be positioned even with or behind the pitchers rubber, at a distance of at least 35 feet from home plate. The player playing the pitcher's position must remain even with or behind the pitchers rubber until the ball is hit. The player playing the pitchers position may not "creep" toward the batter prior to the ball being struck.

5. Dead Ball Rule

When the ball is **in the possession of an infielder inside the base path** and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the pitchers mound.

6. Base Distance

50 Feet

7. Infield Fly Rule

There is no IFR in Pee-Wee

8. Bunting

There is no bunting allowed in Pee-Wee.

9 Defensive Positioning

Pee-Wee plays with ten (10) defensive players. No more than six (6) may be in the infield (which includes the catcher). The four (4) outfield positions are left field, left center, right center, and right field. A roving outfielder is not allowed.

10. Disciplinary Recess

Disciplinary recess may be applied at the discretion of the coach or parent. If a player is held out of a game at which he/she is present the coach will report that fact along with the reason to the umpire and opposing coach. It shall also be reported with the scores for that game, win or lose. Players will not be held out for simply missing practice.

ADDITIONAL RULES FOR MINORS

1. Batting

Three outs constitutes one offensive portion of an inning.

2. Mercy Rule (Inning & Game)

Inning Mercy Rule - A maximum of 10 runs can be scored in any inning.

Game Mercy Rule – If either team is winning by 15 or more runs after 4 innings, or by 10 runs after 5 innings, the game will be called by the umpire

3. Dead Ball Rule

There is no way point dead ball rule.

4. Base Distance

60 Feet

5. Pitching Distance

44 feet

6. Balks

One warning will be given to each pitcher. Each subsequent balk will award the base runners an additional base. If there are no runners on base, a balk will result in a called ball.

7. Infield Fly Rule

Yes

8. Bunting

Bunting is allowed

9. Defensive Positioning

Minors play with nine (9) defensive players. There are no restrictions on how they are to be positioned.

10. Stealing/Advancing

Runners are allowed to steal from 1st and 2nd base with leadoffs. While the pitcher is in possession of the ball and in contact with the pitching plate (pitching rubber) the runner at 3rd base must stay in contact with the base until the ball is hit or past the batter. Relaxed step and delayed steals are allowed. Any attempt on any base runner allows the base runner at 3rd base to advance at their own risk.

Batters may attempt to advance on a dropped 3rd strike if 1st base is not occupied with less than 2 out, or if 1st base is occupied with 2 out.

11. Overthrows

Overthrows, which go out of play, will result in the granting of an extra base(s) according to the dead ball violation. Overthrows that remain in play will allow base runners to advance at their own risk.

12. Intentional Walks

Intentional Walks are not allowed.

13. Disciplinary Recess

Disciplinary recess may be applied at the discretion of the coach or parent. If a player is held out of a game at which he/she is present the coach will report that fact along with the reason to the umpire and opposing coach. It shall also be reported with the scores for that game, win or lose. Players will not be held out for simply missing practice.

ADDITIONAL RULES FOR MAJORS

1. Batting

Three outs constitute one offensive portion of an inning.

2. Mercy Rule (Inning & Game)

Inning Mercy Rule - A maximum of 10 runs can be scored in any inning.

Game Mercy Rule – If either team is winning by 15 or more runs after 4 innings, or by 10 runs after 5 innings, the game will be called by the umpire

3. Base Distance

70 Feet

4. Pitching Distance

48 feet

5. Balks

One warning will be given to each pitcher. Each subsequent balk will award the base runners an additional base. If there are no runners on base, a balk will result in a called ball.

6. Infield Fly Rule

Yes.

7. Bunting

Bunting is allowed

8. Defensive Positioning

Majors play with nine (9) defensive players. There are no restrictions on how they are to be positioned.

9. Stealing

Stealing is allowed with leadoffs

10. Intentional Walks

Intentional Walks are not allowed.

11. Playoff Rules

The 2 innings minimum defensive participation or one at bat rule will be the same for the playoffs.

12. Disciplinary Recess

Disciplinary recess may be applied at the discretion of the coach or parent. If a player is held out of a game at which he/she is present the coach will report that fact along with the reason to the umpire and opposing coach. It shall also be reported with the scores for that game, win or lose. Players will not be held out for simply missing practice.