

# HYBSL OFFICIAL RULE BOOK

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### I. HYSAC CHARTER & VISION

The Highland Youth Sports Advisory Commission/Highland Youth Baseball League (HYBSL) is an organization that provides recommendations and advice for athletics administered through the Highland Parks & Recreation Department. The HYSAC is established to set policies for the continued success of youth sports in Highland while maintaining the goal of youth sports as recreational in nature. To establish policies that provide the youth with the ability to have fair opportunities and equal play in a fun and educational environment. To address the needs of the youth in a way that will encourage them to continue participation throughout their childhood years. The HYSAC Board of Directors has developed a program which concentrates on teaching baseball/softball fundamentals in the early years and developing baseball/softball skills in the later years. During the early years, the HYSAC rules have been modified to help foster learning the game. The intent of the rule modification is to provide all of the younger players with every opportunity to learn the game and to encourage participation in the program in the later years.

### II. GENERAL RULES – APPLIES TO ALL DIVISIONS

#### RULE G1. RULE BOOK

The HYBSL rulebook shall take precedence over IHSA rules. The IHSA rules shall govern when the HYBSL rulebook does not address a situation.

#### RULE G2. OFFICIAL BASEBALL AND SOFTBALL

The official baseballs and softballs of the HYBSL shall be authorized by the HYSAC Board of Directors. The various divisions of the league must use only the designated baseballs or softballs as authorized for each division. The umpires for each game will provide one new ball and the home team shall provide one used ball.

#### RULE G3. PITCHING OUTS, DISTANCES, BASE PATHS, AND BALL SIZE

##### 1. Baseball

DIVISION	PITCHING	BASE PATH	PITCHING OUTS	BALL SIZE	TIME LIMIT
Tee Ball	Kin (Coach optional)	55 ft	N/A	Tee Ball	N/A
Instructional	44 ft	60 ft	N/A	Official Baseball	1 hr 40 min
Rookie	44 ft	60 ft	12	Official Baseball	1 hr 40 min
A	50 ft	70 ft	12	Official Baseball	1 hr 40 min
AA	See MERBL Rules				

##### 2. Softball

DIVISION	PITCHING	BASE PATH	PITCHING OUTS	BALL SIZE	TIME LIMIT
Instructional	30 ft	55 ft	N/A	10 in (white)	1 hr 40 min
Rookie	35 ft	60 ft	12	11 in (white/yellow)	1 hr 40 min
A	40 ft	60 ft	12	12 in (yellow)	1 hr 40 min
AA	40 ft	60 ft	12	12 in (yellow)	1 hr 45 min

#### RULE G4. GAME LENGTH

Directly before the first pitch is thrown, the umpire will shout out the official start time to both coaches and keep track of the official time. Time limits apply to all games, including the post season tournament and are as follows.

1. No new inning will start after 1 hr and 40 minutes past the official start time. With the exception of tournament games in case of a tie. (Regular season games can end in a tie game).
2. Any inning started must be completed, no matter the length of time, with the exception of the home team would not need to finish batting if ahead in the game after the lapsed time.
3. An inning begins at the moment of the 3rd out or 5th run of a completed inning, with the exception of the 6th and any proceeding inning(s), which would be the 3rd out.
  - a. Example 1: The 3rd out or 5th run is scored of the bottom of the 5th inning, the time is at 1 hr and 39 minutes past the start time, a new inning will start and will be completed.
  - b. Example 2: The 3rd out or 5th run is scored of the bottom of the 5th inning, the time is at 1 hr and 40 minutes, the game is over.
  - c. Example 3: Regular season game: 3rd out is completed at the bottom of the 6<sup>th</sup> inning, tie game, the time is at 1 hr and 39 minutes, a 7th inning will be played.  
(Tournament games cannot end in a tie).
  - d. Example 4: Regular season game: 3rd out is completed at the bottom of the 6<sup>th</sup> inning, tie game, the time is at 1 hr and 40 minutes, the game is over. Tie game is official.

#### **RULE G5. SPEEDUP RULES**

Between innings, five warm-up pitches or two minutes are allowed. New pitchers are allowed EIGHT (8) warm-up pitches. Penalty – if batting team is delaying the game more than 2 minutes, the umpire will start calling one strike every 20 seconds. If the defensive team is delaying more than 2 minutes, the umpire will call a ball every 20 seconds delayed.

#### **RULE G6. DELAY OF GAME**

Intentional delay of the game by the team in the lead to take unfair advantage of the 1 hour, 40 min. time limit will result in a warning on the first occurrence and, on the second occurrence in the game, will result in a forfeit. [Umpire's judgment].

#### **RULE G7. MERCY RULE**

If during the progress of any game of the HYBSL, one of the following occurs, the umpire shall end the game in favor of the leading team.

1. 15 runs after four innings
2. 10 runs after 5 innings
3. 5 run max per inning and uncapped in the last inning

#### **RULE G8. BATTING ORDER**

1. The official batting order must give the player's name and number.
2. All divisions will use Round Robin batting (all available players are in batting order). Once a player is in the lineup and leaves during the game for any reason other than injury, illness, or a predetermined reason, he/she is an "automatic out" each time the position comes up in the batting rotation after leaving. To qualify for a predetermined

reason the player must advise the umpire and both team managers before the game begins.

3. Players arriving late may be added to the bottom of the batting order at any time before the start of the fourth inning, but can only enter as a defensive player as defined in rule G14. If the defensive team is short in the field the player can immediately enter the game.
4. In the event of injury, if the injured player cannot continue when scheduled to bat, the position in the line-up will be dissolved and the injured player will not be allowed to re-enter the game.

#### **RULE G9. EQUIPMENT**

1. Uniforms – All players will be expected to play any scheduled game with uniform issued by the league (HYBSL). All uniform shirts must be tucked in, (no league-issued pants/shorts). Hats/visors are optional; Players may wear additional garments, e.g., a sweatshirt or jacket, for their comfort. All boys are encouraged to wear hard cup supporter in baseball league play.
2. Catcher's Equipment – Players must wear facemask with throat protector, helmet, chest protector, and shin guards as provided by HYBSL for league play. Players warming up a pitcher are required to wear facemask with throat protector.
3. Helmets – All players will wear helmets while batting and running the bases. Any oversight on a forgotten helmet will not cause the player to be called out and a runner will not be called out if the helmet falls off accidentally. Time out will be called when noticed and the player will be required to put on a helmet. Any player who intentionally tosses off a helmet while running the bases shall be declared out. All strikes and balls, hits and outs will stand. It is encouraged for players to wear their own.
4. Metal spikes- Shoes with metal spikes or metal cleats are strictly prohibited in all divisions. The penalty for wearing them shall be ejection from the game (the offending players will have an opportunity to correct the problem before being ejected). No exceptions.
5. All equipment will be kept behind the benches or out of the playing area. No player, coach or manager may throw any equipment in anger an umpire may eject the offending person. In the umpire's judgment, a player flagrantly throwing the bat will be declared out and ejected from the game.
6. Bats- The maximum barrel size is  $2 \frac{3}{4}$  for wood and  $2 \frac{5}{8}$  for any other material.

#### **RULE G10. BAT THROWING**

Coaches must teach their players to hold onto the bat when swinging through the ball. The accidental throwing of the bat by the batter will result in a warning by the umpire. Each team will be given one warning. In the umpire's judgment, subsequent offenses will result in any batter being declared out and play is dead.

#### **RULE G11. COLLISIONS**

Base runners must slide to avoid contact; with the one exception of first base.

1. If the runner goes into a base standing up and runs into the defensive player, the base runner will be declared out for interference provided the defensive player has possession of the ball.
2. If such contact is malicious or flagrant, the runner shall be ejected from the game.
3. Defensive players must have the ball or the ball must be thrown to them. They cannot fake tag or bait runners into a slide to reduce chances of advancing.
4. Base runners must yield to the fielder when a ball is hit to them. If contact is made with a fielder in the act of catching a ball, it's an out, due to interference.

#### **RULE G12. OBSTRUCTION**

1. If, in the opinion of the umpire, a fielder does not give the runner a piece of the base in which to slide prior to the fielder receiving the ball, obstruction will be called on the fielder.
2. Catchers are allowed to block the plate, but must have possession of the ball prior to blocking the plate. They must give the runner access to the base if they don't have the ball.
3. When a defensive player fakes a tag without possession of the ball and impedes the progress of any runner, the umpire shall declare an obstruction and award the runner an additional base. On the second offense, the player will be ejected from the game.

#### **RULE G13. SCORING**

1. The official score will be kept by the home team.
2. When a team scores five runs in an inning, the inning is over, with the exception of the last inning of the game. In the last inning a team may score until they have made three outs. In the event of extra innings within the time limit of the game, a team may score until they have made three outs.

#### **RULE G14. FREE SUBSTITUTION**

Free defensive substitutions are allowed at the half inning only. During an inning a player from the bench may enter the game only as a pitcher or in the case of an injury. In addition, a defensive replacement will be allowed during an inning if a player is warming up to pitch.

#### **RULE G15. EQUITTABLE PLAYING TIME**

1. It is to be considered an HYSAC guideline that all players are given an opportunity to play in every game.
2. All players in league play must participate in a minimum of three innings in a seven-inning game and two innings in a five-inning or six-inning game. Failure of any team to comply with this rule will result in forfeiture of the game. If a game is terminated for any reason (including a ten run lead) before 5 innings has elapsed, failure of either team to use all of its players shall not be a violation of this rule.
3. It is also considered to be an HYBSL guideline that all players be given the opportunity to play infield at least one inning per game (particularly in the Tee Ball, Instructional,

Rookie and 'A' divisions). Failure by any team in Rookie and 'A' divisions to comply with this rule will result in forfeiture of the game. The HYSAC recognizes the problem with tracking such activity during a game; so if resolution cannot be achieved at the game site, "Rule G25. Protests" can be pursued.

#### **RULE G16. PITCHING**

1. Pitchers in the Rookie and A Division will be allowed to pitch up to 12 outs per game. Rest time for pitching greater than ½ of the maximum pitched outs is 40 1/2 hrs. Pitchers, pitching less than ½ of the pitched outs are required to rest 20 1/2 hrs.
2. If a manager or coach calls time out to talk to the same pitcher more than once in a half inning, a pitcher change must be made. A pitcher removed from the pitching position cannot re-enter the game in the pitching position

#### **RULE G17. FORFEITS**

1. Failure to have a minimum of eight players available results in a forfeit. A game can be started, continued, and finished with a minimum of eight players.
2. Should either team not be ready to start the game within fifteen minutes after the scheduled game time, the Head Umpire shall forfeit the game to the opposing team. In order for a team to be credited with forfeit victory, the team must be present at game time with the minimum number of players to play a game. Should both teams violate the rule, each shall be charged with a loss.

#### **RULE G18. MAKEUP GAMES**

All makeup games will be rescheduled by the Highland Parks & Recreation Department in connection with the Umpire Supervisor and posted online. Coaches will contact their teams with makeup date and time.

#### **RULE G19. INCLEMENT WEATHER**

1. In case of inclement weather, the HYSAC officials and those designated as such will attempt to notify each team affected by postponements.
  - a. The teams may also call the Parks & Recreation Department's cancellation hotline number @654-7042 for the recorded message.
  - b. Check the Department's website which will give updates on game cancellations at [www.highlandil.gov](http://www.highlandil.gov).
2. The HYSAC and the Highland Parks & Recreation Department has adopted the NFHS policy on lightning where it states that "A 30- second flash to bang count calls for the removal of players and spectators from the playing field to seek shelter. The 30-minute rule will apply, which means that play will continue 30 minutes after the last flash of lightning is witnessed or thunder is heard."
3. Any game stopped due to wet or dangerous conditions where 2 or more innings have been completed shall be deemed "suspended."
  - a. Any "suspended" game will be continued at a later date from the point of which the game was deemed "suspended."
  - b. Any game stopped due to wet or dangerous conditions where less than two innings have been completed shall be deemed "cancelled" and made up at a later date from the beginning of the game.

4. If at least 3½ innings have been played and the “home team” is winning at the time of play stoppage, the game shall be deemed completed and recorded as such.

#### **RULE G20. END OF SEASON LEAGUE TOURNAMENT**

A year ending division play-off tournament will be organized. Details to follow.

#### **RULE G21. PROTESTS**

The HYSAC shall have the authority to act on all rule violations and protests involving teams, players, managers, or coaches under its jurisdiction. If games are to be put under protest because of an infraction of the official rules, the following steps should be taken (no protests will be allowed when it involves a question of an umpire’s judgment).

1. The notification of the intent to protest must be made immediately before the next pitch, concerning infraction of given rule.
2. The manager of the protesting team must immediately notify the umpire and the opposing manager that the game is being continued under protest.
3. The umpire will notify both scorekeepers that the game is under protest and both scorebooks will be initialed by the umpire indicating the point at which the protest occurred. The protest of any game shall be made in writing and filed with a non-refundable fee of \$100.00 to the HYSAC no less than 24 hours after the game in which the alleged rule violation occurred. The letter of protest must include the date, names of umpires, and all matters pertaining to the alleged infraction, citing which rule(s) were violated. The letter of intent must be generated by the protesting manager and accompanied by the \$100.00 fee.
4. All specifics relating to a protest must be included in scorebook: player at bat, inning, balls, strikes, name of pitcher, number of outs, and the bases on which there were runners.
5. All protests shall be acted upon by the **HYSAC**. The decision of the HYSAC shall be final. The \$100.00 protest fee will be applied to the HYSAC general fund if the protest is denied. The \$100.00 fee will be reimbursed to the protesting manager if the protest is won.

#### **RULE G22. PLAY AREA**

The “Live Ball” area or “Play Area” is defined as the area enclosed by the line that extends from the end of the backstop and runs parallel to each foul line. For safety reasons, spectators will not be allowed in the official playing area.

#### **RULE G23. OVERTHROWS**

1. In Rookie, A, and AA, a runner may advance as many bases as they can on an overthrown ball as long as the ball remains in the “Play Area”.
2. A runner may advance one (1) base plus the base he is going to when a thrown ball goes out of the “Play Area” and the ball is dead. Refer to Rules I7 and R7 for Instructional and Rookie, respectively.

#### **RULE G24. BALL IN BACKSTOP**

If a pitched ball delivered by the pitcher goes through or under the backstop or is lodged in the backstop, the runner(s) shall be awarded one (1) base. This does not apply to the Rookie (Girls and Boys) Division.

## **RULE G25. PLAYERS ON BENCH**

All players will stay on or behind benches when not in the field.

1. One player at bat and one on-deck batter.
2. Only one coach per coach's box.

## **RULE G26. INDIVIDUALS BEHIND BACKSTOP**

No managers, coaches, players, or fans are allowed directly behind the backstop during the progress of games. If in the opinion of the umpire, individual(s) are bothering the pitcher, catcher, or umpire, the umpires on duty have the authority to ask the individual(s) to relocate to another portion of the unofficial area.

## **RULE G27. FIELD BEFORE GAME**

1. For early games, the home team will have the infield from 5:40 to 5:50. The visiting team will have the infield from 5:50 to 6:00. This example will be used for all start times.
2. No batting practice on the infield. All batting practice should be conducted on the outfield. (Infield practice times only apply when time allows). For games starting after proceeding games, both teams will share the infield and outfield.
3. The team will use either the first base side of the field or the third base side. Warm ups will be simultaneous for both teams. (No pre-game warm ups allowed in the spectator areas.)
4. There will be no warming up on the spectator side of the out of play areas on any diamond while spectators are watching an ongoing game. **NO HITTING INTO FENCES!**

## **RULE G28. DUGOUTS DURING THE GAME**

1. The home team is always entitled to the first base dugout.
2. Visitors to the third base dugout.
3. The home team is listed on the game schedule second, whereas the visitor is always listed first. For example, if the game schedule shows 1 vs. 2, then team #1 is the visiting team and #2 is the home team.

## **RULE G29. INFIELD FLY RULE**

1. The infield fly rule **WILL** be enforced for Girls A, AA and Boys A, and AA.
2. The infield fly rule will **NOT** be enforced in all other divisions.
3. The infield fly rule is defined as: The batter is declared out when there is a catchable routine fly ball on the infield, with runners on first and second, or bases loaded and less than two outs. Base runners may advance at their own risk.

### III. SPECIAL DIVISION RULES

The HYSAC has developed a program which concentrates on teaching sport specific fundamentals in the early years and developing sport skills in the later years. During the early years, the HYSAC rules have been modified to help foster learning the game. The intent of the rule modification is to provide all of the younger players with every opportunity to learn the game and to encourage participation in the program in the later years. The Division Summary illustrates how the rules are modified in the early years of the program. It is also provided for quick reference for umpires, managers, and coaches.

<b>RULES BY DIVISION SUMMARY</b>	<b>TBALL</b>	<b>INSTR</b>	<b>ROOK</b>	<b>A</b>
EQUATABLE PLAYING TIME	YES	YES	YES	YES
EQUITABLE INFIELD PLAY	YES	YES	YES	YES
KEEPSCORE	NO	YES	YES	Yes
<b>STANDINGS</b>	<b>NO</b>	<b>NO</b>	<b>NO</b>	<b>YES</b>
INNINGS	3	5	6	7
OUTFIELDERS	MANY	4	4	3
PITCHING	NO	Coach	YES	YES
STEALING	NO	NO	NO	YES
STEALING HOME	NO	NO	NO	YES
ADVANCE ON OVERTHROWS	NO	YES*	YES**	YES
DEAD BALL	HOME	Infielder	Infielder	Baseball Rules
		* Refer to Rule I7.	**Refer to Rule R7.	

### **III D. RULES FOR A DIVISION**

#### **RULE A1. GENERAL RULES**

The following rules are additions or substitutions to the Baseball/Softball Rules. All Baseball/Softball Rules not mentioned herein apply to this division. Any rule not stated will be determined by the HYSAC.

#### **RULE A2. INNING**

1. An inning is three (3) outs, or five (5) runs, whichever occurs first, with the exception of the last inning.
2. In the last inning a team may score until they have made three outs.

#### **RULE A3. STEALING**

1. Stealing -- including stealing home plate is permitted. In Baseball, runners can lead off.
2. In Softball, base runners can lead off the base but only after the pitcher has released the ball. This goes for all bases. If the umpire deems that the runner left early during a non in-play situation, the runner will be sent back to the original base. If the runner leaves early during an in-play situation, the runner will be called out and the batter can advance one base, along with any other runners that did not leave early.
3. Whenever a tag play is evident, the runner must slide, go around or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap or dive over the fielder and/or catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties.
4. Each pitcher will be given one warning per game on a balk and no runners will advance. After a warning has been issue, if another balk is called, all runners will advance one base.

#### **RULE A4. DEFENSIVE POSITIONS**

1. Baseball – There will be nine defensive players used by each team.
2. Softball – A 10<sup>th</sup> defensive player (4<sup>th</sup> outfielder or rover) will be used in the field and must remain on the outfield grass past the infield.

#### **RULE A5. DROPPED THIRD STRIKE**

The batter/runners can advance on a dropped third strike if first base is not occupied with less than two outs, or with two outs and first base occupied. Third strike rule is in effect.

#### **RULE A6. PITCHING RUBBER**

Softball – The pitcher must keep two feet on the pitching rubber during wind-up.

#### **RULE A7. POST-SEASON PLAYOFFS**

There will be a post-season playoff tournament. Brackets will be available at the concession stand or by calling your Division Director. It is the goal of the HYBSL, to complete all playoff games by July 31st. Therefore, in the event of inclement weather, the HYBSL may be forced to make the decision to hold playoff games on consecutive days. (Effecting possible pitcher rotations.)

### **III C. RULES FOR ROOKIE DIVISION**

#### **RULE R1. GENERAL RULES**

The following rules are additions or substitutions to the Baseball/Softball Rules. All Baseball/Softball Rules not mentioned herein apply to this division. Any rule not stated will be determined by the HYSAC.

#### **RULE R2. PITCHING**

1. Rookie league is the beginning stages of pitching for HYBSL players, stressing the fundamentals of throwing the ball over the plate, (pitching strikes). Since there is no leading off of bases or stolen bases allowed, pitching balks will not be called in Rookie League. Umpires will call time out to inform the pitcher of the balk move infraction, but runner(s) will not be allowed to advance at any time.
2. The player pitcher will pitch to a single batter until the batter strikes out, hits the ball or reaches a four (4) ball count.
3. In the case where the batter reaches a four (4) balls count a coach from the batter's team will throw a maximum of three (3) pitches. The strike count will carry over throughout the batter's time at the plate (umpires will continue to call strikes when the coach is pitching; i.e. if the coach enters with a two (2) strike count and the first pitch from the coach is in the strike zone or swung at and missed, the batter is out). The batter will hit the ball or strike out, (a foul ball on the third pitch will not constitute an out).
4. **THERE WILL BE NO WALKS.** Coaches will wait on the sidelines in foul territory. They are to move quickly to get to the mound. (Coaches must not use this as an opportunity to delay the game and use the time limit to your advantage as it will be unsportsmanlike conduct.) Coaches will not interfere with the play of the game, including coaching from the field.
5. The coach must pitch from the pitcher's plate (pitching rubber). If a batter is hit by a pitch thrown from a player pitcher, the batter will be awarded first base. If a batter is hit by a pitch thrown from a coach pitcher, the pitch is counted as a ball and goes toward the three (3) pitches they can throw.
6. When the coach pitcher is pitching, the player pitcher must be located equal to or behind the pitching rubber and within six (6) feet of the pitching rubber to field the pitcher's position. **THE PLAYER PITCHER WILL NOT BE PERMITTED TO PLAY IN ANY OTHER DEFENSIVE POSITION.** Once the ball is put into play, the player pitcher is free to roam until the next batter he/she faces.

**Pitchers are not allowed to re-enter the game as a pitcher after they have been removed from the position. They are allowed to re-enter at another position in the field.**

#### **RULE R3. INNING**

An inning is three (3) outs, or five (5) runs, whichever occurs first, with the exception of the last inning (6<sup>th</sup> inning). In the last inning (6<sup>th</sup> inning) a team may score until they have made three outs.

#### **RULE R4. PITCHES, WALKS, AND STRIKEOUTS**

Three strikes constitute an out whether swung at or called by the umpire. No Walks. The batter is still at bat when hitting a foul ball on a third strike.

## **RULE R5. STEALING, LEADOFFS**

1. No stealing of bases will be allowed. A base runner cannot leave the base until the pitcher has released the ball. This goes for all bases. If the umpire deems that the runner left early, the runner will be called out.
2. Whenever a tag play is evident, the runner must slide, go around or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap or dive over the fielder and/or catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties.

## **RULE R6. DEFENSIVE POSITIONS**

A 10<sup>th</sup> defensive player (4<sup>th</sup> outfielder or rover) will be used in the field and must remain on the outfield grass past the infield.

## **RULE R7. OVERTHROWS, BASE RUNNING, AND TIME OUTS (ONE PLAY RULE)**

1. If while attempting to make a play at first or third an overthrow occurs and goes out of play the runner is awarded the next base, and the play is dead.
2. If an overthrow occurs at any base and the ball is still deemed in play, then the base runners may attempt to take as many bases as possible, until the umpire declares the play is dead.
3. The play is considered dead if the overthrow goes out of play, when any infielder has possession of the ball on the infield and/or the umpire declares the play dead. **NO TAKING HOME ON OVERTHROWS.** All other base runners may advance (if applicable).
4. After the ball is hit, the batter and base runners may attempt to take as many bases as possible, until the umpire declares the play is dead. The play is considered dead when an infielder has possession of the ball on the infield.
5. Runners are awarded the next base if they are beyond the half way point between bases, otherwise, the runner must return back to the previous base.
6. On a non-batted ball the catcher may attempt a pickoff at any base. If an overthrow results during that pickoff the runners may **NOT** advance.
7. No player or coach can ask for time out until ALL play is stopped.

## **RULE R8. POST-SEASON PLAYOFFS**

There will be a post-season playoff tournament. Brackets will be available at the Parks & Recreation Department's office, concession stand and/or on the department's website; [www.highlandil.gov](http://www.highlandil.gov).

It is the goal of the HYBSL, to complete all playoff games by July 31st. Therefore, in the event of inclement weather, the HYBSL may be forced to make the decision to hold playoff games on consecutive days. (Affecting possible pitcher rotations.)

## **III B. RULES FOR INSTRUCTIONAL DIVISION**

### **RULE I1. GENERAL RULES**

The following rules are additions or substitutions to the Baseball/Softball Rules. All Baseball/Softball Rules not mentioned herein apply to this division. Any rule not stated will be determined by the HYSAC. Coach Pitch is intended to develop and enhance the skills of hitting, catching, and throwing the baseball.

### **RULE I2. PITCHING REGULATIONS**

1. Pitching will be done by coaches/managers or an adult designated by the batting team. The ‘pitcher’ is allowed to adjust the delivery of the ball as needed by either standing or kneeling. The ‘pitcher’ is required to emulate the style of pitching that the players will be exposed to when players pitch. Coaches throw overhand in baseball and underhand in softball.
2. If a batted ball strikes the ‘pitcher’, the umpires shall automatically declare a ground rule single and all other base runners will advance one base. If a batted ball is deflected by a fielder prior to striking the ‘pitcher’, or if a thrown ball hits the ‘pitcher’, the ball will be considered live and in play.
3. If the ‘pitcher’ intentionally interferes with a live ball, the batter will be declared out and all runners must return to their previously occupied base.

### **RULE I3. INNING**

An inning is three (3) outs, or five (5) runs, whichever occurs first, with the exception of the last inning (5<sup>th</sup> inning). In the last inning (5<sup>th</sup> inning) a team may score until they have made three outs.

### **RULE I4. PITCHES, WALKS, AND STRIKEOUTS**

1. No base on balls (walks) will be allowed. Except as otherwise provided herein, three swinging strikes constitute an out.
2. The batter is still at bat when hitting a foul ball on a third strike. No strikes will be called unless the batter doesn’t make any attempt to swing after four (4) quality pitches.
3. A quality pitch is defined as a pitch in or reasonably near (i.e. a hittable ball) the batter’s strike zone. GET KIDS SWINGING THE BAT!!

### **RULE I5. STEALING, LEADOFFS**

1. No stealing of bases will be allowed. A base runner may not lead off from a base; however, a base runner may leave a base when the ‘pitcher’ delivers the ball to the batter. If a base runner leaves a base before the pitch is delivered, play shall be called dead and the base runner shall return to the base.
2. Whenever a tag play is evident, the runner must slide, go around or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap or dive over the fielder and/or

catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties.

#### **RULE I6. OVERTHROWS, BASE RUNNING, AND TIME OUTS (ONE PLAY RULE)**

1. An overthrow is ruled a dead ball and runners will stop at the base they are going to. In the play area, fielders may make one attempt on a play. [Safe or out the play is dead]. If an overthrow occurs, the runner is awarded the next base and the play is dead. Balls thrown back to the pitcher from the catcher will not be counted as overthrows.
2. After the ball is hit, the batter and base runners may attempt to take as many bases as possible. When balls are hit into the outfield, play does not stop until the ball has reached second base or third base. (Player possession is not required in the Instructional leagues for stoppage in play.)
3. No player will be granted a time out until ALL play is stopped.

#### **RULE I7. DEFENSIVE POSITIONS**

1. A 10<sup>th</sup> defensive player (4<sup>th</sup> outfielder or rover) will be used in the field and must remain on the outfield grass past the infield.
2. A defensive player will be positioned on either side of the “pitcher” to field the pitcher’s position.

#### **RULE I8. DEFENSIVE COACH ON THE FIELD**

Two coaches will be allowed on the playing field to assist with defense. They must be positioned in the outfield. Except during periods of non-play where the coach needs to properly position a player prior to play or to provide player instruction, no coach is permitted on the infield.

### **III A. RULES FOR TEE BALL**

The primary purpose of this division is for instruction into the sports of baseball and softball. It is intended to be a fun introduction into that provides enjoyment for all involved. No pitching will be allowed in 4yr. old Preschool division Tee Ball. Preschool will conduct 30 min practices, followed by an abbreviated, 2 inning game. Kindergarten age group will have the option of three pitches or hitting off the Tee; all batters will hit using the home team's batting tee provided.

#### **RULE T1. GENERAL RULES**

The following rules are additions or substitutions to the baseball and softball rules. All baseball and softball rules not mentioned herein apply to the Tee Ball division. Any rule not stated will be determined by the HYSAC.

#### **RULE T2. PLAYING FIELD**

Bases will be 55 feet apart. A 10 foot 'fair ball' arc will be marked around home plate.

#### **RULE T3. LENGTH OF GAME**

1. A game consists of a 30 min practice and two (2) innings for Preschool division and three (3) innings for Kindergarten division.
2. An inning shall be defined as each child batting once through a team's lineup.
3. The last batter runs all the way around the bases until the catcher has tagged home plate for the final out of the inning. All games end in a tie. No records of game scores will be kept.

#### **RULE T4. TEE SETUP**

The tee will be set up and removed by the manager or coach whenever a potential play at home plate exists. One coach is allowed at first base, third base, and home plate.

#### **RULE T5. NUMBER OF SWINGS**

There are no strikeouts in Tee Ball.

#### **RULE T6. HITTING/BUNTING**

1. The ball must be hit beyond the 10 foot arc in fair territory to be playable. If the batted ball is not hit beyond the arc, the ball is declared dead and the batter tries again. However, if the batted ball is not hit beyond the arc on the third strike and remains in fair territory, the batter shall take first base.
2. If the batted ball rolls into foul territory on the third strike, it is considered a foul ball. If a fielder touches the ball before it crosses the arc, the batter is awarded first base. No other base runners may advance unless forced too.

#### **RULE T7. STEALING**

1. There will be no stealing.
2. The base runner may not take a leadoff. The base runner may only advance on a batted ball. If a runner leaves the base before the bat contacts the ball or hits the tee below the ball, the ball is dead. At that time, all runners must return to their base.

## **RULE T8. OVERTHROWS AND BASE RUNNING**

1. Runners may leave a base when the batter makes contact with the ball on the tee. When a fielder throws the ball home, it must cross the arc before the play is ruled dead.
2. When the ball is delivered to the arc and stops play, runners on the base path may advance to the next base they are heading too. On an overthrow at any base whether in fair or foul territory, the runner(s) advance one base and play is ruled dead.
3. After the ball is hit, batter and base runners advances one base at a time.

## **RULE T9. DEFENSIVE POSITIONS**

1. Each team will field all available players defensively at one time. Children may never play the same defensive position in two consecutive innings. The infield will have six (6) fielders with the sixth player positioned a few steps in front of second base. The remaining players shall be positioned in the outfield. Outfielders cannot stand on the foul lines.
2. As stated in the General Rules section, it is to be considered an HYBSL guideline that all players be given the opportunity to play both infield and outfield (particularly in the Tee Ball, Instructional, and Rookie divisions).

## **RULE T10. DEFENSIVE COACH ON THE FIELD**

Two coaches will be allowed on the playing field to assist with defense. They must be positioned in the outfield or in the bench area. No infield coaches are permitted.

## **RULE T11. LOGICAL PLAY**

When the ball is hit back to the pitcher, the pitcher can run home to get the force out; however, teach the children to throw base runners out. Players should not be encouraged to make an unassisted out unless it is a logical baseball play. The player should throw the ball if it is the logical play. This rule is intended to apply to all positions so that appropriate plays are developed.