

Southborough Youth Baseball - 2007 Major League Rules

3. Game Rules - All Leagues

3.1 Rules of the Game

SYB Baseball and Softball use a combination of National and Local Rules. In most cases, the National Rules (published by Little League Baseball in Williamsport) take precedence.

Unless noted below, all games will be played by the **OFFICIAL REGULATIONS AND PLAYING RULES – DIVISIONS OF LITTLE LEAGUE BASEBALL**.

- If these rules are not being adhered to, please discuss the matter with the Chief Umpire or the Board so that discrepancies can be clarified. All local rules will remain in effect throughout the season unless changed by the Board.
- Managers and Parents can petition the Board for changes in the "local rules". Managers will typically forward requests through the League Coordinators. Parents may forward requests through the league coordinators, Booster Club, or directly to the board.
- Except in rare circumstances, changes will not be put into effect until the following season so that all Managers, Coaches, and players can be informed of and plan for changes, and to minimize unequal application of rules or policies. SYB provides Official rulebooks to all Managers.

3.2 Local Game and Player Usage Rules

The following "Local Rules" will take precedence over those stated in the OFFICIAL REGULATIONS AND PLAYING RULES. These rules are primarily directed at the following Leagues: T-Ball, Baseball (Farm League through Major) and Softball.

3.2.A - General Game Rules

1. Batting weight donuts and the like are not allowed.
2. No on deck batter's box is allowed on any field. Players are NOT ALLOWED to take practice swings prior to coming to the plate.
3. It is the responsibility of both the offensive player (runner) and defensive player to **avoid collisions**. If the defensive player has possession of the ball or is playing the ball, the runner must slide or avoid contact. The decision of running out of the baseline to avoid a collision with a fielder without the ball but playing the ball will be up to discretion of the umpire. Any player, deemed by the umpire to be excessively rough, will be called out and ejected. (See Rule 7.08 for out of the baseline interpretation)
 - a. At any base, if the runner does not slide and there is a collision, then the offensive player is out.
 - b. On the bases, if the runner does not slide and there is no collision, he receives a warning.
 - c. If there is an attempted play at home plate, a runner should be called OUT if he does not slide, regardless of whether there is a collision. At the umpire's discretion, he may choose to issue a warning (to both teams) for the game's first infraction. After that, runners for either team must be called out if they don't slide during the play.
4. If a player arrives late for a game, he is to be placed last in the batting order.
5. A team must have 8 players to play a game. At the manager's discretion, the opposing team may provide an extra defensive player.
6. Managers and Coaches shall remain within ten feet of the dugout and are not allowed on the field except:
 - a. As Base Coach when their team is batting
 - b. Between innings

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- c. To give instructions to a pitcher (must be done at the foul line)
 - d. To console an injured or distraught player
7. Chatter may only be in a form that encourages your team. No chatter may be directed at the opposing team. There will be no chatter or chanting that is meant to disrupt the opposing team, its pitcher, or its players.

3.2.B - Batting / Offensive Rules

1. Roster batting of all players present will be used in all games. Once the batting order has been established, the order cannot be altered except as required when a player is injured and cannot continue playing or when leaving the ballpark prior to the games completion. Such players cannot be reinserted into the game.
2. The only exception for rule 1 is when disciplining a player (e.g., for missing practices, misbehaving, especially poor sportsmanship, etc). Players may not be disciplined by; being allowed to play defensively, but not being allowed to bat. A player removed from a game for disciplinary reasons may not be reinserted into the game.
 - o If a player is kept out of a game for disciplinary reasons, the umpire and opposing Manager must be notified immediately. If a player is kept out of a game for disciplinary reasons, the League Coordinator and child's parents must be notified after the game.
3. If an offensive player (batter or runner) is injured and must leave the game, the player who made the last batted out will replace the injured player. If the injured player was batting, the player substituted will inherit the injured player's count.
4. There shall be no forced/intentional walks.
5. **MAJOR** - Only two steals per inning. Players may not steal home. Advancement on a wild pitch / passed ball is allowed.
 - The ball must go BEHIND the catcher to be considered a Passed Ball /Wild pitch . If the catcher maintains control of the ball in front of the plane of his body (he blocks it and it rests in an area front of him, If a runner advances, it will be considered an attempted steal.
 - Advancement on a passed ball/wild pitch is allowed. Runners may advance only 1 base on a passed ball/wild pitch.
 - Runners may not score on a ball thrown back from the catcher back to the mound. Even if the pitcher drops /misses the throw.
 - If the pitcher has the ball on the rubber. Runners must either move to the next base or return to the previous one. No Dancing off the base is allowed. If a pitch is thrown before the runner returns to the base, he is considered to have left early.

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With this interpretation, base runners are NOT allowed to dance off third base and attempt to score on the throw back to the pitcher. However just because the defense throws the ball to the pitcher does not mean everyone has to freeze. If a runner has forward momentum to a base from a batted ball they can choose to keep running even if the ball goes to the mound. Since we are limiting advances to one base per passed ball the forward momentum is moot in those cases.

6. **MINOR** – ~~No stealing allowed. Scoring from third base on a pass ball, wild pitch or a returning throw from catcher to pitcher is not allowed. Advancement at the other bases is allowed. (Note: See AAA and AA Rules)~~
7. **FARM and T-Ball**- No stealing. No base runner will advance an extra base on an overthrown ball.

3.2.C - Defensive and Player Substitution Rules

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1. Defensive players may be substituted freely throughout the game (between half-innings). **Mid-inning defensive replacements are strongly discouraged!** Unless it is part of a pitching change (where one or more players may rotate positions), a child should NEVER be subject to the embarrassment of being taken off the field in the middle of an inning – particularly if this is because of a recent or potential fielding error. However, coaches are requested to use their judgment – if a player is injured or will otherwise benefit from being replaced, a mid-inning change may be appropriate.
2. All players must play 9 defensive outs (3 innings) when the game lasts 6 or more innings. Players that do not get their minimum number of innings in a game must start the next game.
3. The only exception for rule 2 is when disciplining a player (e.g., for missing practices or misbehaving). Players may not be disciplined by; being allowed to play defensively, but not being allowed to bat. A player removed from a game for disciplinary reasons may not be reinserted into the game.
 - o If a player is kept out of a game for disciplinary reasons, the umpire and opposing Manager must be notified immediately. If a player is kept out of a game for disciplinary reasons, the parent and League Coordinator must be notified after the game.
4. At the Major, Minor, Farm, and T-Ball levels, unless the game goes into extra innings, no player should play more than four innings in the same position in the same game.
5. Every player must play the infield a minimum of one inning per game.

3.2.D - Pitching Rules (NEW PITCH COUNT REGULATION IN EFFECT FOR 2007)

1. Any pitcher who hits two batters within the same inning will be removed from his pitching position. A pitcher who hits three batters in a game is removed from the pitching position.
2. There shall be no forced/intentional walks.
3. Once a pitcher has been removed from that position **he may not pitch again in that game.** He may not pitch in another game until he has the period of rest as required in above rule.
4. **Major League pitchers may only pitch 6 innings per week. (Note: PITCH Count replaces this).**
5. **Minor League pitchers may only pitch 3 innings per game and 6 innings per week. (Note: PITCH Count replaces this)**
6. Pitchers are not allowed to throw curveballs or any kind. Any pitch that “breaks” is considered an illegal pitch.
 - o **MAJORS**, umpires warn the pitcher after the first instance of committing an illegal pitch. The first illegal pitch is considered a “dead ball” / no pitch. After subsequent infractions, the illegal pitch is called a ball.
 - o **In MINORS and younger**, illegal pitches are not called, and the umpire only instructs the pitcher to correct his technique.

3.2.E - “Slaughter Rules”

1. **MAJORS:** If after four (4) at-bats by the losing team, one team has a lead of 15 or more, the Manager of the team with the least runs shall concede the victory to the opponent.
2. **MINORS and FARM:** If after four (4) at-bats by the losing team, one team has a lead of 10 or more, the Manager of the team with the least runs may concede the victory to the opponent. The game may be played out if the losing Manager wishes.
3. When a team batting is ahead by 10 or more runs, all runners for the team that is ahead are “frozen” and may only advance on a batted ball or when forced by a walk. Additionally, in this situation runners are only permitted to advance to the base they were going to when an overthrow occurs.

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3.3 Local Game Administrative Policies

1. The schedule of games will be prepared by the League Scheduler and approved by the Board.
2. Field dimensions (other than infield dimensions and layout), heights of the pitcher's plate, and locations of structures such as fences and dugouts will not be specified.
3. For Farm and younger, both base coaches on offense may be adult coaches.
4. If children are serving as offensive base coaches, they must wear helmets at all times.
5. The League does not designate an official scorer.
6. In determining rest requirements, the "Pitching Week" is defined as running Saturday thru Friday (not the normal calendar week of Sunday through Saturday)
7. All league teams are dissolved at the end of a season and are rebuilt the following year in a balanced manner based upon player evaluations pursuant to league procedures.
8. No inning shall start more than 1 hour and 50 minutes from the time the game begins. **A new inning starts the moment the third out is made in the preceding inning.** In case of ties after six innings, extra innings may be started if within the 1 hour and 50 minute limit. League pitching rules (~~maximum of 3 innings per game~~) still apply (~~i.e. no pitcher can go to a fourth inning~~). **(Note: See AAA rules (1 hour and 45 minutes)).**
9. Managers, Coaches, and Players are responsible for cleaning up the dug outs after each game.

3.4 General Ground Rules

1. On fields that are not fully enclosed, fencing along the base lines are assumed to extend indefinitely as an "imaginary fence line" parallel to the foul line. Any ball that does not pass beyond the "imaginary fence line" remains in play.
 - a. Any ball that lands beyond the "imaginary fence line" is out of play and no player may cross the "imaginary fence line" to make a play on a ball.
 - b. If a ball is thrown over the "imaginary fence line", the ball is dead and the runner is awarded the base he was headed towards plus one extra base.
 - c. If a player's foot touches the "imaginary fence line" or his foot lands beyond the line, he may not make a play on the ball.
 - d. If a player has control of the ball and then steps beyond the "imaginary fence," the ball is dead and the runners can advance one base without jeopardy of being put out (Catch and Carry Rule).
2. A ball that lodges in, passes through, or rolls under the backstop or fence is a dead ball and the runners cannot advance beyond the base they were going to when this occurred.
3. A ball that bounds over an outfield fence is a ground rule double.
4. **The following Ground Rules will be enforced for specific ballparks:**
 - Mooney Minor League:
 - a. A batted ball that goes over the (partial) fence in left field is a home run.
 - b. A batted ball that bounces over the (partial) fence is ruled a ground rule double.
 - Finn 1:
 - a. No field specific rules
 - Finn 2:
 - a. A batted ball that goes through the (temporary) outfield fence is a ground rule double.