

GENERAL RULES ALL LEAGUES

Revised 03-11-2020

This is a partial list of rules. For the complete list of rules see specific League Playing Rules and the Babe Ruth League, Inc. Baseball Rules, Regulations and Official Playing Rules.

1. The Board of Directors of Stoughton Youth Baseball, Inc. (hereby referred to as SYB) has adopted a ZERO TOLERANCE POLICY. No physical, verbal, or emotional abuse or misbehavior towards or by any player, coach, manager, director, umpire, parent, volunteer, or spectator at any SYB sanctioned event will be tolerated. Violation of this policy will result in immediate removal from the Elm St. Fields complex. Failure to comply with this policy and/or failure to leave the complex upon the request of the Board of Directors or its designee will result in police involvement and removal as a "member in good standing" status.
2. NO ALCOHOLIC BEVERAGES or controlled substances are allowed at the complex before, during, or after any SYB game or practice. Anyone who violates this rule will be banned permanently from the complex.
3. There is NO SMOKING at the complex.
4. NO PETS on the fields.
5. NO grills or open fires allowed in the complex
6. Players, managers, coaches, and spectators are encouraged to cheer for any team or player. They will not be allowed to boo, harass, or distract any team, player, coach, or umpire.
7. PROTESTS

Every effort should be made to resolve any conflicts at the game. If no resolution can be made, Babe Ruth League regulation 0.08 will be followed. **No protests shall ever be permitted on judgment decisions by the umpire.** All protests will be settled by a protest committee consisting of game umpires and all available Board members. Protests will be decided at the game. Protests must be made before the next pitch following the infraction. Even if a team forfeits, they will still play with all available players.

8. REGULATION GAMES
 - a. A regulation game shall consist of six innings.
 - b. A game may be called because of rain, lightning, darkness, time limit or other safety conditions. It is still considered a regulation game if any of the following occur: (a) four innings have been completed, (b) the home team has scored more runs in three innings than the visiting team has scored in three and a half completed innings, or (c) the home team scores one or more runs in its half of the fourth inning to tie the score.
 - c. After four complete innings, if the game is called during a subsequent incomplete inning in which the visiting team has scored to tie the score or take the lead and the home team does not retie the score or retake the lead, the game ends at the end of the last previous completed inning.
 - d. If the game has met regulation standards and ends during the bottom of the inning with the Home team ahead, the final score will remain as is at the end of the game.
 - e. If a game is called before it has become a regulation game, but after one inning has been completed, it shall be resumed exactly where it left off. (Managers are encouraged to sign

each other's score book to validate base runners and innings pitched.) Note: All records, including pitching records, shall be counted in the usual manner.

- f. No new inning may start after 8pm or darkness, whichever comes first, for regular season weekday evening games.
- g. No new inning may start after two (2) hours for regular season weekend games.
- h. If a regular season game is tied at the end of 6 innings, extra innings will be played until a winner is determined or until the game time limit is reached, whichever comes first. If the score remains tied once the game time limit is reached, and it has met regulation standards, the game will be recorded as a tie.

9. POSTPONED/SUSPENDED GAMES

Only League Officials may postpone games. Postponed or suspended games will be rescheduled by the league President during the same week if possible. Generally, but not always, make-up games will be on Sundays.

10. PLAYOFF GAMES

All playoff games shall be played to completion (at least 5 and a 1/2 innings). Playoff games suspended at any time because of rain, lightning, darkness, or other conditions shall be resumed where they left off.

11. MANAGERS/COACHES

- a. All Managers, Coaches, Assistant Coaches must be CORI certified and have successfully completed all mandatory trainings classes
- b. Managers are responsible for their team's actions at all times.
- c. Any outburst or unruly conduct by a manager or coach shall be grounds for automatic ejection from the game. A manager or coach who is ejected from a game must leave the complex, which consists of all property inside the Elm Street gate. If a manager or coach refuses to leave, it will cause an automatic forfeit for his/her team.
- d. Any detrimental actions by a manager or coach may affect future appointments as a manager or coach for both the regular season and summer league.
- e. A manager or coach who is ejected from a game will be suspended for the next game and not be allowed at the complex. A manager or coach who is ejected from two games will be suspended for a calendar year and not be allowed at the complex. This rule will carry over from the regular season to the playoffs and the next season.
- f. A manager shall immediately notify the Player Agent of any player who quits the team.
- g. Any disciplinary action taken against a player must be reported to the player's parent and division coordinator. The manager must detail the infraction and the disciplinary action taken.
- h. Managers are responsible for the care, maintenance, and return of their equipment.

12. PLAYERS

- a. Players must wear helmets on base, when acting as a base coach, and, when at bat, s/he must wear a helmet with face protector or C-Flap Face protector.
- b. Any player ejected from a game is suspended for the next official game. A player ejected from two games is suspended for the remainder of the year with no refunds. This rule will carry over from the regular season to the playoffs.
- c. Any disciplinary action does not carry over into the next season.
- d. Unsportsmanlike throwing of batting helmets or bats is not allowed. Any violation is cause for ejection.
- e. Chanting or singing of cadence of any kind is prohibited

13. PITCHING

Please refer to Official Baseball Rules 8.00-8.06, Babe Ruth League, Inc. regulation 0.06 and Babe Ruth Local League Special Rules and Regulations.

- a. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- b. A pitcher, regardless of age, may pitch six (6) innings per calendar week.
 - i. This includes rescheduled and make-up games.
 - ii. **If a pitcher delivers one (1) official pitch in an inning, s/he shall be charged for one (1) inning pitched.**
- c. A calendar week will begin on Monday and end with Sunday as the last day of the calendar week.
- d. Rest rule:
 - Rookie/Minor League (7,8,9-year-olds)**
 - I. If a pitcher pitches up to and including **40 pitches or two (2)** innings in any one game, s/he must have one (1) full calendar day of rest between pitching assignments.
 - II. If a pitcher pitches up to and including **60 pitches or three (3)** innings in any one game, s/he must have two (2) full calendar days of rest between pitching assignments.
 - III. There will be a maximum of three (3) innings pitched by a player in a game
 - Major League (10,11,12-year-olds)**
 - I. If a pitcher pitches up and including to **50 pitches or two (2)** innings in any one game, s/he must have one (1) full calendar day of rest between pitching assignments.
 - II. If a pitcher pitches up to and including **70 pitches or three (3)** innings in any one game, s/he must have two (2) full calendar days of rest between pitching assignments.
 - III. There is a **maximum of 85 total pitches** for a game that may be pitched by a single pitcher.
 - IV. Six (6) innings pitched maximum by an individual in a calendar week and the rest rules still apply
 - V. There is a maximum of 12 innings total that may be pitched by all twelve (12) year-olds on a team combined in a calendar week for the first three games.

- a. In the event that there is a fourth game during the calendar week, an additional 3 innings will be added for a total of 15 innings combined that may be pitched by all 12-year-olds on a team.
- e. Players once removed from the mound during an inning may not return as pitchers.
 - i. The second trip to the mound by a manager or coach to the same pitcher in the same inning shall result in the automatic removal of that pitcher from the game **as a pitcher only**.
 - ii. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted above or in the specific division, but the pitcher may remain in the game at another position.
 - iii. A pitcher who has hit a batter with a pitch **three (3) times** in a game must be removed from the game as a pitcher only.
- f. A pitcher who pitches in four (4) or more innings cannot play the position of catcher for the remainder of that game after he has pitched.
- g. A catcher who catches in four (4) or more innings cannot play the position of pitcher for the remainder of that game after he has caught.
- h. It is the responsibility of the team manager to keep track of his player's pitching eligibility. Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.

NOTE: The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched an official pitch to a batter shall not be considered a violation. League officials are urged to prevent forfeits. (Babe Ruth League, Inc. regulation 0.06-4)

- i. All records of pitchers, number of pitches each pitcher pitched and number of innings each pitcher pitched for both teams, game score and total number of innings played must be submitted by the winning manager to the appropriate league coordinator, opposing manager, and SYB communications officer within 24 hours of game completion. Failure to do so could result in a forfeit.
- j. All pitching will be done from the pitcher's rubber.
- k. A pitch that bounces before it reaches home plate is alive to the extent that if (a) the batter swings and misses, it is a strike, (b) the batter swings and hits the ball fair or foul, it counts as a fair or foul ball, or (c) the pitch hits the batter, the batter is entitled to first base.

14. BUNTING

Once a batter has squared to bunt, the batter is not allowed to swing at the pitch ("slash bunting"). If the batter swings at a pitch after squaring to bunt, the ball is dead and the batter is out.

15. SLIDE RULE

Base runners must slide **or** attempt to get around a fielder who has the ball and is waiting to make the tag. Failure to comply with this rule results in the runner being out (Rule 7.08). Jumping over a fielder is not considered attempting to get around the fielder; it is dangerous, and the runner is out. This rule does not require the runner to slide on a close play, but the runner cannot

intentionally collide with a fielder in the base path. Intentionally colliding with a fielder is unsportsmanlike and cause for ejection; however, it does not mean that the runner is called out. If the umpire rules that the fielder has committed obstruction, then the runner is ruled safe.

16. There are no on-deck circles in the complex and on-deck hitters are not allowed to take practice swings outside the fenced-in playing areas.

17. A batter cannot advance to first base on a dropped third strike.

18. PRACTICES/ WARM UP

- a. All practices will be held at approved sites. Teams wishing to practice outside the Elm St complex, utilizing town or school property, must obtain a permit from the Stoughton Recreational Department. No practice shall be held until league insurance is in effect.
- b. No practice will be held on any field undergoing maintenance regardless of schedule.
- c. On game days, no team will practice on any field other than the one that they are designated to play on that day.
- d. On game days, away team practice is from 4:15 to 5:00 pm when game starts at 5:45 pm and 4:30 to 5:00 when games start at 5:30.
- e. On game days, home team practice is from 5:00 to 5:40 pm when game starts at 5:45 pm and 5:00 to 5:30 when games start at 5:30 pm.
- f. For Saturday games, the home team will have the field for a 15 minute warm up a half hour before game time and the visiting team will take the field for warm up for 15 minutes immediately preceding the game. An earlier game being completed under the game time limit rules will have priority.
- g. The only team on the field should be the team that has practice time scheduled. It is a safety hazard for a team to warm up in the outfield while the other team is having batting practice. Please respect each team's allotted time.
- h. Absolutely NO double soft toss.
- i. Teams who have practice scheduled for the Goff and O' Day fields are encouraged to use the batting cages. If you are the visiting team, you have use of the batting cage first.

19. UNIFORMS

- a. Full uniforms will be worn at all games, including during warm-ups. Shirts will be tucked in during games.
- b. Shorts may not be worn during games
- c. Mouth guards are encouraged but not mandatory. Male players are also encouraged to wear athletic supporters.
- d. Catchers must wear all equipment, including throat guard. Male catchers must wear cup and supporter.

20. FIELD UPKEEP

- a. No food is allowed in the dugouts.
- b. BOTH TEAMS ARE RESPONSIBLE FOR PICKING UP LITTER AROUND THE FIELD AND DUGOUTS AFTER GAMES AND PRACTICES.
- c. Adults from the home team will rake the infield after games. All teams will rake the infield after practices.
- d. Spectators are requested to use the trash barrels at the complex to help keep the complex clean.
- e. Parents are requested to help to ensure our fields are properly kept for our children.

21. The home team will occupy the third base dugout.

22. Both teams will supply one (1) baseball each prior to the start of the game.

23. A coach or manager may warm up the pitcher between innings if the catcher is putting his equipment on. This is to avoid any unnecessary delays.

24. Bat Rules - alloy, composite or wooden bat can be used, but must have no larger than a 2 5/8-inch barrel diameter and comply with current USABat standards.

PENALTY

- a. If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- b. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- c. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

25. Summer Ball

Regarding Summer baseball Roster priority for those players who were rostered in good standing and played/attended at least 50% of the Spring SYB season in his/her age division.

- In the event that a non SYB Spring player (non-roster, unpaid for Spring season) would like to participate in Summer baseball for the same season, that player is eligible to play Summer baseball after having attended a tryout, **but** preference for a roster spot will be afforded to any SYB Spring player in good standing for the then current season, in the event that the overall number of players requesting to play/tryout for the Summer team exceeds the number of available roster spots.
- Good Standing = having registered with SYB in advance of the Spring season, paid for the season in question in full, and attended at least 50% of all games, barring player injury or family emergency

