



SYBA Baseball Rules, Updated June 2019

	Tball	Machine Pitch	Pony League
Base Distance	50 ft	50 ft	60 ft
Pitching Mound Distance	Center of infield	Center of infield	46 ft
Bat Barrels	NA	NA	Max 2¾ in
Players on field, max	NA	NA	10 (6 infield 4 outfield)
Time limit (no inning may start after the designated time limit)	1 hour	1 hour	1 hour 15 min
Innings	NA	4	6
Inning Ends	All players have batted	3 outs or 5 runs scored *with the exception of the last inning	3 outs or 5 runs scored *with the exception of the last inning
Walks Permitted?	No	No	Yes *2 walks per inning
Leading Off	No	No	Yes *after the pitch crosses home plate
Stealing	No	No	Yes *Only 3 rd Base
Stealing Home	No	No	No
Bunting	No	No	No
Pitcher limits	NA	NA	2 Consecutive Innings
Coach Pitch	NA	NA	Yes *After 2 walks per inning



General Rules
SHOES: Shoes with any type of metal cleats and metal spikes will not be allowed.

UNIFORMS: All players are expected to wear SYBA t-shirts/uniforms when playing the game.

PROTECTIVE CUPS: It is HIGHLY recommended that all players wear protective cups.

BATTING HELMET: Must be worn by any player on deck, at bat or on the bases. If a helmet is intentionally removed, the runner shall receive a warning and the next time shall be declared out.

THROWING THE BAT: A team shall be warned the first time for throwing the bat (intentionally or not). The second team violation will result in the batter being called out.

CONTINUOUS BATTING/FREE SUBSTITUTION: At all levels, T-ball through Pony League, every player on the team who is present at the game will be placed in the batting order and take their turn at bat. Free substitution in the field will be permitted.

START TIME: Games should start at their scheduled times. However, there will be a 5-minute grace period if one team does not have enough players to start the game.

NO HEAD FIRST SLIDES: Head first slides are not allowed at any level. A team shall be warned the first time for a head first slide. The second team violation will result in the runner being called out. Little League and Babe Ruth players are permitted to dive back to the base on a pick off attempt.

COURTESY RUNNERS: The last player to be put out will be allowed as a courtesy runner only for the catcher and an injured base runner.

BASE COACHES: Each team must have a first and third base coach while at bat. Parents are encouraged to fill these positions. Players may be used at the Babe Ruth and higher levels but must wear helmets.

RAIN: In the event of rain, the coaches and umpires will mutually decide if the games should be delayed or cancelled. Coaches are encouraged to reschedule games. Pony League and above: If the game is cancelled due to rain prior to game-time; coaches need to contact the SYBA representative to notify umpires.

LIGHTNING: If lightning is present in the area, the game shall be immediately cancelled. NO EXCEPTIONS!!! Coaches are encouraged to reschedule games.

BASE RUNNER HIT BY FAIR BALL: If a hit fair ball touches a base runner in fair territory, the ball becomes dead and hit runner is out.

HIT BATTER: A pitcher who intentionally throws at a batter (even if he does not hit the batter), will be ejected from the game. "Intent" will be at the discretion of the umpire or coaches. If a pitcher

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unintentionally hits two or more batters, and the umpire feels that the pitcher does not have adequate pitch control, he may direct the coach to remove the pitcher.

PLAYING TIME: All players should receive equal playing time except for special disciplinary reasons or failure to attend practices.

EQUIPMENT CARE: Players are expected to care for and respect all equipment. Players should never kick, hit, or throw batting helmets, bats, gloves, or catcher's equipment. The coach should notify the baseball association if equipment becomes faulty.

ETHICS

- Use of tobacco in the playing field (including benches) by the coaching staff, players and the parents is NOT PERMITTED!
- No drugs or alcohol are permitted.
- Inappropriate language or conduct by players, coaches, parents, or spectators is not permitted. If this conduct continues, the violators will be ejected from the grounds and subject to further disciplinary action from SYBA.
- All written complaints will be handled by SYBA and any violation of the program's rules etc. can result in loss of coaching status.

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T BALL RULES

- Age: Junior Kindergarten and Kindergarten.
- Have Fun!
- Score is not kept.
- The defensive team may have up to 3 coaches in the field to direct players (or as many as deemed necessary).
- Catchers are to wear catcher helmet and chest protector at a minimum.
- The hitting team may have up to 3 coaches on the field; 1st base and 3rd base coaches and one near the plate to assist batters with stance and help the catcher retrieve balls.
- The hitting Tee is placed directly over home plate.
- A 10' arc will be drawn in front of home plate. Any hit ball not traveling beyond the arc will be considered a foul ball. Batters must hit the ball beyond the arc to advance to 1st base. Batters are allowed as many swings as needed to advance the ball past the 10 arc.
- All players are allowed to play defense in the field. Once all infield positions are filled, the rest of the players are to play in the outfield.
- The inning ends after all players have batted.
- The last batter in the batting order runs the bases until the fielding team places the ball on the Tee.
- Outs are to be recognized but not enforced as the baserunner is allowed to stay on base.
- Base runners must stop after the ball reaches the infield unless it is the last batter at which time they will advance all the way home.
- No stealing or leading off is allowed.
- Coaches will rotate fielders such that no fielder plays the same position twice in a game and alternates between infield and outfield positions whenever possible.
- No umpires are provided. Coach closest to the play makes the call.
- Games will be one hour.

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MACHINE PITCH RULES

- Age: 1st and 2nd grade.
- Have Fun!
- Games will be 4 innings in length if completed within 1 hour. No inning may start after the 1 hour time limit.
- The pitching machine is placed at the approximate center of infield or where deemed necessary for appropriate use of the pitching machine. This is approximately where an imaginary line between home plate and 2nd base and 1st base and 3rd base intersects.
- The defensive team may have up to 3 coaches in the field to direct players.
- The hitting team may have up to 4 coaches on the field; 1st base and 3rd base coaches, machine pitch operating coach, batting coach near the plate to assist batters with stance and help the catcher retrieve balls.
- All players are allowed to play defense in the field. Once all infield positions are filled, the rest of the players are to play in the outfield. If a team has fewer than 10 players, the team can play without a catcher and that player may be used for an open position in the field.
- No walks are permitted.
- Batters are given 5 pitches from the pitching machine to hit the ball. The batter may swing at all 5 pitches. If the 5th pitch is considered un-hittable, the batter is permitted one additional pitch. If the 5th pitch is hit foul, the batter continues the at bat. The batter cannot strike out on a foul ball. No additional pitch will be granted if the pitch is considered un-hittable following the 5th pitch.
- Once an infielder has possession of the ball and the play is complete, base runners must return or continue to the closest base determined by whether the runner has crossed the halfway point between the bases. The possession rule applies unless the base runner is out as a result of the completed play.
- Base runners may not advance on overthrows at any base on a throw from an infielder. Possession rule applies on throws from outfielders.
- No bunting, stealing, leading off or head first slides are allowed.
- Base runners must avoid contact or slide. If the runner makes contact without sliding, the runner will be called out. Fielders may not block the base or base path from a runner unless they have clear possession of the ball.
- Base runners should avoid being hit by a batted ball. In the instance where they are unable to avoid the ball, the runner will not be called out and will be allowed to continue running the bases.

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- Coaches will rotate fielders such that no fielder plays the same position twice in a game and alternates between infield and outfield positions whenever possible.
- No umpires are provided except during the year end tournament. Coach closest to the play makes the call.
- Score will be kept.
- Innings will end after 5 runs or 3 outs are recorded with the exception of the last inning where unlimited runs may be scored.

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PONY LEAGUE RULES

- Age: 3RD or 4TH grade.
- Have Fun!
- SYBA will provide umpires. If an umpire does not show the coaches should ask for a parent volunteer.
- Up to 10 players may play in the field; 6 infielders (pitcher, catcher, 1st, 2nd, 3rd, Short Stop) and 4 outfielders.
- No coaches are allowed on the field.
- The inning ends after 5 runs or 3 outs are recorded with the exception of the last inning where unlimited runs may be scored.
- Unlimited runs are allowed in the final inning. The final inning must be called by the ump so that both teams are notified and should occur with the inning that starts at the one hour time mark. Games that should start at 7:00 PM will start no later than 7:10 and the teams that started at 5:30 must vacate the field at 7:00 pm regardless of the score or where they are in the inning.
- Games are called after 4 innings if there is a 12 run lead (tournaments are excluded).
- Games will be 1 hour and 15 minutes or 6 innings, whichever comes first.
- Coaches are limited to two visits to the mound per pitcher and must remove the pitcher on the 3rd visit.
- After two walks have occurred in one inning, no more walks will be allowed in that inning. Youth pitchers will pitch to batters until the batter has been pitched 4 balls, then the hitting team will provide a coach pitcher. The coach will be allowed to throw as many pitches necessary for the batter to put the ball in play or be called out on strikes based on the batters count once the coach enters the game. The designated strike zone will be arm pits to bottom of knee including a half a ball on either side of the plate.
- **Once an infielder has possession of the ball and the play is complete, base runners must return or continue to the closest base determined by whether the runner has crossed the halfway point between the bases. The possession rule applies unless the base runner is out as a result of the completed play.**
- Base runners may advance one base, at their own risk, on overthrows. Base runners are awarded one base on overthrows out of bounds. Base runners attempting to steal 3rd base are not allowed to advance home on an overthrow.
- Base runners may lead off once the ball crosses home plate.
- Base runners may only steal 3rd base.

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- No bunting, curve balls or head first slides are allowed.
- The infield fly rule does not apply.
- Base runners must avoid contact or slide. If the runner makes contact without sliding, the runner will be out. Fielders may not block the base or base path from a runner unless they have clear possession of the ball.
- Coaches will rotate fielders such that no fielder plays the same position more than two innings in the same position and alternates between infield and outfield positions whenever possible.
- Catchers are required to wear a catcher's mask, helmet (covers both ears), chest protector, and shin guards. Protective cups are mandatory for male catchers and recommended for female catchers.