

Siuslaw Baseball/Softball Association

Baseball Program Rules 2019

* SBSA games will be played according to the official rulebook published by the National Federation of State High School Athletics for Baseball.

* The following rules apply to all leagues and some modified, changed, or added rules are those adopted by the SBSA Board of Directors for individual leagues.

1. **ALL** regular week games will **start at 5:30 p.m.** Players should arrive at the field $\frac{1}{2}$ hour before the game time to warm-up.
 - a. **Visitors CHALK and Home team RAKES the field.**
 - b. Home team shall occupy the 3rd base line.
 - c. Visitor team begins their 10-minute practice on the field 25 minutes **BEFORE** the start time (5:05 pm).
 - d. Home team has 10 minutes of infield practice starting 15 minutes **BEFORE** the start time (5:15 pm).
 - e. **NOTE:** If either team is not ready to begin their infield practice at their above times, they shall have only the remaining time prior to the expiration of the 10-minute period once they begin.
2. There will be a rainout and make up schedule. **Coaches will NOT cancel games.**
 - a. Coaches will follow the make-up schedule, unless otherwise notified by the schedule coordinator. **ALL** make-up games will be played on the Saturday of that week. Make-up game times are:
 - i. Monday - 10:00 am
 - ii. Tuesday - 12:00 pm
 - iii. Thursday - 2:30 pm
 - iv. Friday - 4:30 pm
3. The schedule coordinator will reschedule games due of conflicts with after school events.
4. **ONLY** coaches, team moms/dads, and players are allowed on the benches or in the dugout area at **ALL** times. During the game, players in the dugout must be seated on the bench at **ALL** times unless they are up to bat or on deck warming up
 - a. **EXCEPTION:** When a player is putting on catcher's gear or a pitcher is warming up.
5. **ALL** leagues, except T-Ball, will install a pinch runner for a catcher on 2 outs. Catchers need to put on gear to be ready for the game. Pinch runner shall be the **LAST** out of the previous inning.
6. No chewing gum, candy, or eating food is allowed on the field or in the dugout by players. Drinking water and/or sport drinks is allowed. **NO** glass bottles.
 - a. **COACHES:** No smoking tobacco **OR** chewing or vaping anywhere at Miller Park.
7. Games will be 5 innings for Rookies & Minors (last inning is unlimited runs) and 6 innings for Majors (last inning is unlimited runs) **OR** 2 hours, whichever comes first. **No new inning will begin at any level after 1 HR 45 MINUTES.** In the event the game does not go the entire number of scheduled innings, whichever inning the Umpire deems to be the last inning, will be unlimited runs.

- a. In the event of a tie, international tiebreaker rules apply. The last out of the previous inning will go to 2nd base. The team will have 3 outs to attempt to score as many runs as possible. Teams will then flip and the other team will then have the same opportunity.
 - b. If a tied game cannot be finished due to darkness, then it will end in a tie.
 - c. In the event of bad weather or darkness (and no tie) a game that has gone at least **3 full innings** is considered complete.
8. **ALL** leagues shall end a game if a team is behind by 10 or more runs AFTER the 4 innings are played.
9. **ALL** leagues will bat the entire roster and every player must have 2 defensive innings of play.
10. **BALKS** will be called in Majors ONLY. (ALL other leagues will ONLY explain to the player what they are doing wrong).
 - a. 1st offense- Pitcher will be given a warning by the umpire.
 - b. 2nd offense- all Runners will advance 1 base.
11. The coach has the discretion to keep a player out of a game for disciplinary reasons if necessary. This **MUST** be communicated to a board member and noted in the scorebook.
12. The umpire will bring 2 new game balls to the game. Each team will keep a ball after the game.
 - a. Both teams will report the score to the concession stand or the publicity manager **DIRECTLY** following the game.
13. If the umpire does not show up for a game contact board member immediately!
 - a. One can be recruited from the stands if BOTH coaches agree on the selection
 - i. If it is a relative of a player, both coaches must be notified. (Please avoid umpiring your own child's game.)
 - b. If no umpire can be found or agreed upon, the game will be cancelled.
14. The plate umpire has the right to remove a pitcher from the mound who does not have control of their pitches and is hitting batters.
15. The following safety rules will be enforced:
 - a. Any batter throwing a bat or helmet in anger, **WILL** be benched for the remainder of the game.
 - b. If a bat is thrown while swinging
 - i. Umpire shall give one **TEAM** warning.
 - ii. Next offense by **ANY** member of the team is an out.
 - c. Helmets must be worn until the player reaches the inside of the dugout. If not:
 - i. Umpire shall give one **TEAM** warning.
 - ii. Next offense by **ANY** member of the team is an out.
 - d. Safety Slide is in effect at ALL bases. Failure to slide will equal an out.
16. If a base runner is incapacitated, the player may have a pinch runner **only once**. The player with the last out will run for them. If the hurt player cannot re-enter the game or bat, he cannot play the remainder of the game.
 - a. The team will take an OUT when the injured player is up to bat.
17. **NO** designated hitters.
18. Coaches can not hold or touch the base runner to aid in the advancement (or to stop advancement) of the runner or the runner will be **OUT**.

19. If a coach's helper is under 18 years old, they are required to wear head protection while on the field.

20. SAFETY EQUIPMENT:

- a. Chinstraps *must* be worn on ALL batting helmets for T-Ball.
- b. Catchers *must* wear protective cups.
- c. Pitchers and Infielders are encouraged to wear cups.
- d. Mouth guards are strongly recommended.
- e. Cleats may not be metal.

21. Crowd Warning Rule: to help control sportsmanship in our environment, the respective coaches will control the conduct of ALL spectators.

- a. Umpires will issue a warning to the team associated with the unruly person.
 - i. IF situation continues, umpire will call a FORFEIT.

22. NO JEWELRY will be allowed (except medical ID tags tucked in or taped).

- a. 1st Offense - Team warning and team is allowed to fix ALL violations
- b. 2nd Offense - An out will be called on any player remaining in violation.