

NYBSA Minor League Baseball Rules

Updated Jan 2014

The official rules of Dixie Youth Baseball shall apply except as altered by the following exceptions and/or additions. NYBSA chooses to take advantage of the local option clause relating to playing rules. The following General Playing Rules may also apply to the other baseball leagues.

GENERAL PLAYING RULES:

- I. **Start Time:** Games will start on time. Time limits are specified for each league. The official start time of the first game of the day will be the scheduled start time. It is up to the teams to be ready to play at this time. There will be a 15-minute grace allowed, if enough players have not arrived to meet the minimum requirements to field a team. An additional exception to this rule would be that the umpires are not ready to begin. For the second and subsequent games, the umpire shall declare the start time of the next game to be ten minutes from the time players have cleared the field from the previous game. It is up to the teams to be ready to play at this time.
- II. **Expiration of time limit:** No inning will be started after 1 hour 15 minutes (75 minutes) has been reached. A new inning is considered started at the moment the last out is made in the preceding inning. A new inning is also considered started at the moment the fifth run is scored in the bottom of the preceding inning.
- III. **Less Than Nine Players:** If a team fails to field nine players at game time, they may play with eight players. The ninth player's space must take an out the first time through the batting order. The manager of the team with eight players has the option to take the out at any point in the batting order. The manager must tell the umpire and the opposing manager / score keeper where the out will be taken before the game begins.
- IV. **Suspended or Rained Out Games:** In the event of rained out or rain suspended game the Baseball Commissioner will reschedule games on the first available open date and notify the Team Managers prior to the playing date. Rain suspended games shall be played from the point of the suspension. Teams failing to appear for make-up or suspended games shall forfeit.
- V. **Team Line-Up:** Before each game, each manager is required to submit one copy of the team line-up to the official scorekeeper and the opposing manager. Any player who arrives after the line-up has been turned in shall be added to the bottom of the line-up. A player who arrives after a team has completed one rotation through the batting order shall be allowed to play after notifying the opposing manager (**Tournament Play:** a player must arrive before the team has completed one rotation through the batting order to be eligible for that game)
- VI. **Participation Requirements:** No player shall sit out of the game on defense for more than one inning. Batting will be in rotation of the complete roster regardless of the number of players present on the opposing team. Penalty for violation of this rule shall be forfeiture of the game in the event the violating team is the winner. If a player must leave the game due to injury, ejection or personal reasons, they shall not be called out for missing subsequent turns at bat. If a player does not start defensively for one game, in which he plays; he must start for the next local league game.
- VII. **Player Must Remain the Dugout:** All players must remain in the dugout during the game unless they are playing defense, batting, on base, or they are on deck.
- VIII. **Division Championship:** Division Championship shall be determined by a division tournament.
- IX. **Uniforms & Equipment:** Players must wear league provided uniforms and equipment during the games. Personal equipment may be used if they are deemed by the umpire to be of equivalent quality as the equipment provided by the league.
- X. **Helmets:** Batters and base runners must have a helmet on with chinstrap fastened from the time they leave the dugout until they return. A player removing a helmet on the playing field will receive one warning. The second time the player will be called out.
- XI. **Bats:** Dixie Youth or equivalent approved.
- XII. **Bucket Rule:** While your team is playing defense, you are allowed to have one bucket to sit on by the dugout. When your team is on offense, the bucket must be placed inside the dugout.

MINOR LOCAL OPTIONS:

*Field Dimensions: Pitching- 46ft & Bases- 60ft

I. Home Team Responsibilities:

- a. Home team prepares the field for play (install bases, scoreboard console, pitchers mound and line the field.)
- b. Occupy the 1st base dugout.
- c. Utilize the batting cage 60 minutes prior to the start of each game.
- d. Swap Lineups with other team.
- e. Home team does the "Official Scorebook"

II. Visiting Team Responsibilities:

- a. Visiting team breaks down the field including lights, tarp, and scoreboard brains.
- b. Occupy the 3rd base dugout.
- c. Utilize the batting cage 30 minutes prior to the start of each game.
- d. Provide an **adult** to operate the scoreboard.
- e. Swap Lineups with other team

IV. Time Limit: Games will last 1 hour and 20 minutes.

- a. A new inning will not be started after 1hour and 15 minutes have expired.
- b. Games will be considered completed after 5 innings (4½ if the home team is leading).
- c. If the game is tied after the completion of the time limit, the game shall be considered complete and the teams tied.
- d. If the home team is down by more than 5 runs and the game time limit is within 7 minutes of expiring, they will not bat in the last inning.
- e. If after 4 innings a team is leading by more than 10 runs the game will be called.
- f. An inning is considered started the moment the final out is made or when 4 runs are scored. This is being done to avoid ending a game in the middle of an inning. You should have your catcher ready to go every inning prior to taking the field. The goal is to maximize the playing time for the kids. You should not try to delay the game in order to win.

V. Run Limit: 4 runs per team maximum per inning in all innings.

VI. Suspended or Rained Out Games: In the event of a suspended game, the game shall be considered complete if the game has completed 3½ innings and the home team is leading. If the visiting team is leading see point IV in the General Playing Rules above.

VII. Pitching:

- a. If a pitcher pitches more than 2 innings in a game, he cannot pitch in the next game no matter what week it falls in.
- b. Throwing a warm-up pitch in an inning is counted as an inning pitched.
- c. A player is allowed to pitch 6 innings in a week.
- d. If a pitcher pitches 4 innings or more in one game he has to take 36 hours off plus skip the next game, no matter what week the games fall in.
- e. A week is considered to run Saturday through Friday.
- f. **No intentional walks**

VIII. Hitting Batters: If a pitcher hits 3 batters during a game, he must be removed as pitcher.

IX. Bunting: Bunting is allowed at any time during an at bat.

- a. Once a batter squares to bunt he/she MUST either bunt at the ball or take the pitch. The batter may **NOT** take a full swing at the ball once he/she has squared to bunt.
- b. IF THE BATTER SWINGS AT A PITCH AFTER HE/SHE SQUARES TO BUNT HE/SHE WILL BE CALLED OUT.
- c. Fouling off a bunt with two strikes is a strike-out.

- X. **Stealing:** Stealing is allowed after the ball crosses home plate. Leading off prior to the pitch crossing home plate is not allowed.
- a. If a runner leaves the base prior to the ball crossing home plate, and the batter puts the ball in play, the fielding team has the option of taking the play or not. If the fielding team takes the play, the runner must still return to the base for the succeeding play (unless the play resulted in the runner being put out).
 - b. If a runner leaves the base prior to the ball crossing home plate, and the batter does not put the ball in play, the runner must return to the base he left and the fielding team has the option of taking the pitch.
 - c. Time out can only be called once the fielding team has control of the ball, and the runner has stopped his movement towards the succeeding base (plate). *Stealing (any base/plate) must be an overt attempt. Overt attempt is defined as running to the next base.*
 - d. *The previous play is dead once the pitcher has control of the ball on the mound **AND** the runner has stopped momentum toward the next base. Momentum is defined as running to the next base.*
- XI. **Stealing Home:** Stealing home is permitted only on a wild pitch, passed ball, a mishandled throw back to the pitcher, or an attempt (throw) by the defense to make a play at another base.
- a. Once the runner leaves third base during an allowable stealing situation, the fielding team must either force him back to third base or stop his momentum to the plate before time-out can be called.
 - i. If in the discretion of the umpire, the runner no longer poses a threat to steal, time out may be called.
 - ii. Once the runner's momentum is stopped and the Pitcher has *control of the ball on the mound* the play is considered dead. *Momentum is defined as running.*
 - a. Any time a runner leaves third base, the fielding team may make a play on him. If the fielding team makes a play on the runner by throwing the ball towards third base, the runner may attempt to steal home.
 - b. When attempting to steal home, the batter must back away from the plate as to not interfere with the play. Failure to do so will result in the runner being called out.
- XII. **Base Running:**
- a. A runner MUST slide feet first into all bases UNLESS he is returning to the base he left. Failure to do so will result in the runner being called out.
 - b. Runners must slide at home when there is a play at the plate. If there is a play at the plate and the runner does not attempt to slide, he will be called out. It will be the discretion of the umpired whether or not there is a legitimate play at the plate. (This is a safety issue for both the runner and the defensive player at the plate).
- XIII. **Player Conduct:**
- a. Batters will not be allowed to try and distract the pitcher while pitching. Catchers will not be allowed to try and distract batters while batting.
 - b. Trash taking between players will NOT be tolerated at any time prior, during, or after games.
- XIV. **Substitute Players:** If you have less than 9 players, you can recruit one (1) player of equal talent from another minor or peewee team. That player will bat last and may only play an outfield position. Equal talent must be agreeable to the opposing team's coach.
- XV. **Game Scores:** The home team is responsible for emailing the game score to the commissioner.
- XVI. **Disputed Calls:** There will be **NO** arguing with umpires. If you disagree with a call, calmly discuss it with the umpire in private. Whatever the umpire decides is final. Ball and strike calls are not open to discussion. Remember this is minor league kids' baseball, not the major leagues.
Share this rule with your parents, as you will be held responsible for your parent's actions.
- XVII. **Manager – Player Interaction:** The goal of recreation baseball is that kids have fun and become better baseball players. You should not openly criticize a player for making a mistake. Encourage him to do better next time.

MINOR LOCAL OPTIONS – Tournament Play:

NO SUBSTITUTIONS IN TOURNAMENT PLAY

- I. **Seeding:** Tournament seeding/pairings will not be based on regular season records. Pairings will be based on a random drawing by the commissioner and team representatives after the regular season ends.
- II. **Home Team Determination:** Home team will be decided by a coin flip between the two managers prior to the teams occupying the field.
- III. **Stealing:** Stealing rules used during the season will be used during the tournament
- IV. **Game Time Limits:**
 - a. All games (other than the championship game) will be a maximum of FIVE innings or 1 hour and 20 minutes (whichever comes first)
 - b. Cannot start a new inning after 1 hour and 15 minutes unless there is a tie
 - c. Games 16 thru 19 will be FIVE innings with NO time limit
- V. **Run Limits:** Four run limit per inning and the TEN run slaughter rule applies
- VI. **Participation:**
 - a. **No player may sit out more than ONE inning per game (or in a row) on defense unless every player has sat out at least once. Infield playing requirements are waived for the tournament. If this occurs the result is forfeiture of the game.**
 - b. A player showing up late for the game may be moved to the end of the batting order if he misses his original place in the order. He must move to the end of the order.
 - c. If a player arrives after the team has completed one rotation in the batting order he will not be eligible to play that game.
 - d. A team may play with as little as EIGHT players but must take an out at some point during the first time through the batting order. The point at which the out is taken must be communicated to the opposing Manager and the umpire prior to the start of the game
 - e. A team with less than EIGHT players must forfeit the game.
 - f. If a team starts the game with at least NINE players and loses enough players to bring the team below either Nine or Eight, the team will not be subject to those penalties
 - g. **Substitute Players are not allowed in tournament play**
- VII. **Pitching:**
 - a. Maximum number of innings a player can pitch in a single game is **FOUR**.
 - b. There is no weekly limit on innings pitched during a tournament.
 - c. A pitcher can pitch up to **THIRTEEN** innings for the entire tournament.
 - d. Consecutive innings:
 - i. If a player pitches more than **TWO** innings in one game he/she must skip the next game.
 - ii. If a player pitches more than **THREE** innings in one he/she must skip the next game **AND** he has to wait 36 hours (from the time he leaves the mound) before he can pitch again (i.e. he/she may miss two games if they are played within a 36 hour time frame).
 - iii. A pitcher is considered to have pitched an inning if he/she throws at least one warm-up pitch in that inning.
 - e. Once a pitcher has been relieved from the mound, he may not return to the mound in the same game (even if the game is suspended and played another day)
- VIII. **Suspended or Rained Out Games:** In the event of a suspended game, the game shall be considered complete if the game has completed 3½ innings and the home team is leading. In the event of a rained out or rain suspended game the Commissioner will reschedule games on the first available open date and notify the Team Managers prior to the playing date. Rain suspended games shall be played from the point of the suspension. A team failing to appear for make-up or suspended games shall forfeit. If it is the Championship game, the team present will be declared the Champion.
- IX. **Pitching Log:** A pitching log will be kept in the JoBox where the Managers (or acting Manager) will record their pitchers' innings. This must be recorded immediately after each game and signed by both Managers. **Failure by a Manager to record his/hers pitchers' innings prior to play of his/hers team's next game will result in forfeiture of that next game.**