

SPENCER YOUTH BASEBALL AND SOFTBALL ASSOCIATION ADMINISTRATIVE RULES

1. PLAYERS WILL BE DRAWN by their current grade in school. No rating system will be used, but, where appropriate, designated pitchers and catchers will be drawn as separate playing categories, and will be drawn first in their grade category. The directors/coaches shall make designation of a player as a pitcher or catcher. All players designated as pitchers or catchers must be drafted in their designated category. The highest grade in each league will be drawn first, and the lowest grade drawn last.
2. **A MAXIMUM OF TWO COACHES WILL BE ALLOWED PER TEAM. Only the children of sponsors and coaches will be automatically assigned to their team. Only 3 players may be assigned to a team prior to draft night, with the exception of twins being assigned to one team, then the limit is 4 players.** On draft night, the names of these assigned players will be entered on the team roster as the first order of business. The team will lose its first draw in the corresponding grade and playing category (i.e. pitchers and catchers) for each assigned player. Limited exceptions may be made to accommodate special circumstances, at the discretion of the directors. This rule shall not prohibit persons who are not designated as coaches from assisting, if they are requested to do so by the coach, but children of such persons will be drafted in the normal fashion. For the purpose of this rule, a person is a sponsor if that person is the owner of at least 10% of the business or has been designated by an owner at the time of sponsorship.
3. PLAYER'S NAMES must be entered on the team roster immediately after being drawn.
4. PLAYER TRADES WILL NOT be allowed. If a coach wishes to make a player move, the request must be made to the Board the night of draft. Requests to move players are not encouraged, and will only be honored in compelling circumstances.
5. PLAYERS SIGNING UP AFTER THE DRAFT will be first assigned to the team with the fewest players; provided that if numbers are equal, players will be assigned in order to the team which would have been next in the draft rotation. The directors will attempt to wait until several players have signed up before assigning them to teams, and in that circumstance, the several players will be randomly assigned. Coaches shall notify the directors in the event a player quits or is injured and unable to play.
6. RULE VIOLATORS will be given 1 warning on a rule infraction. In the event of a 2nd infraction of any rule, the offender will be suspended from the game, subject to decision by the director or directors on duty.
7. PLAYER OR COACH EJECTION from a game will result in suspension from the next scheduled game. Player or coach ejection from a 2nd game will result in suspension for the rest of the season.
8. INSURANCE covers all players and coaches from the time they take the field during a game or practice, until the game or practice is over. Injuries off the field are not covered. In case of an accident or injury, the injured party is to be taken to his or her family doctor, or, if after hours, to outpatient at the Spencer Municipal Hospital. General insurance forms should be completed at the doctor's office or hospital. Doctor bills should read: Spencer Youth Baseball and Softball Association-injured party's name, then the team name. There is a deductible, which will be paid by the player's family.

Family insurance will be the primary insurance. The Association's insurance is secondary coverage.

9. FOR ALL OTHER RULES not covered here, refer to an official rule book.

COACHING RULES

1. COACHES are expected to provide a positive learning experience for their players, and to set a good example. Swearing will not be tolerated.
2. COACHES WILL NOT LEAVE THE FIELD while game is in progress except in case of emergency.
3. BOTH COACHES will sign the umpire card at the conclusion of the game. Make sure the score and team names are correct.
4. COACHES WILL REMAIN in dugouts unless coaching 1st or 3rd base.
5. COACHES WILL be responsible for implementing General rule #15- EVERY PLAYER WILL PLAY at least 3 innings every game except in cases of games which did not last 6 innings, absence, or discipline. In the case of a game, which did not last 6 innings, the player(s) who did not play 3 innings must start the next scheduled game, and enforcement of general rule #6. COACHES SHALL REQUIRE THEIR PLAYERS TO CLEAN THEIR DUGOUT immediately following the end of each game.

GENERAL RULES FOR ALL LEAGUES

1. HOME PLATE UMPIRE will be in complete charge of the game. Disputes will be settled immediately with the director on duty. No protests will be allowed.
2. NO HECKLING of the umpires, batters, or pitchers. This rule applies to players, coaches, and fans. League directors and umpires will be in charge and will enforce all rules. Offenders will be ejected from the ballpark, after one warning.
3. NO SWEARING or use of off-color language by players, coaches, fans, or umpires will be tolerated. Offender may be ejected at the umpire's or director's discretion, after one warning. This also includes practices.
4. **THE FIRST GAME WILL START AT 6:00 P.M.**, unless the schedule dictates differently. Team warm-up must be done prior to that time. No new inning may be started after 80 minutes from the beginning of the game. No intentional stalling will be tolerated. If an inning is started prior to the 80 minute time limit, the inning will be played until completed. **THE SECOND GAME WILL BEGIN AT 7:45 P.M.**, unless the early game is still in progress. Team warm-up must be done prior to this time. No new inning will begin after 80 minutes of play. IN THE EVENT OF A TIE after 6 innings of play, the tie will be played off until time expires. NEW INNINGS WILL BEGIN IMMEDIATELY AFTER THE 3RD OUT IS MADE IN PREVIOUS INNING. THE PLATE UMPIRE WILL KEEP THE OFFICIAL TIME. Regular season games may end in a tie, but tournament games may not. In tournament play, the time limit will apply as set forth above, unless the game is tied, in which case, the game will continue until the completion of the first inning in which the tie is broken. No stalling will be tolerated. See General rule #14.
5. RAIN-OUTS. A game rained out after 4 complete innings will stand as a complete game, and the final score will be the score at the end of the last complete inning. Thus, for example, if a game ends in the middle of the 6th inning, the score will revert to the

score as it stood at the end of the 5th inning. If rained out, the game will resume from the point where it stopped. RAIN-OUTS must be played as scheduled with director. Team failing to appear for make-up will forfeit the game.

6. COACHES SHALL REQUIRE THEIR PLAYERS TO CLEAN THEIR DUGOUT immediately following the end of each game.

7. NO SMOKING, CHEWING TOBACCO, OR ALCOHOL CONSUMPTION by players, coaches, or directors on the field or in the dugouts during games or practices.

8. DUGOUTS ARE TO BE USED only by team members and coaches assigned to that dugout for that particular game.

9. HOME TEAM will occupy 3rd base dugout.

10. ALL RESERVE PLAYERS on defensive team and all players on the offensive team, excluding batters, base runners, on-deck batters, and base coaches must remain in dugout during the game. Exceptions for restroom, water, or injury will be allowed, provided the game is not delayed. The player responsible for a delay will be considered to be stalling, and removed from the game for one complete half inning, or in the last half inning, the remainder of the game.

11. ALL PLAYERS participating in any game must wear complete uniforms. Complete uniforms are items supplied to players by the Association which means pants and shirts, no shorts. Shirttails must be inside of pants. For baseball this includes their team cap, except when required to wear a helmet, and the catcher while on defense.

12. ALL CATCHERS MUST wear complete protective gear during practices, pitcher warm-ups, and games. This includes: helmets, facemasks with throat guards, chest protectors, shin guards, cups for boys, and catcher's mitt.

13. PLAYERS ON THE OFFENSIVE TEAM must wear protective helmets while on the field, including the batter, the on-deck batter, base runners, players while coaching bases, and bat person.

14. EVERY PLAYER WILL PLAY at least 3 innings every game except in cases of games which did not last 6 innings, absence, or discipline. In the case of a game, which did not last 6 innings, the player(s) who did not play 3 innings must start the next scheduled game.

15. ALL GAMES WILL BE 6 INNINGS in length, except when the 80 minute time limit, or 10 run rule applies. The 10 run rule will apply after 4 complete innings. No stalling will be allowed. The offending player may be removed for one complete half inning, per General rule # 10.

16. PLAYERS ARRIVING AFTER THE COACHES HAVE EXCHANGED LINEUPS will be inserted into the lineup at the bottom of the batting order.

17. SHOES WITH METAL CLEATS are prohibited. No player may wear sandals or open toed shoes.

18. LEAGUE CHAMPION AND TOURNAMENT SEEDING will be decided by overall record, including regular league scheduled games played against teams which are not playing a full schedule with our league. Tie breakers shall be, in order: (1) best head to head record; (2) least defensive runs allowed when playing against the tied team or teams; (3) most runs scored while playing the tied team or teams. In tournament play, the higher seeded team in the winner's bracket shall be the home team. The higher seeded

team in the loser's bracket will be home team until the play in the championship game, then they go to visitor; if two games are needed they will stay as visitors. All the games will be played on Pederson Park fields, except games that pair two non- Spencer teams when the coaches agree to an alternate site.

19. INTENTIONAL ROUGH USE OF ANY EQUIPMENT, or of any park facilities, will result in suspension for 1 week.
20. ADDING PLAYERS. If a team has fewer than 9 players, that team may add players from the next younger league until the team has 9 players. The adding of players shall be done in consultation with a director who shall attempt to insure that all players from the lower league wanting to play up are given an equal chance to do so. Any non-roster players added to a team shall play in the outfield and shall bat last.
21. NO AUTOMATIC OUTS will be taken if a team is playing with fewer than 9 players. Seven players constitute a team in any league. Non-roster players may be added to a team in accord with rule 20, above. In the event that a team has fewer than 7 players present at game time, during the regular season, that team will forfeit. A forfeited game shall be scored 1 - 0.
22. THE ORANGE SAFETY BAG is for the base runners only. The defensive player MUST TOUCH the white bag to put the runner out. Provided, however, that in the case of a dropped third strike, the defensive player may use the orange portion of first base.
23. NO HIDDEN BALL TRICKS or fake tags will be allowed. If attempted, all runners will advance to the next base.
24. INFIELD FLY RULE is in effect in all leagues except K, Tee Ball and T Stars.
25. RUNNER IS OUT when he or she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, on a close play at second base, third base, or home plate, at the discretion of the umpire.
26. COURTESY BASE RUNNER use will be encouraged for the catcher when there are 2 outs, except in the last half of the final inning. The player furthest from coming to bat again will replace the catcher on the base. Failure to do so may be stalling.
27. NO SOFT TOSSES into the fence.
28. Ball hits the ground is live on a hit by pitch.
29. **NO HEAD FIRST SLIDING. A player may dive back to a base when attempting to get back from a leadoff position or rounding a base.**

PITCHING RULES

1. DUE TO THE POSSIBILITY OF INJURIES to young arms, only fast balls and change ups will be thrown in all boys' leagues. Only 1 warning will be given. A 2nd infraction means removal from the mound.
2. PITCHERS WILL NOT WEAR ANY accessories, which are not a part of their uniform, which may be visible outside of their uniforms. Banned items include but are not limited to: Wristbands, watches, bracelets, necklaces, elbow bands, braces, and other similar items.
3. STARTING PITCHERS are to be given the lesser of 5 warm-up pitches, or 1 minute from the time the last defensive player from the other team crosses the foul line while leaving the field.

4. RELIEF PITCHERS MAY have 8 pitches for warm-up.
5. PITCHERS WILL NOT BRING their pitching hand in contact with their mouth or lips while on the pitching mound.
6. THE COACH MUST REMOVE THE PITCHER if the coach goes to the mound 2 times in 1 inning for the same pitcher. The pitcher must be replaced on the 2nd visit. Crossing the foul line constitutes a trip to the mound.
7. A PITCHER, ONCE REMOVED from the position, may not return as a pitcher during that same game. Provided, however, that in Middle Stars and Big Stars, the starting pitcher may return one time if she has not pitched three innings.
8. LEAGUE AND TOURNAMENT RESTRICTION: 3 innings per game. One pitch in any inning shall constitute an inning pitched.
9. FOR BIG STARS ONLY, the 3 inning limitation has been removed; pitchers are now allowed to pitch an unlimited number of innings.

KINDERGARTEN TEE BALL RULES

1. THE T will be used for the entire season.
2. THE ENTIRE LINE-UP BATS every inning regardless of how many outs are made during that team's turn at bat. After the last batter has batted, the teams then switch, even if the team at bat has no outs.
3. THE BASE RUNNER may advance until a fielder has control of the ball. The last batter may run until he or she is put out or an out is made. The batting lineup must be rotated each inning, which means that the last batter will be moved up to top of order next inning.
4. THE COACH WILL tee up ball for his or her own players. The player may take only one practice swing.
5. ONE COACH MAY BE in the infield, and 1 coach in the outfield to assist in coaching players.
6. THE PLAYER OCCUPYING pitcher's position must have 1 foot on the rubber when batter is up.
7. ALL BATTERS and base runners must wear helmet at all times.
8. SAFE-TEE BALL must be used.
9. NO LEADING OFF, no stealing will be allowed. All batters must refrain from throwing bats after hitting ball.
10. BASE RUNNERS MUST attempt to avoid collision with fielder on close plays. Coaches shall emphasize sliding into base. Fielders not making a play on a runner must yield the base path to the runner.
11. CATCHERS MUST be in full catcher's gear, including helmet, mask, shin guards, chest protector, and cup.
12. GAMES ARE 5 innings in length, provided that no new inning may commence after 1 hour and 20 minutes.
13. COACHES UMPIRE their own games or may recruit parents. No tournaments, league championships, or playoffs will be held in this league. THERE WILL BE NO WINNERS OR LOSERS, so don't keep score, just have fun.

TEE BALL AND T-STARS RULES

1. A COACH OR A DESIGNATED ADULT FROM THE OFFENSIVE TEAM WILL PITCH to each player. The distance from the coach or adult to the batter shall be at the discretion of the adult pitching, but MUST be on the dirt of the pitcher's mound or within the circle for softball. Balls will not be called and no walks are allowed. There will be no called strikes. If, after 3 missed swings the player has not put the ball in play, a T will be used.
2. THE ENTIRE LINE-UP BATS every inning regardless of how many outs are made during that team's turn at bat. After the last batter has batted, the teams then switch, even if the team at bat has no outs.
3. THE BASE RUNNER may advance until a fielder has control of the ball. The batting lineup must be rotated each inning, which means that the last batter will be moved up to top of order next inning.
4. THE COACH WILL tee up ball for his or her own players, when a T is used.
5. ONE COACH MAY BE in the infield, and 1 coach in the outfield to assist in coaching players.
6. THE PLAYER OCCUPYING pitcher's position must have 1 foot on the rubber when batter is up.
7. ALL BATTERS and base runners must wear helmet at all times.
8. SAFE-TEE BALL must be used.
9. NO LEADING OFF, no stealing will be allowed. All batters must refrain from throwing bats after hitting ball.
10. BASE RUNNERS MUST attempt to avoid collision with fielder on close plays. Coaches shall emphasize sliding into base. Fielders not making a play on the base runner must yield the base path to the runner.
11. CATCHERS MUST be in full catcher's gear, including helmet, mask, shin guards, chest protector and cup.
12. GAMES ARE 5 innings in length provided that no new inning may start after 80 minutes.
13. COACHES UMPIRE their own games or may recruit parents.
14. NO TOURNAMENTS, city championships, or playoffs will be held in these leagues.
15. THERE WILL BE NO WINNERS OR LOSERS, so don't keep score, just have fun.
16. IN T-STARS, the base paths will be 50'.

Dead Ball Rule Clarification:

The pitched ball does not become dead by coming into contact with the ground.
The ball becomes dead by coming into contact with the batter, in which the batter will be awarded the base.

CAP LEAGUE AND LITTLE STARS RULES

1. UMPIRES will be in 7th grade, or older.
2. UNLIMITED SUBSTITUTION is allowed, except that the pitcher, once removed from that position, may not re-enter the game as a pitcher.

3. ALL PLAYERS ON THE ROSTER at the start of the game will bat in order throughout the entire game. **ONLY 10 players will be on the field defensively. Players may only sit on the bench for 1 inning per game unless all players have sat 1 inning. If all players have already sat out 1 inning, coaches will start over with the players that sat out the first and continue in order.** A standard infield must be observed, with the 10th player being in the outfield.
4. A MAXIMUM OF 3 outs or 6 runs is allowed per half inning. Once the 6th run crosses the plate, play will cease. Subsequent runs will not count.
5. In CAP LEAGUE, NO LEADING OFF, but stealing is allowed. Any runner leaving base before the ball crosses the plate will be called out. Players may steal 2nd and 3rd, but not home.
6. **In LITTLE STARS, LEADING OFF is allowed AFTER the ball leaves the pitchers hand, but stealing is not allowed.**
7. THE BATTER IS OUT on 3rd strike, even if the catcher misses the ball. In Little Stars, base runners may not advance. In Cap League, a dropped third strike will be like any other pitch, and runners may steal 2nd or 3rd.
8. NO WALKS WILL BE ALLOWED. Players will not walk after 4 balls. If the count reaches 4 balls, a coach or a designated adult from the offensive team will pitch to the player. The distance from the coach or adult to the batter shall be at the discretion of the adult pitching, **but MUST be on the dirt of the pitcher's mound or within the circle for softball.** The defensive player at the pitcher's position must be in contact with the rubber. When the adult pitcher enters, the strike count will remain as it was. The umpire will continue to call balls and strikes while the adult is pitching, but the player cannot walk. Thus, the only options shall be that the batter (1) takes a called strike, (2) strikes out swinging or (3) puts the ball in play.
9. RUNNER MAY COME HOME only if batted in and not on (1) a passed ball, or (2) a play on the runner when the runner is attempting to steal 3rd base. This rule will not prohibit a runner from coming home if the batter has put the ball in play, and there is an overthrow at any base, or other defensive miscue before the ball is returned to the pitcher, at the pitching rubber.
10. AN EXPANDED HOME PLATE and expanded strike zone shall be used at the umpire's discretion.
11. ONE COACH on the defensive team may be in the outfield, only, to assist in instruction of players.
12. IN LITTLE STARS, the pitching rubber shall be **35'**, the base paths 50' and balls 11".
13. **In Little Stars runners cannot advance on an over throw.**
14. **In the event of a hit batter, the player has the option of taking their base or having the coach pitch to them. THE BATTER MUST MAKE THE DECISION, NOT THE COACH. If the batter opts to have the coach pitch, they cannot change their mind once the coach has crossed into the field of play. The count continues and the player has to either hit the ball in play or strike out.**

LITTLE LEAGUE AND MIDDLE STARS RULES

1. ALL PLAYERS on roster at the beginning of the game will bat in order throughout the entire game, even if the player is not in the game defensively.
2. A MAXIMUM OF 6 RUNS or 3 outs will be allowed per half inning. Once the 6th run crosses the plate, play will cease. Subsequent runs will not count.
3. A BASE RUNNER may not lead off until the pitched ball leaves the pitcher's hand.
4. IN MIDDLE STARS the pitching rubber shall be 40', the base paths 60' and balls regulation 12" size.
5. In Middle Stars, RUNNER MAY COME HOME only if batted in and not on (1) a passed ball, or (2) a play on the runner when the runner is attempting to steal 3rd base. This rule will not prohibit a runner from coming home if the batter has put the ball in play, and there is an overthrow at any base, or other defensive miscue before the ball is returned to the pitcher, at the pitching rubber.
6. In Middle Stars, batter may advance on a dropped third strike, however, a runner on third base may not advance unless the bases are loaded.

BABE RUTH AND BIG STARS RULES

1. A MAXIMUM OF 6 RUNS or 3 outs will be allowed per half inning. Once the 6th run crosses the plate, play will cease. Subsequent runs will not count.
2. ALL PLAYERS on the roster at the beginning of the game will bat in order throughout the entire game, even if the player is not in the game defensively.
3. IN BIG STARS, the pitching rubber shall be 43', the base paths 60' and balls regulation 12".
4. In Babe Ruth, bases will be at 60'.