

STOW YOUTH BASEBALL/ SOFTBALL LEAGUE INC.
SUMMER GENERAL RULES

Revised for the season of 2009

Section 1-General Rules

1. It is the primary objective of this organization to provide the boys and girls of the Stow-Munroe Falls School District with an organized adult supervised program that stresses sportsmanship, complete cooperation, and a chance to learn baseball/softball according to Ohio Hot Stove Baseball League (OHSBL) or National Softball Association (NSA), as modified by the Stow Youth Baseball/Softball League, Inc (SYBS).

Players, Managers, Coaches, and Umpires shall conduct themselves at all times as to be a credit to the League. Any member of the Board, Manager, Coach, Player or Umpire accused of using profane or foul language, being abusive, or acting in such a manner as to be detrimental to the League, may be dismissed from their position if found guilty by the Executive Board.

2. All managers shall be responsible for the equipment assigned to their teams; namely: uniforms, bats, balls, protective headgear, equipment bags, catcher's mitt, catcher's mask, catcher's shin guards, and catcher's chest protector. Managers must instruct their players and coaches on the proper use of this equipment. The manager must collect this equipment at the end of the season. Cleaned baseball pants are to be returned to the manager at the end of the season so he can return them with the equipment. Should any baseball player fail to return a uniform, the manager should so advise his League Vice-President. The League will hold each player responsible for the cost of the uniform if it is not returned. The Vice-President of Equipment will take an inventory at the end of the season, and a report of missing equipment will be submitted. A record shall be kept of this equipment. New equipment required or equipment needing repairs will be handled by the Equipment Vice-President prior to the start of the next season. **IF A MANAGER DOES NOT RETURN SYBS TEAM EQUIPMENT AND UNIFORMS ON HIS/HER SCHEDULED RETURN DATE, SAID MANAGER MAY NOT BE ELIGIBLE TO MANAGE OR COACH THE FOLLOWING YEAR OR A EQUIPMENT DEPOSIT WILL BE CHARGED.** It is a must that equipment is to be returned so the repairs can be made.
3. All members of the Board, Managers, Coaches, and Players are members of the Stow Youth Baseball and Softball organization.
4. A receipt shall be required in the transfer of all money.
5. The Umpire-In-Chief shall assign umpires for all league games. The Umpire-in-Chief may request help from Summit Umpires, ASA Umpires or NSA Umpires. Should an umpire fail to appear for a scheduled game, the game must be played using a spectator or coach as an umpire; agreed upon by each team's manager. **Penalty-Forfeit by both teams.** The game will count in the standings. If a coach is the umpire, he/she will call the balls/strikes (from behind home plate) when his team is up to bat. The originally scheduled umpire, who did not show will not be paid – this fee will be paid to the adult who steps up to umpire the game. The Umpire-in-Chief and the SYBS treasurer must be notified of who umpires the game, what field, and what day it occurred on so that payment can be made to this person.
6. All managers shall carefully check birth dates of all players assigned to their teams. If the player is in the wrong age bracket, his name shall be turned into the League Vice-President, so the player may be assigned to a team according to his age. **PENALTY:** Forfeiture of all games in which the player has participated.

7. Managers' applications must be reviewed and approved by the Board each year before tryouts occur. All managers will be recommended by the respective League Vice-President.
8. Any player who voluntarily withdraws from the SYBS will forfeit the registration fee, unless an exception is cited by the Board. All requests for a refund must be submitted in writing or it will not be considered. Requests must be submitted by April 30, ^{to} the SYBS treasurer.
9. No player may be signed up at the fields by managers or coaches or SYBS Board members. If a player missed the scheduled registration, he/she may request late registration and will be registered only if openings exist. All registered players must have their birth certificates verified with the League.
10. The MANAGER may take his child with him to the team he or she manages and if he or she is moving up to the next league, and may be able to keep up to seven players on that team including his child. See draft rules for more detail.
11. A manager can only manage one team in the SYBS baseball and softball leagues.
12. Team managers must be at least 18 years of age, prior to January 1st of the playing year. The recommended age of a coach is 18 years old, prior to January 1st of the playing year.
13. Umpires must be at least 15 years of age, prior to September 1st of the playing year.
14. Managers must submit their completed rosters (and signed) to the League Vice-President and League Secretary by April 22, 2008. This roster must include players' first and last names, address, telephone number and birth date. If not submitted, the manager will forfeit all games until the completed roster is turned in. These losses will remain in effect for the entire season.
15. The only ball that may be used for baseball and softball games will be those supplied or approved by SYBS at the beginning of the season.
16. If you can't **read** the manufactures' specifications on the bat or if the bat appears to be altered in any way (i.e. weight or length) you will not be allowed to use that bat. (Umpire discretion applies). PENALTY: If the bat is used, the batter is out.

17. STOW YOUTH BASEBALL/SOFTBALL DESIGNATED LEAGUES:

Boys:

Age is determined on MAY 31st of the playing year:

H - Gold – 7 or 8 years old on May 31st.

Teams are put together by the League VP with elementary school districts considered.

H - Maroon – 9 or 10 years old on May 31st.

Teams will be formed through a try-out, draft format.

G League – 11 or 12 years old on May 31st.

Teams will be formed through a try-out, draft format.

F League – 13 or 14 years old on May 31st.

Teams will be formed through a try-out, draft format.

E League – 15 to 18 years old on May 31st.

Teams will be formed through a try-out, draft format.

Girls:

Age is determined on Jan. 1st of playing year.

I League – 7 or 8 years old on Jan 1st – 1st or 2nd year playing fast-pitch softball

A League – 9 or 10 years old on Jan 1st

B League – 12 years old and younger on Jan 1st

C League – 14 years old and younger on Jan 1st

D League – 18 years old and younger on Jan 1st

If a parent wishes his/her child to play up an age group, it must be discussed with the League VP. If it is later determined that the child's skills are not commensurate with the higher age group, the child's playing time could be limited or the parent or SYBS will ask that the child be returned to the proper age group for the season.

18. All SYBS teams may also compete in tournaments in or outside of Stow as long as the tournament games do not interfere with SYBS scheduled league games.
19. H-Maroon, G & F teams playing in the season ending tournament are allowed to play through the Monday before District Tournament play, (this day will be established by the Ohio Hot Stove League) but not during the tournament play until eliminated.
20. H-Maroon, G & F players can only play on one team in one league classification and in only one organized baseball league during the current season.
21. No player shall play for more than one team in the Stow Youth Baseball & Softball organization.
22. No player shall play for SYBS and a travel team in any given season.
23. No metal spikes will be allowed. (E League being the exception.).
24. The use of tobacco products during games and practices is prohibited by managers, coaches, umpires, and players.
25. Any managers, coaches, umpires or players appearing either for practice or at a game under the influence of alcohol or drugs will be automatically suspended or dismissed.

Section II – General League Rules

1. The Ohio Hot Stove Baseball League (www.ohsbl.com) Rules shall govern all baseball play except when superseded by the Stow Youth Baseball/Softball League rules or field ground rules.
2. The National Softball Association (www.playnsa.com) Rules shall govern all softball play except when superseded by the Stow Youth Baseball/Softball League rules or field ground rules
3. Once a game has started, the home plate umpire is in complete charge of the game. No player, spectator, manager, or coach shall yell, heckle, or touch an umpire. **Managers will stress this point to their players and spectators.** Any abusive language or action by a player, spectator, manager, or coach directed at the umpire or opposing players shall be called to the attention of the managers. The managers shall ask the coaches, players, or spectators to refrain from the use of abusive language or actions. If this is not followed, the umpire may eject the managers and secondly call a forfeit.
4. No protest on an umpire's judgment call will be considered.
5. A coach may not change coaching boxes in any one inning.
6. Excessive or unsportsmanlike conduct will not be tolerated. To the manager of the team, the umpire shall give one warning, and if it persists, the umpire shall eject the individual, if continues the umpire will call a forfeit.
7. No coach, spectator, manager, or player will be permitted to yell or distract a player on the opposing team. The umpire shall give one warning, and if it persists, ejection and then, the umpire shall call a forfeit. Team cheering shall be permitted as long as it is in a sportsman like manner and not directed at the opposing team.
8. All players must wear full protective headgear while batting, running the bases and catching. If during a live ball situation, the headgear is intentionally removed while running bases or after scoring but before leaving the field of play, the runner is out. Any player warming up a pitcher must wear a mask.
9. A chinstrap will be worn at all times when batting and running the bases in all baseball and softball leagues. The chinstrap will be worn in such a manner that the chinstrap will touch the bottom of chin. If the batter is not wearing a chinstrap on the helmet, a warning will be issued to BOTH teams. After any subsequent violations, an out will be given to the person not wearing the chinstrap.
10. Starting time for boy's weekday games are at 6:00 p.m., and the girls start at 6:15 p.m. (6:00 p.m. if on lighted fields), with a 15-min. grace period. All night games will be 8:30 p.m. Each team should be allowed equal warm-up time, up to 15 minutes, with home team going first, to insure the game starts at scheduled time. No team warms up after scheduled game time. Games will start on time or as soon as the minimum number of players (8) are present for each team. Players that arrive after game time will be put at bottom of order. This rule may be modified for game time as required by local community field rules.
11. A manager may establish reasonable training rules for his team, subject to approval by the respective League Vice-President. Disciplinary action may be taken at the manager's discretion. If a player is suspended, the League Vice-President shall be notified in writing within 24 hours. The notice shall state the rule infraction and the duration of the suspension. The suspended player shall not appear at any league game in uniform

during the term of the suspension. A copy of said team rules should be on file with the League Vice-President.

12. In the event of lightning, thunder, rain, darkness, or any other situation, which would affect the continuance of game safety or field conditions, the home plate umpire has the final authority to stop the game. The players should be removed to a safe place until weather improves. After a 30-minute interval, the umpire should decide whether to continue or officially stop the game. In the event of conditions that would stop a game (such as lightning, rain, darkness, light failure, etc.), completion of a game will be governed by the interpretation of the Ohio Hot Stove Baseball Rules (4.10, 4.11, 4.12) or National Softball Association Rules. If lightning is visible at any time during a game, play stops immediately and the above rules apply as any other weather condition. If the game continues, speed up rules must be enforced (See section V).

11a) Any game that is **TIED** when it is called is a **SUSPENDED** game that will be completed at a later date, resuming from the exact point that play was halted.

11b) Any game that has **NOT** completed 5 innings (or 4 ½ innings with the home team winning) is a **SUSPENDED** game that will be completed at a later date, resuming from the exact point that play was halted.

11c) **BASEBALL ONLY** -- If the game has completed 5 innings (or 4 ½ innings with the home team winning) it is a complete regulation game with the following exception:

If the game is called during an **INCOMPLETE** inning in which the visiting team has scored 1 or more runs to tie the game or take the lead, it is a **SUSPENDED** game that will be completed at a later date, resuming from the exact point that play was halted.

11d) **SOFTBALL ONLY** – If the game has completed 5 innings (or 4 ½ innings with the home team winning) the game is over and constitutes a full and complete game. No innings will be made up at a later date.

11e) **SUSPENDED** games described above will be finished the next time the teams meet, if they meet again during the season. If the teams do not meet again, the league VP and Umpire-in-Chief will schedule the completion of the game for another date, the managers/coaches do **NOT** reschedule the game.

11f) Rules concerning the completion of a **SUSPENDED** game at a later date:

- (a) Players in original lineup who are **NOT** present for game's completion are skipped in the batting order, **NO** out is taken. Same as if a player left a game early.
- (b) Players **NOT** in original lineup who **ARE** present for the game's completion are added to the bottom of the round-robin batting order. Same as if a player arrived late to a game.
- (c) **BASEBALL ONLY** – Hot Stove rules limit innings pitched “per calendar day”, so innings pitched in original game do **NOT** count against a pitcher if game completed on another day.
- (d) **SOFTBALL ONLY** – Softball rules limit outs pitched “per game”, so outs pitched in original game **DO** count against a pitcher if game completed on another day.
- (e) **SUSPENDED** games resume from the exact point that play was halted. **SUSPENDED** games **NEVER** start over from the beginning.

13. The Executive Board shall have the final authority to rule in all matters.

14. Teams playing in any tournament will play by the rules of the tournament they have entered.
15. A team shall become responsibility of the manager 15 minutes before the game and shall remain his responsibility for 15 minutes after the game's completion, for its conduct on and off the field. He shall be relieved of this responsibility when the parents take the youth from the field. A manager shall not leave until all players are picked up.
 - 14a) All parents must complete the emergency contact form and give to the manager at the first scheduled practice. If the parents or guardian will not be at the ballfield and not at one of the phone numbers listed on the emergency contact form, they must leave the current contact information with the manager or coach.
16. No league games shall be scheduled 48 hours before any post season tournaments.
17. All league games take precedence over tournament games during regular season.
18. All League Vice-Presidents will reschedule all rainout and suspended games with the consent of the Umpire-in-Chief. The managers/coaches will have no say in the day and time of the rescheduled games.
19. If there is a game following the one being played at night under lights, no new inning may begin after 8:15 p.m. for the first game. No new inning shall start after 10:30 p.m. for a night game. These rules apply only during the school year when school is scheduled for the next day, for either team. No new innings shall be started after 8:30 for the first game at all other times when games are under the lights.
20. Managers and coaches shall be properly attired at all games. Anyone in violation will be ejected from the games until properly attired (no cutoffs or tank tops).
21. No games will be postponed without permission of League's Vice-President or Executive Vice-President, except for inclement weather. If a school event (awards ceremony, carnival, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1st for baseball and by May 12th for softball – the league VP will then reschedule the game with the Umpire-in-Chief. Once school is out, early June, NO games will be rescheduled due to a school conflict. Only SCHOOL conflicts which would cause a team to FORFEIT will be considered as a reason to reschedule, if proper notice is given as described above.
22. **Softball only** - If there is a community conflict, you must contact the League VP at least 48 hours prior to the scheduled game time in order for consideration for reschedule of the game. Community representatives cannot reschedule games without the consent of the SYBS League VP.
23. A) Any umpire ejection of a manager or coach must be filed in written letter form by the umpire and the manager/coach to the Umpire-In-Chief and League VP within 48 hours of game time to explain the incident. In the event of a manager/coach ejection during a game, the manager/coach will sit out the next 2 scheduled league games. This means that the manager/coach must not be present at the basic playing field as a coach or SPECTATOR and must be out of sight and ear shot of the umpire and the playing field. If the manager/coach is on the playing field during his suspension, the umpire will stop play until you leave or you will forfeit the game.
 - B) Any person ejected from the game must remain out of sight and ear shot of the umpire and the playing field.

24. In the boys' leagues, it is mandatory that all players wear athletic supporters.
25. All catchers must wear protective headgear, cup (boys only), throat guards, and proper catching equipment.
PENALTY: Cannot play in the game as a catcher.
26. All-star teams in all H Leagues, G League, and F League are formed at the end of the season to play. The first place team manager will manage one team and the second place manager will manage the second team. If there may be a problem in managing the team by the first or second place managers, then the selection will go to the third, fourth, fifth, and six place managers in that order. The manager will select coaches for each of the teams. The Vice-President of that league will make guidelines for player selection for these teams. In the All-Star games, the 10-run rule is NOT in effect, all 6 or 7 regulation innings are to be played.
27. In the event of a league tie for first place: if a balanced schedule and all games were played in the league, head to head record will be used to determine 1st and 2nd place. If still tied or not a balanced schedule, there will be a one game play-off with the winner receiving first place trophies and the loser second place trophies. The site and play-off date to be determined by the Executive Vice-President and the Umpire-In-Chief.
28. In the event of a tie for second place: if a balanced schedule and all games were played in the league, head to head record will be used to determine 1st and 2nd place. If still tied or not a balanced schedule, there will be a one game play-off with the winner receiving first place trophies and the loser second place trophies. The site and play-off date to be determined by the Executive Vice-President and the Umpire-In-Chief.
29. All protests must be submitted on the Stow Youth Baseball/Softball protest form (see website for a copy of the form) and must be submitted to the League Vice-President in writing along with a protest fee of \$25.00 no later than 24 hours from time of protest. Protest fees shall be retained unless the protest is upheld by the protest committee. In order to be valid, the protest must be brought to the attention of the opposing team and the umpire at the time of the occurrence. No umpire judgment call can be protested.

BOYS PROTEST COMMITTEE

1. Umpire in Chief
2. League President
3. Girls Executive VP

GIRLS PROTEST COMMITTEE

1. Umpire in Chief
2. League President
3. Boys Executive VP

30. A team must have eight players to start, maintain and finish a game. If unable to field eight players a forfeit will be called. If a forfeit is called, please remain at the field and play a scrimmage game – the umpire must stay to be paid for the game.
31. There will be round robin batting in all leagues.
32. Field setup for games shall be the responsibility of both managers and teams.
33. In H-Maroon, G and F Leagues there is a two-inning rule. See Section III below.
34. Three-inning rule applies to H-Gold League in baseball and A, B, and C leagues in softball only. See Section IV below.

35. There are no automatic outs in the lineup. The only exception to this rule is if a player is ejected. Then, that spot in the batting order becomes an automatic out every time the ejected player is scheduled to bat. However, if a player has to leave for work, personal reasons, etc., the spot is merely bypassed and is not an automatic out. If a player misses a turn at bat for any reason in a game, that player is not eligible to return for the remainder/balance of that game.

Injury exception (softball only) – if a player is injured during the play of the game, she may return to her batting spot in the line-up and return to playing in the field **as long as both managers are in agreement.**

36. NO collisions are allowed. If the defensive player is blocking the base and has the ball in hand OR has a chance at making a play, the runner must slide to avoid a collision; otherwise he will be called out. If a defensive player is blocking a base without the ball in hand AND has no chance of making a play, thus causing a collision, the runner will be ruled safe whether he slides or not. If a defensive player goes up the line and is blocking the line without the ball, the base runner should run around the defensive player to avoid the collision without fear of being called out. Sliding is not required at first base.

37. SYBS league-issued uniforms are to be worn on the playing field at all times during all league games. In particular, the league-issued baseball hats are part of the uniform and must be worn at all times in the field.

38. RECOMMENDED BASEBALL MAXIMUM PITCH COUNT PER DAY

Every pitch counts that is thrown by the pitcher, regardless if a ball, strike, foul, or hit.

7-8 years old	50 Pitches Per Day
9-10 years old	65 Pitches Per Day
11-12 years old	75 Pitches Per Day
13-14 years old	85 Pitches Per Day

Section III Definition of Two-Inning Rule:

Definition of the two-inning rule is as follows:

- A. Starters on H-Maroon, G and F Leagues teams must play a minimum of twelve (12) outs counting the offensive and defensive outs. These outs do not need to be consecutive but must be played prior to the conclusion of the game. An un-played half inning (such as the bottom of the 5th or 7th) does not count as part of the player's time in the game.
- B. Non-starters (substitutes) must play two inning or twelve (12) consecutive outs counting the offensive and defensive outs.
- C. Non-starters (substitutes) must be inserted into the game by the top of the 3rd inning. (This means prior to the start of the 3rd inning). Note exceptions listed below.
- D. After meeting requirements of B & C above, managers may use free re-entry of all players' as long the batting order remains the same.

Section IV – Definition of Three Inning Rule

Definition of the three inning rule is as follows:

- A. A player must play in the field 3 innings within the first 6 innings.
- B. Due to the mandatory 3 inning rule, after all players have been inserted in the line-up, if a player becomes ill, is injured or ejected from the ballgame, the opposing manager will insert in the ballgame any player that otherwise would have been eligible if not for the 3 inning rule even though he may have played before.

Exceptions to the three inning rule:

- A. If a player is in the line-up at the start of the game and is injured or becomes ill before he has played the 3 full innings.
- B. If a player is inserted in the line-up after the start of the game and is injured or becomes ill before he has played 3 full innings.
- C. If a game is called because of rain, darkness or any other reason and it would have been possible for each player to have played the required 3 innings if the game had gone at least 6 innings.
- D. If a player is removed from the game due to misconduct for disciplinary action.
- E. If the manager removed the player for misconduct or for disciplinary action, he must notify the League Vice-President in writing within 24 hours setting forth detail. It shall be verified by the League Vice-President in writing.

Section V SPEED UP RULE: Applies to time-limit leagues and games due to weather

Catcher: When the catcher is on base or reaches a base with two outs, it is mandatory the catcher be replaced by the player who made the last out. The catcher speed up rule will not be in effect during the last inning. The catcher speed up rule will be enforced if the game requires extra innings. This rule applies to the catcher who will be catching the next defensive inning.

Pitcher: A pitcher will be allowed a maximum of five warm up pitches from the mound. If a pitcher requires more than 5 warm-up pitches, it will be the manager's responsibility to have his pitcher warm-up in between innings in a safe and out of play area. A pitcher replacing a pitcher that has been removed from the mound during an inning shall be given (at umpires discretion) adequate time to warm up. When the pitcher is on base or reaches base with 2 outs, a manager has the option of replacing the pitcher with the person who made the last out.

IT WILL BE THE MANAGER'S RESPONSIBILITY TO HAVE THE REPLACEMENT RUNNER READY.