

General Program Rules

1. All games will start at the scheduled time. If at game time, a team is unable to field 9 players, an “official game” may be played with 8 players. Any team playing with 8 when hitting will have to take an automatic out in the missing 9 spot unless other arrangements have been made prior to the start of the game with each coach. The 9th spot may be filled at any point during the game avoiding automatic out. (4th - 8th grade games only)
2. Anything less than 8 players will constitute and marked as an official forfeit. At that point the game should be played with players present as an “*unofficial game*.” If neither team can field 8 players, this shall constitute a loss for each team. Game times that appear on your league schedule will not be changed, and should not be rescheduled for any reason other than inclement weather. (4th – 8th grade games only)
3. All PreK – 3rd grade games should be played as scheduled despite amount of players present.

3. Time limits for each league are as follows:

Tee Ball - 1 ¼ hrs.
Lob Ball & Modified - 1 ½ hrs.
Softball - 1 ½ hrs.
Single A/Double A - 1 ½ hrs.
Triple A/Majors - 2 hrs.

The visiting and home team will share available time prior to the start of the game for infield practice.

The home team will be last to take infield practice and remain on the field for the start of the game. There are usually two games per night on each field. The second game of the night will start on time, or at a time no later than ten (10) minutes following completion of the first game. In the event of a delayed start, **there will be no official infield warm up**. Both teams should warm up outside the playing area and complete their scorebooks in order to begin immediately following the completion of the first game.

4. The first team listed on the schedule will be the home team and use the third base side bench. **After each game, each team will be responsible for cleaning their dugout.** Please help keep our parks clean!

5. Base, Pitching Distances, Stealing& Lead Offs

DIVISION BASES - MOUND - STEALING

Single A (4th grade) 60 FT - 46 FT – No stealing or leading off. Pass balls are ruled dead.
Double A 70 FT - 50 FT – Stealing ONLY after the ball has crossed home plate. No leading off. Any runners who intentionally leave early before the ball has crossed home plate will be issued One Warning, then any occurrence thereafter will be ruled out. Dropped 3rd Strike the batter is out.
Triple A (5th/6th Boys) 70 FT - 50 FT – Full stealing and lead offs apply.
Majors (7th/8th Boys) 80 FT - 54 FT - Full stealing and lead offs apply.

6. SCOREKEEPING

A. Tee Ball, Lob Ball and Modified League

The scorebook for kindergarten through third grade boys and girls divisions will simply be used as a way to keep track of the batting line up. There are no standings kept for kindergarten through third grade divisions. Games should always be played as scheduled despite amount of players present.

B. Minors, Majors, & Junior Girls

The home team scorebook will be the official scorebook and each manager shall furnish their lineups to the official scorekeeper prior to the start of the game. Each team is required to have a scorekeeper and should report to one another and the ump, after each inning, in order to keep accurate score. A scorecard, as kept by the umpire will be the official score for the game.

7. Umpires

At least one umpire will be assigned per game by the Sylvania Recreation office. For 6th, 7th and 8th grade boys divisions, two umpires will be assigned per game, if possible.

Umpires will have full control of each game. Please remember, that although you, your players and fans may not agree on all of the calls that an umpire makes, it is your responsibility as the coach to keep full control of your team. If the assigned umpire for the game does not show up, coaches should agree on a neutral umpire in order to play the game and avoid a reschedule. If this situation does occur, please make sure that the game begins on time. The time limit rules will still apply if your game begins later than the scheduled time.

8. Make Ups

A. Inclement Weather Make ups

All games postponed due to inclement weather or darkness will be re-scheduled by the Sylvania Recreation office for 4 - 8 grade divisions. Make ups for K- 3 divisions will be optional and may be scheduled by calling the Sylvania Recreation office after you have agreed with the opposing coach on a date to re-schedule that game. Either the home or visiting team may contact the office to reschedule a ball game for the K - 3 divisions.

B. Extra-Curricular Make ups

Scheduled games that have been cancelled due to other activities such as school activities, cedar point trips, etc. will not be a priority re-schedule by the Sylvania Recreation office. The coach of the team that had to cancel the game will be responsible for contacting his opponent and working out a date for a re-schedule. This must all be done prior to the originally scheduled game. Please note that the Sylvania Recreation office needs to know if your game will not be played 5 days prior to the scheduled game day. We need notice of a cancellation of this nature well in advance, to cancel the umpire for that night as well as re-issue your field for other games that need to be made up. Please try to stick to your schedule.

Run Limits & Playing Time

4th – 8th grade baseball/softball run limits

1. There will be a 5-run limit per inning for all teams. Once a team scores its fifth run in an inning, that team's half-inning will immediately end. The 5-run limit will not apply during the Last Possible Inning. The Last Possible Inning is the final inning that can be played under the game's applicable time limit. The Last Possible Inning may be the 6th inning or any earlier or later inning, depending on when the time limit is reached. All runs scored during the Last Possible Inning will count, with no run limit.
2. No NEW inning shall start after 1 hour and 50 minutes (2-Hour Game) or 1 hour and 20 minutes (1.5-Hour Game) from the official start time. The official start time will be announced by umping crew and must be recorded in the scorebooks of BOTH the home and visiting teams. Any inning in process that runs over the time limit will be completed and the game will be over.
3. Additional time may be added back to the clock at the discretion of the umpires should slow play be observed whether intentional or unintentional (Ex. Equipment failures, medical attention, etc.) If that occurs umpires will alert each scorekeeper of the change in time.
4. During the Last Possible Inning, if the home team is losing by 6 or more runs at the time the inning begins, the home team will bat first, regardless of the normal home/visitor batting order. The home team will have its full three outs to tie the game or regain the lead. If the home team does not tie the game or regain the lead by the completion of its three outs, the game will immediately end. The Last Possible Inning is determined solely by the applicable game time limit and is not necessarily the 6th inning; it may be the 6th inning or any other inning that is the final inning permitted by the time limit.

2. Innings played per league game will be as follows:

Boys Tee Ball - K (4)
Boys Lob Ball – 1st & 2nd (6)
Modified league – 3rd (6)
Single A – 4th (6)
Double A –
Triple A – 5th/6th (6)
Major – 7th/8th (6)
Girls Tee Ball – K (4)
Girls Modified Lob Ball – 1st (6)
Girls Lob Ball – 2nd & 3rd (6)

3. In the event that a game is called due to inclement weather or darkness, the complete game policy for each league will be in effect when applicable. For Baseball & Softball, if the home team is leading after 3 ½ innings, the game will be considered an official game.

4. Each player must agree to play with only one team in the SRC program, with the exception of being called up to play for another team within his/her school district. Violation of this rule will result in an automatic forfeit.

5. Each player must play, at least two (2) innings per game in a 6 inning Baseball/Softball games, not necessarily consecutive if they make regular practice. Coaches have the prerogative of withholding a player for disciplinary reasons. Players on the bench who will not play must be reported to the opposing manager prior to the start of the game. In the event that a short game occurs, an eligible player may be prevented from playing two (2) due to time limit. In this case such a player must start in the next game.

6. All players present at each game will bat in the lineup for all divisions and the lineup will not change at any point during the game unless injury takes a player out of the game. If this happens, the scorekeeper will simply remove that player's name from the scorebook and the lineup will remain the same.

7. All game participants must wear a number for identification purposes, plainly visible on the back of the uniform. Players who are not so identified, will not be permitted to participate. Teams shall follow their school colors for uniforms.

8. All Games tied after regulation amount of time shall count as ½ game won and ½ game lost for each team. Extra innings shall be played if the games have not gone over the time limit. In no event shall the final inning of a game be permitted to start at a time later than the time allotted for each league.

9. No player shall be added to a team roster after the registration deadline without the approval of the school representatives and no player shall be added to a team roster after the season begins without the approval of the Sylvania Recreation office. Violation of this rule will result in an automatic forfeit.

10. Rule for filing protest:

A. Umpire and opposing coach must be informed of protest by manager prior to the next pitch and such point of the game shall be clearly marked in the official scorebook.

B. A formal letter must be submitted to the Sylvania Recreation office within 24 hours of the incident. All decisions made by the SRC Office are final.

11. Any batter who, in the judgment of the umpire, intentionally throws a bat shall be automatically declared out and ejected from the game. Any player who, in the judgment of the umpire, accidentally throws a bat shall be warned once. Upon the next occurrence the batter shall be declared out. Any other player or coach, who intentionally throws any equipment, shall be ejected from the game. If the player is a base runner, they shall be declared out.

12. The fake tag play is not allowed.

Penalty: Offended player is awarded one base.

13. When the defensive player has the ball or has reasonable chance of receiving the ball to make a play based on the umpire's judgment, the base runner must make every attempt to avoid contact with the defensive player. A runner may not deliberately make contact with a defensive player.

Penalty: The runner is declared out. If it is in the umpire's judgment, the contact seems to be malicious, the umpire has the authority to eject the base runner from the game.

Defensive Obstruction:

If the defensive player does not have the ball, and in the umpire's judgment will not have a play on the ball, he/she may not block the base path. Defensive obstruction will be called. In any event, this does not give the base runner the right to make contact with the defensive player. The base runner should run around the defensive player even if they must go out of the baseline to avoid a collision.

14. If any player is ejected from a game for unsportsmanlike conduct, that player will serve a one game suspension for the next playable game.

15. Any **player or coach who is bleeding or has an open wound** shall be prohibited from playing in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time considered reasonable is the umpire's judgment. If there is an excess amount of blood on the uniform, it must be changed or cleaned before that individual participates again.

COMMUNICABLE DISEASE PROCEDURES:

1. The bleeding must be stopped; the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.

2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when in contact with blood or other body fluids is anticipated.

3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.

4. Clean all blood contaminated surfaces and equipment with a solution made from a proper dilution of household bleach or other disinfectants before competition resumes.

5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels, and other sharp instruments and devices.

6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth to mouth resuscitation, mouth pieces, resuscitation bags, or other ventilation devices should be available for use.

7. Athletic coaches/trainers with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards, and other articles containing bodily fluids.

Tee Ball Rules (Pre-K & Kindergarten)

1. The bases will be set at 50 feet.
2. The pitcher area will be set at 40 feet from home plate.
3. Four (4) innings shall constitute a regular game: no extra innings.
4. A protective helmet must be worn by each batter, base runner, and defensive catcher.
5. Ten (10) players shall play in the field at one time. All players must be in conventional fielding positions during each inning. Any additional player (10+) must play in the outfield. The outfield is defined as the area of the fair playing field beyond lines drawn fifteen (15) feet outside and parallel to the base lines.
6. Each half inning shall consist of 6 outs, with the bases cleared after each series of 3 outs, or until all team members have batted, whichever limit is reached first.
7. There will be no strikeouts. Foul balls will be counted as strikes.
8. A foul ball results: 1) when the ball is batted into foul territory or 2) when the ball is batted into fair territory but fails to travel at least 15 ft. from home plate, 3) a batted ball travels past the required 15 ft. arc then bounces back inside the arc without first being touched by a fielder.
9. The ball must be hit off the tee at all times. Some part of the tee must be in contact with home plate. The batter must be in the batter box while attempting to hit the ball and must take a conventional set stance including a stride if desired, stepping out of the batter's box or on home plate while hitting the ball results in an immediate dead ball.
- 10 Bunting is not permitted.
11. Base runners cannot leave their bases until the ball is hit.
12. On any overthrow, there will be no advance by the base runner. The base runner(s) will be awarded the base they are trying to reach. **Exception:** an over throw in to the outfield, will remain a live ball.
13. There is no infield fly rule.
14. A home plate attendant, usually a parent, must remove the tee after the ball is hit fairly for each batter.

15. The last counted batter each inning shall be ruled out, and the inning ends: they are put out in a conventional manner or, when the ball is in the possession of an infielder (pitcher and catcher included) within the confines of the base paths. Time will be called and all runners will be awarded the base which they are attempting to reach. EXAMPLE: If a runner is around third base when time is called, he will be awarded home.

16. If both teams do not have the same number of players, the team with the greater number of players will bat all their players one time each inning. The opponents will bat the same number of batters as the opposing team each inning. Some players for the team with fewer players may bat more than one time. The team with fewer players will start their next at bat where they left off the previous inning.

17. The umpire shall call "TIME" after all play has been completed, or an infielder has control of the ball within the confines of the base path. The ball will then be returned to the catcher for placement on the tee. (Reminder: players may request "TIME" but only the umpire may call "TIME")

18. * 1 1/4 Hr. time limit applies to Tee Ball games. If the visiting team is at bat when the time limit occurs, they will complete the set of three outs or bat through the order, whichever comes first. The home team will then be allowed the same number of outs or bat through the order, whichever comes first in the bottom half of the inning.

20. There is no run limit for the tee ball program. **We do not keep score!**

21. Infielders may not play more than 5 feet in front of the base path and outfielders may not play any closer than 15 feet behind the base path. This is intended to keep teams from crowding the infield.

Points of emphasis to Coaches:

* Coaches should instruct hitters to take only one practice swing when they are at bat and the ball is on the tee ready to be put in play.

* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. This is an instructional league and the goal of the program is to teach children about baseball, softball and sportsmanship. Remember to have fun!

MODIFIED LOB BALL RULES (1st Grade Girls)

1. The playing field shall be 50 feet base lines.

2. A pitcher's area shall be established 40 feet from home plate.

3. If a batted ball makes contact with the coach/pitcher, the ball is foul. When a thrown ball makes contact with the pitcher, the ball is in play.

4. Each batter is to receive a maximum of 5 pitches, thrown by a coach. If the ball has not been thrown over the plate or hit into fair territory by the fifth pitch, the pitcher will be replaced by a batting tee which will be placed on home plate and the batter will receive (3) final swings. Since there are no walks or strike outs for this division ALL batters are encouraged to swing. The batter is out after 8 total pitches, (5 from coach, 3 from batting tee). If the 8th pitch is a foul ball the batter is out.

5. If the pitcher intentionally interferes with a thrown ball, the lead runner shall be declared out, the ball is dead and other runners cannot advance except those forced to advance by the batter. The batter will be awarded a single.

6. The player who is designated to occupy the pitching position must stay on the white chalk line on either side of the pitching rubber until the pitched ball is hit.

7. There will be no walks from a pitched ball. If a batter is hit by a pitch, the batter will not be awarded first base.

8. Each team manager shall select an individual who will be designated to pitch to players of their own team.

9. The (coach) pitcher cannot leave his position to give instruction to the players on his team. **Penalty:** After one warning for a violation, the pitcher shall be removed from the pitching position and returned to the bench. He or she cannot pitch again during the game.

10. Bunting is not permitted.

11. Runners cannot leave the base until the ball has been hit.

12. The umpire shall call "Time" after all play has been completed, or when an infielder has control of the ball within the confines of the base paths and the play has come to an end.

13. The infield fly rule will not apply.

14. 10 players shall play in the field at one time. All players must play in conventional fielding positions during each inning. The tenth player must play in the outfield.

15. All players must play at least (2) innings in the field per game, not necessarily consecutive.

16. Six innings shall constitute a regular game. No extra innings. No team may score more than 5 runs per inning. There will be three outs per half inning.

17. All batters and base runners in girls modified lob ball must wear a protective helmet. Catchers must wear a protective helmet with face mask issued by the Recreation office.

18. **One** defensive coach will be permitted in the outfield.

19. Infielders may not play more than 5 feet in front of the base path and outfielders may not play any closer than 15 feet behind the base path. This is intended to keep teams from crowding the infield.

Points of emphasis to Coaches:

* Coaches must pitch the ball underhand to each batter.

* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. Remember that this is an instructional league and have fun.

LOB BALL RULES (1st & 2nd Grade Boys, 2nd & 3rd Grade Girls)

1. The playing field shall be 60 feet base lines for boys, 50 feet for girls.
2. A pitcher's area shall be established 40 - 46 feet from home plate.
3. If a batted ball makes contact with the coach/pitcher, the ball is foul.
4. When a thrown ball makes contact with the pitcher, the ball is in play.
5. If the pitcher intentionally interferes with a thrown ball, the lead runner shall be declared out, the ball is dead and other runners cannot advance except those forced to advance by the batter. The batter will be awarded a single.
6. The player who is designated to occupy the pitching position must stay on the white chalk line on either side of the pitching rubber until the pitched ball is hit.
7. There will be no walks from a pitched ball. If a batter is hit by a pitch, the batter will not be awarded first base.
8. The batter is out after 3 swinging strikes or 7 pitches, if the seventh pitch is a foul ball, the batter shall be declared out. Foul balls do not count towards swinging strikes.
9. Each team manager shall select an individual who will be designated to pitch to players of their own team.
10. The (coach) pitcher cannot leave his position to give instruction to the players on his team. **Penalty:** After one warning for a violation, the pitcher shall be removed from the pitching position and returned to the bench. He or she cannot pitch again during the game.
11. Bunting is not permitted.
12. Runners cannot leave the base until the ball has been hit.
13. The umpire shall call "Time" after all play has been completed, or when an infielder has control of the ball within the confines of the base paths and the play has come to an end.
14. The infield fly rule will not apply.
15. 10 players shall play in the field at one time. All players must play in conventional fielding positions during each inning. The tenth player must play in the outfield.

16. All players must play at least 2 innings in the field per game, not necessarily consecutive.
17. Six innings shall constitute a regular game. No extra innings. No team may score more than 5 runs per inning. There will be three outs per half inning.
18. All batters and base runners in boys and girls lob ball must wear a protective helmet.
Catchers must wear a protective helmet with face mask issued by the Recreation office.
19. In boys and girls lob ball, **one** defensive coach will be permitted in the outfield.
20. Infielders may not play more than 5 feet in front of the base path and outfielders may not play any closer than 15 feet behind the base path. This is intended to keep teams from crowding the infield.

Points of emphasis to Coaches:

* Coaches are encouraged to pitch the ball to each batter how they are most comfortable hitting. Pitchers may throw overhand or underhand.

* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. Remember that this is an instructional league and have fun.

Modified League Rules (3rd Grade Boys)

1. Bases will be set at 60 ft.
2. The pitcher's mound will be set at 40 feet.
3. Pitchers may pitch a maximum of two (2) innings per game. There are no walks for this division, unless a batter is hit by a pitch.
4. Each batter is to receive a maximum of five (5) pitches thrown by a player unless the batter is put out earlier by accumulating three (3) strikes. A strike is counted for a swing and miss, a foul ball, **or a pitch that passes through the strike zone without a swing**. There are no walks in this division. If the ball has not been hit into fair territory or the batter has not been put out after the fifth pitch, the player pitcher will be replaced by a coach who will throw up to two (2) additional pitches. The coach will assume the existing strike count; however, during coach pitching, only swinging strikes and foul balls will be counted as strikes. The batter is out after three (3) total strikes or after seven (7) total pitches (five from the player pitcher and two from the coach). If the seventh pitch is a foul ball, the batter is out. Foul balls count toward the strike total.
5. Bunting is not permitted.
6. The umpires shall call "Time" after all play has been completed, or when an infielder has control of the ball within the confines of the base paths.
7. Runners may not leave their base until the ball has been hit. There will be no stealing of bases or advance by base runners on passed balls. Each pitch not hit becomes dead.

8. The infield fly rule will not apply.
9. Ten (10) players shall play in the field at one time. All the players must play in conventional fielding positions during each inning. The tenth player must play in the outfield.
10. All players must play at least two (2) innings in the field, not necessarily consecutive.
11. Six innings will constitute a regular game. NO extra innings. No team may score more than five runs in one inning. Three outs per inning.
12. All batters and base runners must wear a protective helmet. Catchers must wear a mask, catcher's helmet, chest protector, and shin guards as provided by the Recreation office.

Catchers must also wear protective cup.

Points of emphasis to Coaches:

* Be supportive of all the players during the game, *especially the pitchers*. Since this is the first opportunity for children to pitch, they will need a lot of encouragement from all adults and players present at each game. Show good sportsmanship at all times.

* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. Remember that this is an instructional league and have fun.

General Baseball Rules (4th-8th Grade Boys)

The National Federation of High School Rules applies except for the following additional league rules.

1. Metal spikes are prohibited and only molded rubber cleats will be acceptable.
2. A protective helmet provided by the league must be worn by each batter and base runner.
3. Bats may be taped for a space not to exceed 16 inches from the small end. Metal, fiberglass, composite material, and wood bats are approved. There is no barrel size restriction and there is no length to weight ratio restriction.
4. The traditional nine (9) players shall play in the field at one time. All the players must play in conventional fielding positions during each inning.
5. A pitcher shall not pitch more than a total of two (2) innings in any game in league or tournament competition. **Exception:** Triple A & Majors may pitch three (3).
6. All players present at each game will bat in the batting order.
7. All players must play two innings in the field, not necessarily consecutive.

8. The delivery of one pitch to a batter by the pitcher shall constitute having pitched in one full inning. There is no 1/3 or 2/3 innings for a Minor League pitcher. Relief pitchers will be charged with a full inning with the delivery of one pitch.
9. Pitchers will be limited to five (5) warm-up pitches each inning. Players warming up pitchers (catchers) in the middle of innings **MUST** wear a catcher's helmet.
10. A pitcher, having been removed from the mound, is not eligible to pitch again in the game.
11. If a pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.
12. When the catcher for the offensive team is on base with two outs, a pinch runner will be substituted for him so that he may begin to put on his catcher's equipment for the next inning. The substituted pinch runner has to be the last player that recorded an out.
13. Athletic supporters of the metallic fiber or plastic type (cup) **must** be worn by all baseball catchers.
14. The hidden ball trick is prohibited. Players offended will remain on the base they occupy.
15. The infield fly rule is in effect for all leagues.

DEFINITION of INFIELD FLY RULE: An infield fly is a fair fly ball (not including a line drive, or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second base or first, second, and third bases are occupied before the two are out. The pitcher and catcher shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If near the baseline, the umpire shall declare "Infield Fly if fair". The ball is live and runners may advance at the risk of the ball being caught, or retouch their base and advance after the ball is touched, the same as any fly ball. If the batted ball becomes a foul ball, it is treated the same as any foul ball.
16. Players who have been "called up" may not pitch.
17. All 4th – 8th grade Team Scorekeepers are to confirm score with Umpires at the end of games.

Have a Great Season!