

2020

**Stanislaus County
Youth Baseball
Rules and Regulations**

As written, these are exceptions to the
Official Rules of Major league Baseball

ORGANIZATION

The association shall be governed by a Board of Directors from the membership (one member or director from each school district) assisted by any other volunteer personnel approved by the Board of Directors. The officers shall consist of a President, Vice President, Secretary, and Treasurer. All motions will be carried by simple majority of those coordinators in attendance unless otherwise specified.

QUALIFICATIONS

Each team shall represent a particular school district or organized program. Each team in the league will have an adult at least 18 years of age to act as coach at each game or that game will be forfeited. The ages of the assistants are optional. A coach will be responsible for the conduct of his/her team, fans and assistants. It is recommended that each coach have an understanding of the fundamentals of baseball, knowledge of the rules, and especially the desire to help the young participants in all aspect of the game. However, the number of the registered assistants is limited to two. The names of those assistants must appear on the official roster for the game team. Coordinators must bring rosters and dues to the league scheduling meeting held before league games start. League games played before rosters and dues are turned in will result in a forfeit.

DUES

Team fees are due before the start of league play. Currently dues are \$25.00 per team and must be paid to the board of directors.

RULES

It is the responsibility of the district coordinator that coaches and managers are aware of the rules governing the Stanislaus County Youth Baseball. The rules shall be those of Major League Baseball unless superseded or modified by the rules contained herein.

PLAYER ELIGIBILITY

Any youth who will attain the age of 7 years before April 30th and will not attain the age of 13 years before May 1st of the current calendar year shall be eligible to participate. No 13 year olds may petitioned into the league.

A manager or coach who has been in the league for 2 or more consecutive years may put his/her own child on his/her team roster. A manager or coach may, in addition, enroll his children on other teams in the same district, even if he/she doesn't coach the teams his/her children are on.

No team may play in more than one league and no player may play for more than one team during the season except travel ball player. Travel ball players must be on an A division American team, must be declared on the roster, and may not pitch.

If the president finds that a team has an illegal player on their roster, he has the power to forfeit all games the team has played with the illegal player on the roster.

AGE BRACKETS

Player's age is determined as of April 30th of the current year. For example if a child reaches the age of 9 before April 30th they will play in minor A or B. If a child turns 9 on or after May 1st they will play in minor C.

Major A and B 11-12

Minor A and B 9-10

Minor C 7-8

A player may move up one division. If a player wishes to move up 2 divisions they must petition the board of directors. No player may move down.

ROSTERS

All rosters must be turned in to the board of directors prior to league play start. All rosters shall comply with the following:

1. No team shall have more than 15 players
2. Major A and B teams may not have more than 7 12 year olds on the roster
3. Minor A and B teams may not have more than 7 10 year olds on the roster
4. All rosters must have a team name, district name, coach's name and coach's phone number.

5. Each player must be listed by first and last name, address, birthdate, and league age.
6. Each district is responsible for proving player's age and able to produce such proof if requested by the president or board of directors.
7. If a district has 4 or more teams in the Major division they must field at least 2 Major A teams.
8. If a district has 4 or more teams in the Minor A/B division they must field at least 2 Minor A teams.
9. If a district has 3 or more teams in Major or Minor A/B division then 1 team must play in American division.
10. All districts must have one major A and one minor A team.

No player will be eligible to play in any league game unless they are submitted on a league roster to the board of directors. Any Manager or coach who plays an ineligible player shall forfeit all games in which the ineligible player played. Roster violations may result in district representative being suspended. Any coach or manager found fielding ineligible players will be suspended for the remainder of the current season and all of next year's season. A team may add a replacement player if a player is lost for the season or injured for the rest of the season and the roster falls below 10 players and a majority of coaches within the respected division agree to it in writing. All districts must field at least 1 Major A and Minor A team.

EQUIPMENT

The ball must be **little league approved** or better for league play. The home team shall provide 2 balls for a league game.

The bat may be made of wood or other material tested and approved for baseball for youth standards. Bats can not be more than 32 inches in length or more than 2 $\frac{5}{8}$ inches in diameter. All 2 $\frac{1}{4}$ diameter bats must be usa stamped or little league approved. All 2 $\frac{5}{8}$ diameter bats must be usa stamped approved only. **NO BBCOR BATS ALLOWED.**



Wood bats may only be 2 $\frac{1}{4}$ diameter.

All fielders must wear a leather approved glove or mitt. Only the catcher may use a catcher's mitt but may use a fielder's glove. Only the first baseman may use a first baseman's mitt but may use a fielder's glove. All gloves and mitts may not be larger than 14 inches long from top to bottom or 8 inches across the palm. Pitcher's glove must be one color and may not be white or gray.

All batters, on deck batters, and runners must wear a little league approved batting helmet.

Catchers must wear an approved little league helmet and facemask during game play and anytime they are warming up a pitcher.

All players must have a visible number on their back and no duplicate numbers on a team.

FIELD PERSONNEL

Only players on the team roster, coaches, umpires, equipment managers, and scorers may be on the field or in the dugouts. While on offense only the batter, on deck batter, and base coaches may be on the field. For minor C the pitching coach is also on the field. All other players must be in the dugout. While on defense only the players fielding a position are allowed on the field. All substitutes and coaches are confined to the dugout. Coaches may only talk to members of their own team. A thrown ball accidentally hits a coach is alive and in play. If a first or third base coach physically assists a runner, the runner is out. However if no play is being made on the runner he will not be called out.

PLAYING FIELD

Before each game the home team will prepare the field with chalked foul lines and bases. The home team will provide the umpires for the game.

Majors and Minors will play with 60ft bases and pitch from 46ft. Minor C uses 60ft bases and pitch from 40ft with a 10" circle around the pitching rubber. A line will dissect the circle going through the pitching rubber perpendicular to home plate.

SCHEDULES

A. The schedule of the games for the league season shall be prepared by the Board of Directors and shall not provide more than two games per week for any team, unless it has to be made up because of a tie or by agreement of the representatives.

B. All games will have a 2 hour time limit. If the weather is not permitting, then the game will be played the following Saturday in sequence until the game is made up. The visiting team must comply with the home team's decision to the location of the field and time of the game or they will be declared the loser by forfeit.

C. Copies of all the league schedules will be kept on file along with copies of the roster by the league Secretary.

D. Ties within the division must be played off. Home team will be determined by a coin toss. Home team will provide the home plate umpires, visiting team will provide the base umpire.

REGULATION GAME

A regulation game is six innings unless time has expired. A game is complete when the 2 hour time limit has expired regardless of how many innings have been played. When time expires the score reverts to the last completed inning. If a game is tied after 6 innings or after time has expired play may continue until the tie is broken as long as there is daylight and field availability. If it is too dark, the field is no longer available, or curfew has come then the game must be rescheduled and the tie played off as if it were a suspended game. **THERE ARE NO TIES IN LEAGUE PLAY!!!!** The home team will furnish the field and umpires for the rescheduled game.

If an umpire terminates play due to weather, darkness, or any other reason that makes playing impossible the game will be suspended unless 4 innings have been completed. A suspended game will be rescheduled and played from the exact time of suspension with all counts, players and score intact. If the game is suspended after 4 innings are complete or the home team has more runs after 3 innings than the visiting team has in 4 innings then the game is official and no make up is required.

If one team is ahead by 15 or more runs after 4 innings the game will be called. A game is forfeited in favor of the opposing team if a team does not appear on the field within 15 minutes after the scheduled start time unless the umpire determines the delay was unavoidable. If a team cannot field at least 7 eligible players for the entire game they will forfeit. If a team refuses to continue to play, uses methods to delay or shorten a game, or continues to violate rules after being warned by the umpire they will forfeit. Foul or abusive language by fans, coaches, or players will result in a warning from the umpire to the entire offending team, coaches and fans. After one warning any repeat offenders will be ejected from the ballpark. Failure to leave the ballpark will result in forfeiture of the game. All games have a 2 hour time limit. The league curfew is 10PM. All games must be completed by 10PM.

SCORING

Each team will have an official scorer designated before each game. The scores will be recorded to the major league standard. The scorer may not change plays or conflict with the umpire's decision. The scorer will record a protest or suspension with the exact situation in

which it happened. They must list the score, the count, the runners and the number of outs. The scorer will inform the umpire if either team batted out of order or if the teams switch sides before 3 outs are recorded. The home book is the official score of record. It is highly recommended that both score keepers come together each half inning and make sure their books match.

GAME IN GENERAL

Minor C: 10 defensive players may be used in Minor C only. The extra player will be an extra outfielder that is equally spaced in the outfield and the same distance behind the bases as the other outfielders. A thrown ball that breaks the plan of the 10 circle is a dead ball (the pitching coach must make an effort to catch the ball) and all base runners are safe. A base runner must reach the next base safely before the ball enters the circle or they must return to the previous base. If 2 or more runners are on base and the trailing runner has reached their base safely before the lead runner when the ball enters the circle the lead runner is pushed to the next base. Minor C will use a consecutive batting order and bat the entire team roster. Any player who leaves the game will be declared an out each time his place comes up in the line up. Any player showing up late may be added to the end of the line up.

In Major B, Minor A & B, and Minor C there is a 5 run per inning limit per team unless open inning has been called. Major A does not have a run per inning limit. The sixth inning will be an open inning and there is no run limit. Any inning starting after 1 hour and 30 minutes from the start time will be an open inning. If an open inning is completed before the 2 hour time limit and it is not the sixth inning, the next inning is also an open inning. A game may have more than one open inning in this scenario.

The infield fly rule can be used in Major A or B if both coaches agree or if the home coach wants to use it.

Any substitutions during the game must be announced to the umpire and both score keepers.

PITCHING

Minor C: Minor C is coach pitch. The pitching coach may talk and coach players while pitching. Coaches will pitch overhand only. The pitching coach must start with one foot on the rubber or line at 40 foot and both feet must remain in the circle until the ball has left the pitcher's hand. A batter hit by pitch in Minor C will not be awarded first base. Only strikes will be counted and no

walks in Minor C. A defensive player is to stand next to the coach pitching on either side to field the pitcher's position. A batted ball hitting the pitching coach is a live ball unless the pitching coach catches the ball, then the batter is out.

All pitchers in Minor or Major leagues can only pitch 3 innings per game and 6 innings total for each week. One pitch thrown in an inning constitutes an inning pitched.

A pitcher will be given 8 warm up pitches before the start of a game and only 5 at the start of each inning in which he works.

A manager must replace his pitcher after making a second trip to the mound in the same inning. A mound trip is counted when the coach crosses the foul line into fair territory, however if the umpire believes the coach is delaying the game coaching from foul territory or the dugout a mound visit may be charged. A mound visit cannot be charged in an inning until 1 pitch to a batter has been thrown. A trip to the field for injury or equipment repair will not count as a mound visit.

The pitcher cannot wear a long sleeve white shirt or any shirt with ragged, frayed, or split sleeves. He may not attach tape or any material of a color different from his uniform or glove to his uniform or glove. The pitcher cannot wear sweatbands on his wrists.

Any player on the team's roster may pitch. If a pitcher hits 2 batters unintentionally in the same inning he will be removed for the rest of the inning.

An illegal pitch will be called and a ball awarded to the batter if the pitcher's pivot foot is not in contact with the pitching rubber when beginning pitch, the pitcher applies a foreign substance to the ball, or has an interrupted motion. No balks will be called in Minor or Major league play. A pitcher will be removed from the game and from the grounds after one warning if he applies a foreign substance to the ball or pitching hand and fingers or defaces the ball in anyway. The pitcher may use rosin on his ungloved hand. If after one warning the pitcher intentionally delays the game or intentionally throws at a batter he will be ejected from the game.

If the defensive manager requests an intentional walk, the batter will take first base without any pitches being thrown.

BATTERS AND BASERUNNERS

If a batter hits a ball with one or both feet on the ground entirely outside of the batter's box, the batter is out.

If a batter throws his bat the umpire shall warn him first; the second time the bat is thrown by the same batter, the batter will be called out.

Any player losing his helmet intentionally while running the bases shall be declared out.

Minors and Majors: Baserunners may steal 2nd or 3rd base after the pitch has crossed home plate. Baserunners may lead off after the pitch has crossed the plate.

Stealing home is not allowed unless the catcher puts the ball in play by throwing to any other player besides the pitcher. Major A only may steal home on a pass ball or wild pitch.

On any ball thrown wild by a defensive player that goes out of play, the base runner or runners will be allowed one extra base.

Minor C: There is No stealing in Minor C and runners can only advance when the ball is put in play by the batter. Bunting is allowed in Minor C. There are no called strikes and the batter is out after 7 pitches or 3 strikes whichever comes first unless the 7th pitch or third strike is a foul, then the batter will get another pitch. The batter may foul off the last pitch as many times as it takes until he hits fair or strikes out.

Slide rule: A runner must slide if the catcher has possession of the ball before the runner has reached the plate. If the catcher does not have possession of the ball, the runner does not have to slide. However, If a runner deliberately runs over fielder attempting to catch the ball with the intention of knocking him over, the runner shall be declared out and the ball is dead. This does not mean a runner must avoid a fielder in the baseline or covering a base, but if there is a deliberate attempting of Football tactics, it is not in keeping with Stanislaus Youth Baseball Code of Sportsmanship and will not be tolerated. First time offenders will be removed from the game and the second offense will result in removal from the league. The catcher must give the runner a lane to reach the plate. If the catcher blocks the plate off the runner will be declared safe. It is recommended that all catchers be in front of the plate and tag with a sweeping motion to the left. This same rule will also apply to second and third bases.

PROTEST

PROTESTING TEAM MUST HAVE RULE BOOK IN THEIR POSSESSION TO PROTEST

Protests can only be made when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest will be considered on a decision involving the umpire's judgement. Any equipment that does not meet Stanislaus County League rules specifications must be removed from the game and cannot be the basis of a protest. Only the head coach of each team has the right to protest.

A protest must be made before any succeeding play begins and notify the head umpire he is playing under protest. The head umpire shall consult with the base umpire and if the two of them find an error was made the call will be reversed. If the umpires believe no error was committed the play will stand. The protesting manager then has the right to formally protest the

league. The scorers will mark down the protest at the exact time it happened. The game will continue under protest. The protesting manager must inform the league secretary in writing within 72 hours of the protested game and pay a \$20.00 deposit. The rules and regulations committee will hear and resolve the protest. If protest is allowed The \$20.00 deposit is returned and the game will be restarted from the point of the rules infraction. A player not present at the original game may not enter until one pitch is thrown.