

Spring-Klein Sports Association

Yellow Book
Youth Baseball Rules 2010



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Spring-Klein Baseball Rules

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Spring-Klein Baseball Rules

Introduction

This document highlights the baseball rules for governing the SKSA baseball league play. The 5U-14U Divisions play under the Nations Baseball rules and regulations. The SKSA Seniors Division (15-18) plays under the Official High School Baseball Rules of the National Federation of State High School Associations (www.nfhs.org). We will also reference the “The Official Baseball Rules” as published by The Sporting News for additional guidance for baseball rules.

All of the SKSA 5U-14U Divisions (Metro, Select, Elite, and Premier) use this document as the initial document of reference. These rule exceptions will take priority over all [Nations Baseball Rules](#), which in turn will take precedence over The Sporting News’ “[The Official Baseball Rules](#)” document.

For the 5U-14U Divisions, SKSA uses these documents in order of priority to reference rules for league play.

- 1) The SKSA Baseball Rule Exceptions (This document)
- 2) [Nations Baseball Rules](#)
- 3) The Sporting News “[The Official Baseball Rules](#)” book.

For the Seniors Division, SKSA uses these documents in order of priority to reference rules for league play.

- 1) The SKSA Baseball Rule Exceptions (This document)
- 2) Official High School Baseball Rules of the National Federation of State High School Association (www.nfhs.org).

Conduct

SKSA players, coaches, parents and fans are always expected to act in a courteous and sportsmanlike manner both on and off the fields. Our coaches and parents are expected to teach our players by example. All games will be conducted with honesty and a high degree of integrity. The games will be played with the utmost respect for the game and for competition.

The SKSA umpires have the authority to take whatever measure they feel is necessary to maintain control over our games. That includes dismissing or ejecting any player or coach from the field for unsportsmanlike behavior. We will not tolerate any behavior considered detrimental to the players or the league.

SKSA holds our managers responsible for maintaining control over their coaches, players, parents, and fans. If managers do not, then they will be ejected from the game. We will not permit foul or abusive language by anyone under any circumstance. We will not tolerate unsportsmanlike conduct of any kind.

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Disciplinary Action

The Spring-Klein Executive Board is committed to maintaining a positive and healthy environment for our players and their families. Anyone refusing to comply with these rules will be considered for disciplinary action. SKSA reserves the right to suspend, dismiss, or otherwise discipline any player, coach, parent, or guest whose conduct is considered detrimental to the players or the league.

The Executive Baseball Board will investigate any game ejections and determine whether additional disciplinary action is required. Any person subjected to additional disciplinary action will be given the right to a hearing before the Executive Baseball Board before the disciplinary action is imposed. If the additional disciplinary action involves a player under the age of 18, that player's parent(s) must be in attendance.

The Executive Board will impose any penalty that it deems fairly matches the severity of the offense. Penalties may include but not be limited to the following:

Written Warning – SKSA will provide a written warning and it will be referenced for any future case. A more severe penalty will be applied for a second offense.

Suspension – The individual will be notified in writing that they have been suspended from all league activity for some specified number of games or days.

Dismissal – The individual will be notified in writing that they have been dismissed from all league activity for the remainder of the season.

Barred – The individual will be notified in writing that they have been barred from all SKSA league events for an indefinite amount of time.

General Field and Playing Rules – All Ages & Classifications

A. There will be absolutely no practice allowed on the field prior to games that would prevent a game beginning on time.

- No hitting of baseballs or whiffle balls into the fences.
- No hitting of baseballs or whiffle balls from the grass area including the outfield.
- No live batting practice on the field prior to any game

B. The Home team will occupy the third base dugout and provides the official scorekeeper. The Visiting team will operate the scoreboard.

C. All players must be properly dressed in a full team uniform. (jersey, cap, etc.)

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D. Official Batting Lineups

- Managers will supply a copy of the line-up to the scorekeeper and the opposing manager.
- An official batting line-up must include the player's number, last name and first initial.
- For batting out of order penalties, the player's number shall be official

E. Game Balls:

- 5U-6U – The Home team will provide one game ball.
- 7U-14U - Both teams will supply one game ball.
- Seniors – Both teams will supply one game ball and have 2 additional game ready balls available for play.

F. Playing Time Guidelines

- Teams MUST bat their entire roster. All players must bat before any player can bat again.
- All players must play defensively a minimum of every other inning.
- Managers are allowed to freely substitute in the field.

G. Once a pitcher has been replaced on the mound, that pitcher cannot return to the mound for the remainder of that game.

H. Game Limits and Durations:

- 5U-6U: 5 innings or 1 hour 15 minutes.
- 7U-8U: 6 innings or 1 hour and 15 minutes.
- 9U-12U: 6 innings or 1 hour and 40 minutes.
- 13U-14U: 7 innings or 1 hour and 40 minutes.
- Seniors: 7 innings or 1 hour 40 minutes.
- An inning begins the moment the third out is made in the preceding inning.
- No new innings will begin after the official game time expires.
- There will be no “drop dead” time limit during the spring OR fall season.
- The last inning continues until a team is mathematically eliminated or the inning ends.

I. Run Limits:

- 5U-6U Metro - Maximum 7 runs in any half inning
- 7U-14U Metro – Maximum 5 runs in any half inning
- 7U-8U Select/Elite – Maximum 7 runs in any half inning
- 9U-14U Select/Elite/Premier – No run limit
- All Divisions Run Rule – The game will be called if either team leads by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

J. Game Schedules:

- Games schedules are randomly generated and must be played as scheduled.

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- Games will only be rescheduled for weather related or qualifying school events that prevent the team from fielding the minimum 8 players. Managers are required to submit a request to the league coordinator 7 days prior to the game for consideration.
- K. Game Stoppage (Due to lights, weather, or hazardous conditions)
- The game completion will be scheduled and play resume from the same spot in the game. (same score, number of outs, place in batting order, pitchers, etc.)
 - A game that is stopped prior to completion of the first inning will be declared no game and rescheduled as if it had never been played.
 - 5U-14U - The game is considered complete if 3 innings completed or if home team scored more runs in 2 ½ innings.
 - Seniors - The game will be considered final if 5 innings have completed or if home team leads after 4 ½ innings.
- L. Reporting Game Results and Pitching Information
- All 5U-14U managers are responsible for reporting scores to the league coordinator(s)
 - 9U-14U managers are responsible for reporting pitching information for their team
 - Game and pitching results must be reported within 48 hrs of the game or risk forfeiture.
- M. Players and coaches will show good sportsmanship by shaking hands at the end of the game.
- N. No team meetings held in the dugout or the bleachers after games.
- O. Teams must leave the dugout and bleachers area and playing field clean of litter and trash.
- P. Forfeitures
- Any team unable to field the minimum eight uniformed players within 10 minutes of the scheduled start time will forfeit the game.
 - Any team unable to maintain the minimum eight players throughout the game will forfeit.
 - Forfeitures are recorded as a (1) run for the winning team and (0) for the forfeiting team.
 - A double forfeiture is recorded as 0-0.
- Q. Only the acting team manager has the authority to question or have discussion with the umpires. Coaches or players may enter questions with umpires through their manager.
- R. Managers are responsible for controlling their parents/fans. If they fail to do so, the umpire will eject the manager in addition to the offending parent/fans.
- S. With the baseball board approval, a player will be allowed to play up one age group in order to join an older sibling's team to ease transportation burden on the family.
- T. Fans can cheer for their players however they cannot cheer against or taunt the opposing team or players. This is an unsportsmanlike concern and is an umpire judgment call.
- U. Only the SKSA maintenance crew will be allowed to alter the playing field. Please report any maintenance issues to fieldrental@sksa.com.
- V. There will be no tobacco product use on the playing fields, in or around the dugout area.

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W. The following items are prohibited on the SKSA property; Animals (except service animals), Skateboards, rollerblades, skates, bicycles, scooters, alcoholic beverages or controlled substances, firearms, or fireworks.

X. Protests

- There will be no protests in Tee-Ball divisions.
- Managers will not be allowed to protest an umpire's judgment call.
- Only protests based on a rule interpretation will be allowed.
- Protest Process
 1. At the time the play occurs, the objecting manager must notify the umpire, opposing manager, and the official scorekeeper that the game is being played under protest.
 2. A written protest must be submitted to the Spring-Klein Baseball Board (baseball@sksa.com) within 48 hours of the game along with a \$50 filing fee.
 3. The filing fee will only be refunded if the umpire's ruling is reversed.

Y. No Slashing – Batter fakes a bunt and then swings away

- First Occurrence - Dead ball, the batter is declared out, runners return to their base, and the 3rd base coach is warned.
- Second Occurrence - Dead ball, the batter is declared out, runners return to their base, and 3rd base coach is ejected from the game.

5U-6U General Rules

- A. The pitcher must maintain one foot on the pitching rubber until the batter hits the ball. Continued violation will result in the pitcher being replaced.
- B. The batting coach must place the tee on home plate for the batter.
- C. The batting coach must remove the tee from the home plate area after the ball is hit.
- D. The batter is granted three swings to hit the ball.
- E. The batter will be warned if the ball gets knocked off the tee. A swing is recorded on the second offense.
- F. No bunting. A batter must take a full swing, commonly referred to as “breaking the wrist”.
- G. A ball is considered fair if it travels 10 feet from home plate.
- H. A swing miss, foul ball, or fair ball not traveling 10 ft is considered an out on the third swing.
- I. Runners can only advance two bases on an overthrown ball into foul territory. (e.g., the batter can only advance to second-base)
- J. Base runners must return to the previous base if time is called and if the base runner has not yet advanced beyond half the distance to the next base.
- K. The pitcher is NOT allowed to make an unassisted out at first base. The runner is safe if this occurs.

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- L. Players cannot intentionally roll the baseball when making a play. The ball must be thrown to a defensive player.
- M. Coaching outfielders from outside the fence is acceptable.
- N. No fielder can be positioned closer to the batter than an imaginary line drawn across the face of the pitching rubber with said imaginary line extended to the foul lines.
- O. There is no infield fly rule in effect in Tee-Ball.
- P. No stealing or leading off base. Runners must maintain contact with the base until ball is hit. The base runner will be called out if they are off base when the ball is hit into fair territory.
- Q. Big barrel bats will NOT be allowed in Tee-Ball.
- R. The 5U-6U Divisions require two volunteer umpires for each game. The home team shall provide the home plate umpire and the visiting team shall provide the field umpire.
- S. Each team should identify team umpires to attend Spring-Klein umpires training clinic.

5U T-Ball Supplemental Rules

- A. The batting coach is allowed to physically position the batter at the plate.
- B. A new play begins only after all of these actions are completed.
 - The pitcher is in possession of the ball.
 - The pitcher rolls the ball to the catcher.
 - The catcher or coach places the ball on the tee.
- C. Time out is called when any fielder throws the ball to a player on the mound or the ball passes through the circle of the pitcher's mound regardless whether the ball is caught or not.
- D. It is not considered a throw to the mound when a player throws or runs across the mound in an attempt to make a play on a base runner.
- E. No more than two defensive coaches are allowed in the outfield. A third defensive coach is allowed in foul territory.

6U T-Ball Supplemental Rules

- A. The batting coach is NOT allowed to physically position the batter at the plate.
- B. A new play will begin when all of these actions are completed.
 - The lead runner stops their forward progress.
 - The umpire calls time out.
 - The fielder (who stopped the lead runner's progress) rolls the ball to the catcher.
 - The catcher or coach places the ball onto the tee.
- C. Play is considered stopped when the lead runner makes no further attempt to advance.
 - Time out is called when the progression of the lead runner is stopped.

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- The defensive team is not required to force the base runner back to the base.
- D. Coaches are not allowed on the playing field during play.
- E. Coaching the outfielders from outside the fence is acceptable.

7U-14U Metro Supplemental Rules

- A. Big barrel bats are allowed.

9U Metro Supplemental Rules

- A. Closed bases – Base runners may not lead off base.
- B. Base runners may only steal after the ball crosses home plate. NOTE: Runners leaving early will be sent back unless the ball is hit into play whereby the base runner will be declared out.
- C. Base runners can steal home base.
- D. The batter is NOT allowed to advance to first base on a dropped third strike.
- E. There will be NO balks however the umpire will warn the pitcher.

10U Metro Supplemental Rules

- A. Balks are called, however each pitcher will receive three warnings without penalty. After the third warning, base runners will be awarded the next base.

Seniors Division Rules

- A. The Official High School Baseball Rules of the National Federation of State High School Associations are in effect for governing play. Rules can be purchased from www.nfhs.org.
- B. The Senior baseball season follows the school year.
- Players can be 18 years old or younger as of April 30 of that school year.
 - Players must be currently enrolled in a junior or high school.
 - Spring league players cannot be active on their high school team.
- C. No pitchers" innings will be posted. National Federation pitching guidelines and rules apply.
- D. The batter must maintain one foot in the batter's box between pitches, including receiving signals from the base coach, unless awarded a time-out by the umpire.
- E. Teams can use courtesy runners for pitcher and catcher. The runner will be the last out.
- F. Ejection Guidelines - This applies to players, coaches, or fans.
- Non-fighting ejections will result in a one game suspension (next game).
 - Fighting ejections and second non-fighting ejection will serve a three game suspension.
 - Third non-fighting ejection or second fighting ejection will be suspended indefinitely.

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- Managers are responsible for reporting an ejection to the league coordinator within 48 hr.
 - An out will be recorded each time an ejected player comes to bat in that game.
 - There will be absolutely NO “trash talking”. This will be strictly enforced.
- H. Late players may join the batting lineup until the team has completed the entire batting order.
- I. Players will not be allowed to use bats lighter than the high school rule of -3.
- J. Base runners must slide, go around, go back or give up in order to avoid initiating contact.
- K. A manager’s rules of discipline must be provided to all team players before the manager can enforce the rules.
- Before a player can be disciplined by removal from a game’s line-up, the manager must first seek approval from the League Coordinator.
 - The team Rules of Discipline must be on file with the League Coordinator.
- L. No sliding over the base with intent to disrupt the fielder.
- M. No head-first slides into a base with the intent to collide with the fielder.
- N. All headfirst and feet-first slides must be on the ground.
- O. No pick-up players allowed. Only players on the official roster will only be allowed to play.
- P. If the runner on third steals home, the batter must bunt or take the pitch. Swinging at the pitch will result in an ejection.

Metro Fall Season Supplemental Rules

- A. 9U-14U Pitching Limits - Maximum of 2 innings per game.
- B. 5U-14U - Scores will be posted but standings will not be tracked.
- C. No “drop dead” time limit.
- D. No team or individual awards.