

# Spring-Klein Sports Association

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## Yellow Book Youth Baseball Rules



2016-2017 Edition

[www.sksa.com](http://www.sksa.com)

# 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](http://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](http://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

- A. There will be absolutely no practice allowed on the field prior to games that would prevent a game beginning on time.
- B. No live batting practice on the field prior to any game.
- C. In order to prevent damage to the fields or facilities please observe the following:
  - No hitting of baseballs or whiffle balls into the fences.
  - No hitting of baseballs or whiffle balls from the grass area including the outfield.
  - There are no exceptions. Use the provided batting cages.
- D. All players must be properly dressed in a full team uniform. (jersey, cap, etc.)
- E. Official Batting Lineups
  - Managers will supply a copy of the line-up to the scorekeeper and the opposing

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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

## 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: 6 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 50 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 5 runs in any half inning
- 7U-14U Metro - Maximum 5 runs in any half inning
- All Divisions Run Rule - Mathematical elimination will determine loss due to run rule.

## J. Game Schedules:

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

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- 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. Players and coaches will show good sportsmanship by shaking hands immediately at the end of the game.
- M. No team meetings will be held in the dugout, field or bleachers after the game.
- N. Teams must leave the dugout and bleachers area and playing field clean of litter and trash.
- O. 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 win with 6 runs in a 6 inning game and 7 in a 7 inning game for the awarded team. The forfeited team receives 0 runs and a loss.
  - A double forfeiture is recorded as 0-0.
- P. 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.
- Q. 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.
- R. 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.
- S. 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.
- T. Only the SKSA maintenance crew will be allowed to alter the playing field. Please report any maintenance issues to [fieldrental@sksa.com](mailto:fieldrental@sksa.com).
- U. There will be no tobacco product use on the playing fields, in or around the dugout area.
- V. 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.
- W. 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

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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](mailto:baseball@sksa.com)) within 48 hours of the game along with a \$100 filing fee.
  3. The filing fee will only be refunded if the umpire's ruling is reversed.
- X. There will be no head first slides while a runner is advancing to any base, including home plate, in ages 12U and below. A runner may dive head first in returning to a previous base.

## Bat Rule

The Nations Baseball Rules for allowed bats will be enforced at all SKSA events. The following also applies:

- A. **6U - T-Ball/Modified Coach Pitch (5U/6U):** T-ball age group will use a tee-ball bat. No big barrel bats are allowed in t-ball.
- B. **8U - Coach Pitch (7U/8U):** Big barrel bats are allowed in coach pitch that comply with the standard 13U rule (BPF 1.15).
- C. **13U:** Bats must contain the BPF 1.15 "thumbprint" stamp on the transition area between the handle and the barrel for 13U and under
- D. **Metro 14U:** Players must use bats that are designated BBCOR - OR - BPF 1.15 and -5 or heavier
- E. **Seniors:** For 15U and higher (Senior Division) only approved BBCOR bats are legal.
- F. Wooden bats are legal in all age groups.

## 5U Metro Supplemental Rules – Tee Ball

- 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. If the ball is hit to the pitcher, 'TIME' is called, and the batter is awarded first base. If this forces any runner to advance, they will do so. Any runner not forced to advance, may not advance.
- 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. If the tee is on the plate, and a runner touches it instead of the plate, the runner may be called out.
- 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, while 'lining up' (Not making a swing attempt). A swing is recorded on the second, and any subsequent, offense.
- F. No bunting. A batter must take a full swing.
- 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 at 1<sup>st</sup> base.

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(e.g.the batter can only advance to second-base) If the defensive team attempts to make a play on a base after an over throw, the ball is still 'Live', however, if an overthrow occurs at 2<sup>nd</sup> base, Time will be called and the runner will be given 3<sup>rd</sup> 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.
- 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. This includes heading back to a base.
- Q. Catchers must wear a catcher mask or catcher helmet as provided.
- R. 10 fielders are allowed on the field at one time. Maximum of 6 fielders on the infield.
- S. No out will be recorded in the 10<sup>th</sup> spot of a lineup if a team starts with 9 players.
- T. The batting coach is allowed to physically position the batter at the plate.
- U. 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.
- V. Time out is called when:
  - Any fielder throws the ball to a player on the mound
  - The ball passes through the circle of the pitcher's mound regardless whether the ball is caught or not.
  - The Lead runner has stopped advancing and the ball is in possession of a player on the infield.
- W. 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.
- X. No more than two defensive coaches are allowed in the outfield. A third defensive coach is allowed in foul territory.



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## 6U Metro Supplemental Rules – Modified Coach Pitch

- A. Batters will use t-ball bats only.
- B. The “pitching coach” is NOT allowed to instruct the batter in any way. If needed, communicate to your base coaches NOT the actual batter.
- C. Pitching coach will pitch from an "upright/standing position at the pitching rubber; coaches may not pitch from a closer distance OR from a kneeling position.
- D. The batter is allowed (3) three pitches from the coach ONLY, at which point if the current batter has not put the ball in play they will be allowed (3) three swings to hit off the tee.
- E. When batting form the tee the batting coach is NOT allowed to physically position the batter at the plate. If this happens, “TIME’ is immediately called, the batter is asked to step out of the batters box, and reposition. This includes any touching of the batter by the couch with his hands on the batter or the batter’s bat, or by the coach using a bat to touch the player.
- F. Pitcher player needs to have one foot in the pitcher's circle when the Coach is pitching and one foot on the rubber when batter is hitting off the tee.
- G. When the coach pitcher is delivery pitches there will be no stealing. 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.
- H. 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.
- I. 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.
- J. The defensive team is not required to force the base runner back to the base.
- K. Coaches are not allowed on the playing field during play unless there is an injury.
- L. Coaching the outfielders from outside the fence is acceptable.
- M. Catchers will wear full catcher gear but have the option to either receive the ball in catcher’s box or be positioned against the backstop.

## 7U-8U Metro Supplemental Rules – Coach Pitch

- A. No tee-ball bats are allowed.
- B. No overthrow rule as in there is in tee-ball.
- C. No out will be recorded in the 10<sup>th</sup> spot of a lineup if a team starts with 9 players.

## 9U Metro Supplemental Rules – Modified Kid Pitch

- A. There are no walks awarded as the result of an at bat. The result of an at bat will be a ball in play, hit by pitch or a strike out.
- B. If the result of an at bat is 4 balls the batter will be given 2 additional pitches by the teams designated coach pitcher. The result will be either a strike out or a ball in play.

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- C. Hit by pitch will only be awarded from the player pitcher; not the coach pitcher.
- D. Base runners may not lead off base.
- E. 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.
- F. No steals are allowed while the coach pitcher is pitching.
- G. Base runners on third may not attempt to steal home base on the throwback to the pitcher. If in the umpires judgement the runner attempts to steal home on the return throw to the pitcher they will be returned to third.
- H. Base runners on third can advance at their own peril to home base on a pass ball or overthrow back to the pitcher.
- I. The batter is NOT allowed to advance to first base on a dropped third strike.
- J. There will be NO balks.

## Seniors Division Rules

- A. Unless modified or otherwise set forth herein, 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](http://www.nfhs.org).
- B. The Senior baseball season follows the school year:
- C. 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;
- D. Spring league players cannot be active on their high school team.
- E. 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.
- F. Teams can use courtesy runners for pitcher and catcher of record. The runner must be the last batted out. The pitcher and catcher of record for a team are the pitcher and catcher as of the time of the third record out of the half inning immediately preceding
- G. 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;
  - Managers are responsible for reporting an ejection to the league coordinator within 48 hours after the game concludes:
  - 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. If the entire roster has batted before the player arrives, the manager may elect to take an out for the missing player and insert the player into the last spot in the batter order when the player arrives or the manager may scratch the player from the game roster and not take a recorded out.
- I. All bats must be legal according to the High School Federation rules and standards and display the BBCOR official stamp.
- J. A manager's rules of discipline, if any, must be provided to all team players before the

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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 and
  - The team Rules of Discipline must be on file with the League Coordinator.
- K. No sliding over the base with intent to disrupt the fielder.
- L. Sliding Rules:
- Base runners must slide, go around, go back or give up in order to avoid initiating contact.
  - No head-first slides into a base with the intent to collide with the fielder.
  - All headfirst and feet-first slides must be on the ground.
- M. No pick-up players allowed. Only players on the official roster will only be allowed to play.
- N. If the runner on third steals home, the batter must bunt or take the pitch. Swinging at the pitch will result in an ejection.
- O. Balks are dead balls.
- P. Mound Visits:
- The manager or one coach may visit the pitcher during an inning one time without having to remove the pitcher;
  - A second mound visit in the same inning to the same pitcher requires the pitcher to be pulled from the pitcher's mound.
- Q. It is not necessary to pitch to a batter if the batter is to be intentionally walked. The manager may announce to the home plate umpire that the batter is being walked. Such announcement may be made regardless of how many pitches have been thrown for that batter during that specific plate appearance.
- R. Teams must roster bat their entire lineup. No exceptions. There are free substitutions of all position players. A player that has pitched and has been replaced on the mound may not reenter the game as a pitcher but may play any other position during the game.

## 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.