

FORNEY YOUTH BASEBALL ASSOCIATION
("FYBA")
Official Rule Book

Administration

The FYBA League rules will be governed and administered by the Baseball Board, which consists of the following:

Director of Baseball (Chair of Baseball Board)
Baseball Operations Director (Vice-chair of Baseball Board)
T-Ball (4U/5U) & Modified Coach Pitch 6U Commissioner
Coach Pitch 7U & 8U Commissioner
9U/10U Commissioner
11U/12U Commissioner
13U/14U Commissioner
15U to 18U Commissioner

The Board must be appointed and approved by the FYBA Executive Board one (1) month before draft day. The Head(s) of the Baseball Board may elect to add assistant commissioners as needed.

League Commissioners

League Commissioners are responsible for League administration of their designated league(s). Their responsibilities include the following:

1. Overseeing draft of players and drawing of practice schedules.
2. Collecting "Background Forms" from all persons who intend on coaching (includes assistants).
3. Handling parent disputes.
4. Ensuring all games are completed by last day of season.

Open commissioner positions will be filled from the members of the FYBA. To be eligible, a member must notify the Director of Baseball in writing of their interest, submit to an interview involving the Director of Baseball, Baseball Operations Director and the FYBA President, and have one year of coaching experience in the FYBA prior to their selection.

The FYBA Executive Board may remove commissioners from their positions at any time, for any conduct that is deemed detrimental to the league, or violations of the FYBA Code of Conduct.

Meetings

The Baseball Board shall meet on a regular basis, prior to and during the baseball season, to plan and coordinate the program as needed. Meetings will be open to coaches, parents and the general public. Scheduled meetings will be announced via the FYBA website one (1) week prior to the meeting. League Commissioners are required to call a coaches meeting before each season.

Coaches

All adults, 18 years of age and older, are permitted to coach in FYBA providing all requirements are met as provided in the FYBA Bylaws. All coaches MUST have a background check completed and turned in before the start of the season. Coaches can and will be removed if deemed necessary as set forth in Article 1.04 of FYBA Bylaws. Coaches will be required to abide by the FYBA "Code of Conduct". Assistant Coaches must meet the same requirements and guidelines as the Head coach.

Umpires

FYBA will provide umpire(s) for all regular and post-season games played at the 5U level and above. No umpires will be provided for 4U tee-ball.

Leagues & League Determination

A Player's age as of April 30 of the current year of play will dictate in which league they are eligible to play. A player must be 4 years old as of April 30, 2017 to play in FYBA.

T Ball (4U)....4 years of age (must be 4 on or before April 30, 2017)

T Ball (5U).....5 years of age

Modified Coach Pitch (6U).....6 years of age

Coach Pitch 7U7 years of age

Coach Pitch 8U8 years of age

9U/10U.....9/10 years of age

11U/12U.....11/12 years of age

13U/14U.....13/14 years of age

A player may play up in a higher age group. A player cannot play down in a lower age group.

League Divisions

American League divisions are for tournament teams and advanced league teams.

National League divisions are for beginning level of play and rec-league teams

Age group's 4U thru 8U will be age pure leagues.

Age groups 9U & 10U will play as a combined age group.

Age groups 11U & 12U will play as a combined age group.

Age groups 13U & 14U will play as a combined age group.

Any age group that has 10 or more teams may be split into American and National Leagues.

**The FYBA baseball board determines the teams in each division for all age groups.

League Team USSSA Registration and Insurance

- 1.) FYBA will register each team as an A class team in USSSA. Teams may use this registration to enter any USSSA sanctioned tournament.
- 2.) In order to compete in tournaments using the league supplied team registration, the coach must enter the tournament roster on USSSA.com using the login and password supplied via email from USSSA. This email will come from USSSA after FYBA pays for and submits the team registration form. Coaches, please look for this email.
- 3.) The league insurance covers all FYBA teams for all tournaments they play in using players from FYBA. In order for the league insurance to apply to a team, that team must have 100% current FYBA players on that team.

Team Formations

Teams will be formed under the following guidelines:

1. The Baseball Board may limit or set team size. The roster size FYBA determines is necessary must be met. Rosters that are not full will be filled by a draft. FYBA has the authority to add a player to a team at any time. FYBA may fill rosters with players at its discretion if necessary.
*Only if deemed necessary. **
2. All Coaches have the authority to set their own roster. A coach will draft players to fill any open spots on the roster. The FYBA will fill rosters via a blind placement draft in the fall seasons, done by the FYBA board. Parents/players may request teams and be placed on those teams, if the head coach approves, and there are slots open on that team's roster.
3. Coaching Staff.
 - a. T Ball (4YR, 5U and Modified Coach Pitch 6U) – One (1) Head Coach, Three (3) Assistant Coaches (1) Dugout Assistant
 - b. Coach Pitch 7U & 8U – One (1) Head Coach, Three (3) Assistant Coaches and One (1) Dugout Assistant
 - c. Kid Pitch (9U – 14U) – One (1) Head Coach and Three (3) Assistant Coaches.
4. A player may request at sign-ups to be taken off his last year's team's roster and be placed in the draft or join another team of that players choosing. (See rule 2 above)
5. Coaches will be chosen based on the following order:
 - a. (I) Coaches that bring a full roster first,
 - b. (ii) Returning coaches second,
 - c. (iii) Asst. Coaches third, and
 - d. (iiii) New Coaches fourth.
 - e. New Coaches will need to request in writing via email to the Director of Baseball their intent to Coach the next spring season. This email should include: Coach Name, and any assistant coaches, all Contact information for all named coaches. Teams are granted on an as needed basis and a request to coach does not guarantee a coaching position or team.
6. Teams using illegal players or players not signed up in FYBA shall forfeit the game by protest from the opposing team or FYBA board member.
7. All players must have completed and turned in the sign up form to FYBA.
8. **Coaches may not drop/cut players from league teams once the registration form is turned in with the money paid.** This concerns league play only. This does not concern a tournament roster.
 - a. If a player or their family becomes a distraction for the team, please contact the league commissioner and the commissioner will determine the outcome.

Background Checks

1. All head coaches must ensure that all volunteers have completed and passed a background check through the FYBA.
2. Head coaches that do not have all of their volunteers/assistants approved for participation by passing a background check will face a suspension determined by the baseball board.
3. All background checks must be submitted 20 days prior to the beginning of the first scheduled game. If a coach/volunteer is present on the field of play without passing a background check, that team will forfeit that game.

DRAFT POLICY

Section 1

Tee ball Draft

(T Ball 4U/5U & Modified Coach Pitch 6U)

All players in 4U, 5U, and 6U (i) not on rosters will be placed on teams via a "Semi-Blind Draft". Players may play on a team of their choosing if the coach approves.

Section 2

Draft

Each player signing up during the regular sign up period will be placed on a team. The FYBA league recommendation is no more than 13 players and no less than 10 players, with 11-12 players being the ideal number on a roster. The draft occurs only in the spring season. Players are blind-drafted to teams for the fall season. The fall season blind draft is conducted by the FYBA executive board.

Section 3

Draft Procedure (Spring season Only)

The League Commissioners of each age group, in connection with the Director of Baseball will be responsible for conducting the "Draft". Only teams from Forney and practice in the Forney area may draft players. Teams from outside of Forney must sign up a complete roster.

The order of the Draft will be as follows:

1. All players 9/10U and older, not signed up on a roster at the conclusion of the last normal sign up session, will enter into a pool of players to be drafted by teams that need players. Rosters are locked at this point.
2. Draft order will be set using a lottery draw at the coaches meeting.
3. The league will set the roster limit size on all teams drafting players.
4. Each team will draft a player in the first round using Section 3 #2 order, unless team is full (full means the roster is at the size the league determines, 11 or 12 ideally). Starting in the 2nd round, each round will consist of teams with the smallest rosters size; using the Section3 #1 draft order.
5. Who is eligible for the Draft?
 - a. All players new to FYBA; and
 - b. All players opting not to return to their previous spring season team and has not joined another team yet.

Any item or question that may arise and is not covered by the above rules will be judged and decided on by the Baseball Board. Only League Commissioners are allowed to vote. Director of Baseball will break ties.

GAME RULES

Section 1 Scheduling

The Director of scheduling will schedule all regular season games. Unless notified by the league website, rainout hotline, or league commissioner, teams should report to the field as scheduled. Once a game is started, the umpire will govern whether the game is played or stopped. The Director of scheduling will schedule make-up games. They will then contact the Chief Umpire to have an umpire assigned to the make-up game. Due to weather conditions, a game may be called official after (for a 6 Inning game; 3 innings have been played or after 2 ½ innings, if the home team is ahead or tied) (For a 7 Inning game; 4 innings have been played or after 3 ½ if the home team is ahead or tied) Please refer to USSSA rule 7.03.C for shortened games.

If a game is not called complete, the time will be recorded and the game will continue from that point at a later date scheduled by the Director of scheduling, league commissioner and the involved coaches. Once a schedule is set and approved, no changes can be made unless approved by the Director of scheduling. FYBA will not pay or be responsible for any tournament entry fees for any team.

Section 2 Diamond Layouts

T Ball (4U, 5U)...50 FT BASES 30 FOOT PITCHING – No innings limit
Modified Coach Pitch (6U)...60 FOOT BASES 30 FOOT PITCHING – 6 INNINGS
Coach Pitch 7U...60 FOOT BASES 40 FOOT PITCHING - 6 INNINGS
Coach Pitch 8U...60 FOOT BASES 40 FOOT PITCHING - 6 INNINGS
(9U/10U)...65 FOOT BASES 46 FOOT PITCHING - 6 INNINGS
(11U/12U)...70 FOOT BASES 50 FOOT PITCHING - 6 INNINGS
(13U/14U)...80 FOOT BASES 54 FOOT PITCHING - 7 INNINGS
(15U to 18U)...90 FOOT BASES 60.6 FOOT PITCHING - 7 INNINGS
High School...90 FOOT BASES 60.6 FOOT PITCHING -7 INNINGS
College...90 FOOT BASES 60.6 FOOT PITCHING - 9 INNINGS
Major League...90 FOOT BASES 60.6 FOOT PITCHING - 9 INNINGS

Scorekeeping

FYBA will provide the official scorekeeper for age groups 5U and older. The scorekeeper will keep the official book, time and inning pitched count. Both head coaches MUST sign the official scorebook and pitch inning count after each game. The scorekeeper is responsible for turning in the official scorebook and pitch inning count, signed by both head coaches, to the box at the shed after each game.

Protest Procedure

Only a head coach of a team playing can make a protest of a game.

The protest must be made based on the interpretation of a rule. No protest can be made on a judgment call. All protests must be made on a specific play and not on the game in general. The protest must be made at the time of the incident. The protest must be recorded and initialed by the umpire in the scorebook. The umpire will then announce the game is being played under protest. If the game continues following an incident and the formal protest is not made, then no late protest will be accepted. A written protest must be submitted to the Director of Baseball within 24 hours of the incident by the protesting coach. A \$50 filing fee will be required with the written protest. If the protest is upheld, the fee will be refunded. If it is overruled, the fee will be kept by FYBA. The Protest Committee shall consist of the League Commissioners and the Director of Baseball.

The Director of Baseball shall set a date and time for hearing the protest within 2 weeks of the filing of the protest. All concerned parties will be notified of the date/time. Only the coaches and umpires of the protest shall be present at the protest along with the Protest Committee. The decision of the Protest Committee shall be final.

Field Preparation

The league will be responsible for lining the fields before each game. The City of Forney is responsible for dragging the fields.

Equipment

Teams will be furnished: game balls and heart guards (for leagues requiring). Batting tee's will be set up on the baseball fields prior to the start of all games and will be picked up and stored in the field house at the conclusion of the last game of the day. A team may elect to furnish their own equipment for practice. Coaches will furnish practice balls. Players will be allowed to use personal equipment, if approved by the coach, at their own risk.

All players on a team will wear the team uniform. FYBA will not be responsible for team uniforms. All Coaches must wear team jersey or similar team colors during games while on the field and/or in dugout. Coaches and Team Managers will acquire all team uniforms. The coach will give out Numbers.

No metal cleats may be worn in 4YR to 12U; 13U and older players may wear metal cleats.

Each player is responsible for any item not supplied by the team.

Teams may seek sponsors for their uniforms, but must get league approval to advertise sponsor on team jersey. Team sponsor's dugout banners are acceptable during games only and must be taken down at the conclusion of each game. FYBA must approve any sponsor if that sponsor will be advertised in any capacity.

Any player participating as a catcher in a game or a practice must wear protective catcher's equipment including the mask with a built in or extended throat guard and cup.

All players must wear protective double ear covered batting helmets while batting and running the bases while in practice, league play, or in tournament play.

Bat Specifications

Please see USSSA rule 7.01.C for bat specifications. All USSSA rules and suspensions will be followed. Umpires will check all bats prior to the game. All bats in the dugout must be laid out against the dugout, on the field side of the fence, 10 minutes prior to the game to be inspected by umpires.

Umpire Responsibilities

All ground rules shall be discussed and made clear to the coaches prior to the start of the game. Home plate umpire shall have full responsibility, authority and control of the game, after the game has started. Home plate umpire shall be responsible for noting protest. Both umpires must sign the official scorebook at the end of each game. Umpires must give each coach a game ball after each game. The umpire, Commissioner, or Board Member has the authority to stop a game in progress if the weather is dangerous to players. If the game is to be finished at a later date, the umpire shall note the official time the game was stopped in order to determine the game time remaining for rescheduling. Note – Umpires will also be required to check all bats prior to the game to ensure bats meet USSSA requirements.

Forfeit Rule.

The goal of the FYBA is to play every game scheduled. The parents pay their money for the players of our league to play the games scheduled.

Any team that no-shows for a game, without 72 hours notice, will pay a fine of \$100 and the game will not be rescheduled. To avoid the fine, a coach must call the Director of Baseball at least 72 hours prior to the scheduled game time to inform the league of the no show. This rule is geared towards teams that would rather play last minute tournaments instead of league games, and then leave a team without an opponent.

In the event of a forfeited no-show game, and the forfeiting team calls in advance the required number of hours listed above will;

- A. not be required to pay the fine,
- B. will allow the league to find a replacement team to play their opponent in an exhibition game with umpires that has no value to the standings,
- C. have the game go down as an 8-0 forfeit and the game will not be rescheduled.

Forfeits (aka no-shows) go down in the standings as 8-0 losses. The team that won the forfeit will win by a score of 8-0 in the standings. The exhibition game replacing the scheduled game will not affect the standings.

Teams that must forfeit a game due to a lack of players may appeal the fine to the baseball board in writing via email to the Director of Baseball within 48 hours after the scheduled forfeited game. Teams that forfeit games due to a lack of players are not intended for this rule, and will not have to pay a fine. Although an honest attempt to show for the game must be established in order for the baseball board to vote to waive the fine. (Example of an honest attempt is the head coach and at least 4 players) Teams must pay the \$100 cash to their respective leagues commissioner or a FYBA board member 24 hours prior to their next scheduled game. These teams will not be able to take the field until this fine is paid. Games will go down as forfeits until their fine is paid. In the event that a fine is not paid 24 hours prior to the next game scheduled, that 2nd game will go down as a forfeit and a replacement team will play in that teams spot as an exhibition game.

Games will not be rescheduled.

4U and 5U leagues are not subject to this rule.

Giving the league 72 hours notice will allow ample time to schedule a team to play the opponent for a free extra exhibition game with umpires. The league must pay for umpires in the event of a forfeit.

Rules of Play

FYBA will follow all baseball rules as written in this FYBA Official Baseball Rules, and any rule not covered, FYBA will refer to the Major League Baseball rulebook.

General Rules of Play for All Leagues

1. Each team will bat its entire lineup of present players throughout the game.
2. No player will sit out two consecutive innings. Failure to abide by this rule will result in forfeiture of the game.
 - a. Exemption: A coach may sit a player any number of innings for disciplinary reasons. This must be announced to the opposing coach and the head umpire during the pregame meeting. Failure to announce such shall result in a forfeit of the game if a player sits 2 innings or more consecutively.
 - b. Opposing coaches that notice the opposing players are not playing the required minimum must notify the umpire in charge at the time in question. In this circumstance, the opposing coach must protest the game and pay a \$50 protest fee. The baseball board will hold a meeting with all parties involved and will determine to resume the game on a lost protest, or declare a forfeit for the offending team on a won protest. Once the games last pitch has been thrown, a protest can not be granted.
3. In 5U thru 11/12U divisions where score is kept, if game is tied after full game time or innings is reached, teams will play one additional inning. If there is no winner at the end of the extra inning, the game will be declared a tie. This extra inning will be played by the following 2 rules:
 - a. The last 3 batters of the previous inning will load the bases to start the extra inning. 3rd to last batter of last inning will go to third base; the 2nd to last batter will go to 2nd base; the last batter of the previous inning will go to 1st base.
 - b. The extra inning will start with 1 out for each team.
4. All leagues will play 7 runs an inning max, even in extra innings. NO OPEN INNINGS FOR ANY AGE GROUP. 7 Runs max per inning.
5. Coaches must submit 3 copies of their lineup to the umpire-in-chief 10 minutes prior to the game. The umpire-in-chief will give 1 copy to the opposing coach, 1 copy to the scorekeeper.
6. No batters are allowed to be "on deck" during games.
7. Teams must bat at least 9 players in all age groups 9U and older, 10 batters in 8U and younger.
8. Teams must have 8 batters in order to avoid a forfeit. In this case, the 9th and/or (10th) batter shall be declared out.
9. If a player has to leave for any reason (injury/other obligations, etc.) that players spot in the lineup shall be declared an out.
10. Intentional walks may be utilized. The 4 pitches do not need to be thrown. Notify the plate umpire the intent, and that batter shall receive first base.
11. Any team may use a courtesy runner for the pitcher and catcher. The last out shall be the courtesy runner.
12. Whenever a tag play is evident, a runner must slide or avoid contact with the fielder or catcher. Attempting to jump, leap, or dive over the fielder or catcher is not interpreted as avoiding contact. Malicious contact shall supersede all obstruction penalties.
13. A 2nd visit to the same pitcher in the same inning will cause the pitchers automatic removal.
 - a. A coach is prohibited for visiting the pitcher a 2nd time during the same batter in the same inning.
14. Once a pitcher leaves a game from the pitcher position, that player may not return to pitch in the same game.
15. Coaches must remain in the dugout while their team is on defense. 4&5U are the only exceptions.
 - a. Both 4U & 5U are allowed to only have 1 defensive coach on the playing field at a time.
 - b. 4U may have 1 coach down each foul line, but in foul territory.
16. Base coaches must coach from their coach's box. If a box is not drawn, coaches must be in the area that a coach's box would normally be.

FYBA Pitching Limits for All Leagues

AGE DIVISION	ONE DAY MAX TO PITCH THE NEXT DAY	ONE DAY MAX	THREE DAY MAX
7U-12U	3 Innings	6 Innings	8 Innings
13U-14U	3 Innings	7 Innings	8 Innings
15U-18U	UNLIMITED	UNLIMITED	UNLIMITED

*A day is considered beginning in the start of the day's first game, to conclusion of the last scheduled game in that same day.

USSSA Mercy Rules for All Leagues

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15 runs	3rd Inning
6 Innings	8 runs	4th Inning
7 Innings	15 runs	3rd Inning
7 Innings	12 runs	4th Inning
7 Innings	8 runs	5th Inning

Standings Tie Breaker Order

1. Win percentage
2. Head to Head
3. Total Runs Allowed
4. Average run differential (+8 max -8 max)
5. Coin Flip

4U T-Ball League

1. Games will consist of a drop dead 50 minutes.
2. No outs or score will be recorded.
3. Each team will bat through its entire lineup each inning.
4. The final batter in each inning will round the bases and score, along with the other runners on base.
5. Runner cannot advance on overthrows to any base.
6. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield.
7. No more than five players in the infield at any time. There will be no catcher. All remaining players must be positioned in the outfield grass.
8. There are no plays at home plate even in the event of a force (safety)
9. There will a line drawn 10 feet from the front edge of home plate from foul line to foul line. A batted ball must contact this line to be considered a fair ball.
10. A pitcher must throw to a base on a fielded hit ball. A pitcher may not tag a runner out. If a pitcher tags a runner out, time will be called, and all runners will be safe.
11. Play will be stopped when the lead runner stops trying to advance.
12. Only 1 coach may be allowed on the field of play during the game on defense. That coach must be positioned in the outfield. 1 coach is allowed down each foul line in foul territory. The rest of the coaches must remain in their dugout for the defensive half of the inning.
13. Infielders must lineup in the dirt.
14. Only tee-ball bats are allowed.
15. Regular baseballs will be used.

5U T-Ball League

1. Games will consist of a 60 minutes. When time expires, finish the current inning.
2. Each team will bat its entire lineup using rule 4 listed in General rules section.
3. Each inning will end after 7 runs scored or 3 outs are made, whichever comes first.
4. No more than five players in the infield at any time. There will be no catcher. All remaining players must be positioned in the outfield grass.
5. There are no plays at home plate even in the event of a force (safety)
6. Runners may not advance on overthrows.
7. There will a line drawn 10 feet from the front edge of home plate from foul line to foul line. A batted ball must contact this line to be considered a fair ball. The grass is the line if no line is drawn.
8. A pitcher must throw to a base on a fielded hit ball. A pitcher may not tag a runner out. If a pitcher tags a runner out, time will be called, and all runners will be safe.
9. Play will be stopped when the lead runner stops trying to advance and the ball is in control by an infield player.
10. Only 1 coach may be allowed on the field of play during the game on defense. That coach must be positioned in the outfield. The rest of the coaches must remain in their dugout for the defensive half of the inning.
11. Only Tee Ball bats are allowed.
12. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield.
13. Infielders must line up in the dirt.

6U Modified Coach-Pitch League

1. Games will consist of 6 Innings or 60 minutes, whichever comes first. If game ends in a tie, play 1 extra inning using extra inning rule.
2. Each inning will end after 7 runs scored or 3 outs are made, whichever comes first.
3. Each batter will get the first **3** pitches from a coach, and then batter will get **2** swings from a tee. If after those 2 swings from a tee, the ball is not put in fair play, batter is out via strikeout.
4. Coach must throw from the rubber.
5. Coach must exit the playing field if the ball is put in play.
6. Adult pitcher CANNOT instruct any player on the field while he is in the field of play. First offense: warning from the umpire, second offense: removal from the mound for the rest of the game. Exception: coach may verbalize with the 1st or 3rd base coach prior to stepping on the rubber.
7. If a batted ball makes contact with the coach pitching, then play is dead and it is declared a no-pitch. Batter would then get back in the box and resume the previous pitch.
8. No more than six players in the infield at any time, including a catcher, who will position behind home plate when the coach is pitching and stand against the backstop when batter is using a tee, and will not interfere with batter. All remaining players must be positioned in the outfield grass.
9. No infielder may be lined up any closer to the batter than the pitcher (30 feet).
10. Pitchers must line up to the left or right of the coach pitching, and behind the coach. The pitcher may line up on the rubber when the batter is hitting off of the tee.
11. Runners may advance at risk a maximum of one base on an overthrow to any base. Only one overthrow per play (the base the runner going to when the ball is thrown plus 1, **EX:** batter hits the ball to third base, third baseman overthrows first, batter/runner may advance to 2nd at the risk of being tagged out. Batter/runner may not advance to third on that play even if a second overthrow occurs.).
12. A pitcher must throw to a base on a fielded hit ball. A pitcher may not tag a runner out. If a pitcher tags a runner out, time will be called, and all runners will be safe.
13. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield.
14. No infield fly rule.
15. No bunting.
16. No Intentional walks.
17. Coaches must submit 3 copies of their lineup to the umpire-in-chief 15 minutes prior to the game. The umpire-in-chief will give 1 copy to the opposing coach, 1 copy to the scorekeeper.
18. All USSSA approved bats may be used. T-ball bats may also be used.
19. Play will be stopped when the lead runner stops trying to advance and the ball is in control by an infield player.
20. There is no 10' foul ball arc. A fair ball is a fair ball.
21. If a batter does not hit one the **3** pitches from the coach, then the coach pitching will grab the tee and get the tee set up for the batters last **2** swings.

(Please note we deleted the rule limiting bases on balls hit off the tee, and batted balls not reaching the outfield.)

7U and 8U Coach Pitch Leagues

1. Games will consist of 6 innings or 1 hour 20 minutes, whichever comes first. If game ends in a tie, play 1 extra inning using extra inning rule.
2. Umpire will call swings and strikes.
3. Adult pitcher must pitch from the pitching rubber and must exit the field of play after batter makes contact. He/she must stay off field while ball is in play.
4. The adult pitcher must position his self/her self as not to cause obstruction once the ball is hit. If the coach causes obstruction, obstruction shall be called.
5. Adult pitcher CANNOT instruct any player on the field while he is in the field of play. First offense: warning from the umpire, second offense: removal from the mound for the rest of the game. Exception: coach may verbalize with the 1st or 3rd base coach prior to stepping on the rubber.
6. When the coach pitcher is in the game, the player pitcher must lineup on either side of the adult pitcher.
7. Tight bases. No stealing. No leading off.
8. No infield fly rule.
9. No dropped third strike advance by the batter.
10. 4 outfielders to be used.
11. No infielder may line up any closer to the batter than the pitcher.
12. Umpire will call time to stop play when the lead runner stops trying to advance.
13. No bunting.
14. The player playing pitcher shall not leave the pitching area/circle until the ball is hit.
15. The batter shall receive 6 pitches or 3 swinging strikes. 6 pitches max. If the 6th pitch is fouled, that batter is declared out.
16. A player may only be intentionally walked one time per game as announced by the defensive team.
17. A courtesy runner for catcher of record from the previous inning may be used. The courtesy runner shall be the last recorded out. If there are no outs in the game, then the courtesy runner will be the last batter not on the bases. In the event of a visiting team using a courtesy runner for the catcher in the top of the first inning, that catcher must resume the catcher position in the bottom of the first inning.

9U/10U League

1. Games will consist of 6 innings or 1 hour 30 minutes, whichever comes first. If game ends in a tie, play 1 extra inning using extra inning rule.
2. 7 runs per inning max.
3. Infield fly rules are in effect.
4. Dropped third strike rule applies.
5. Beginning January 1, 2014, all bats must have the USSSA stamp.
6. Balks are called
7. 46' pitching and 65' base paths
8. Mercy rule
 - a. 15 after 3
 - b. 8 after 4

11U/12U League

1. Games will consist of 6 innings or 1 hour 30 minutes, whichever comes first. If game ends in a tie, play 1 extra inning using extra inning rule.
2. 7 runs per inning max.
3. Infield fly rules are in effect.
4. Dropped third strike rule applies.
5. Beginning January 1, 2014, all bats must have the USSSA stamp.
6. Balks are called
7. 50' pitching and 70' base paths
8. Mercy rule
 - a. 15 after 3
 - b. 8 after 4

13U/14U League

1. Games will consist of 7 innings or 1 hour 40 minutes, whichever comes first. Finish the current inning when time runs out. Do not start a new inning once the 1:40 has surpassed. Even in the event of a tie.
2. 7 runs per inning max.
3. Infield fly rules are in effect.
4. Dropped third strike rule applies.
5. Beginning January 1, 2014, all bats must have the USSSA stamp.
6. Balks are called
7. 54' pitching and 80' base paths
8. Mercy rule
 - a. 15 after 3
 - b. 12 after 4
 - c. 8 after 5

Ejection of Manager/Coach

Any manager/coach, assistant coach or player ejected from the game MUST vacate the dugout and move himself/or herself to the parking lot. If a player is ejected, the head coach will also be ejected and both must vacate the dugout and move themselves to the parking lot. The game time will not stop. In the event the individual(s) do not comply with the ejection, the game is forfeited. The individual(s) may not stay and continue the argument once the Umpire has ejected him/her.

Any manager/coach, assistant coach or player that is ejected will be automatically suspended for a minimum of one (1) game. The suspended individual(s) will have the option to appeal the suspension to the Baseball Board. The Baseball Board will hear the appeal and it may (1) uphold, (2) reduce or (3) overturn the suspension. The ejection of any manager/coach, assistant coach or player will be turned into the Director of Baseball and President **within 24 hours after the occurrence.**

Commissioners Court

Commissioners Court is the governing body of the baseball board and its subordinates.

Commissioners Court will consist of a panel of your peers, to include the Director of Baseball, Baseball Operations Director, all league commissioners, and assistant commissioners. The court can also call on any member(s) of FYBA as needed to gather information in a case-by-case basis.

This Court has been established for quality control of the personnel responsible for our youth.

Commissioners Court is a subordinate to the FYBA Executive Board and appeals can be made after a ruling has been given at this level. Below are the following situations that Commissioners Court is used for:

1. Unsportsmanlike conduct
2. Behavior unbecoming a coach, manager, or team representative.
3. Negative behavior to the youth of FYBA, personnel of FYBA, and/or our volunteers.
4. Failure to cooperate with the Executive Board, Baseball Board, or its members – including, but not limited to, attendance at meetings both scheduled and emergency, and providing information and/or paperwork requested by the league.

Consequences and Authority of the Commissioners Court

1st offense – A warning and up to a 1 game suspension

2nd offense – 1 to 3 game suspensions

3rd offense – 3 games to remainder of season with a request to the Executive Board for a lifetime ban

All decisions will be made by a majority vote, with the Director of Baseball as the tiebreaker.

No accusations can be made anonymously. All charges must be written or emailed to your league commissioner within 48 hours of the action. All contact information must be attached to said letter or email. The accuser is required to be at the meeting of the Commissioners Court.

The Commissioners Court is acting under the authority granted by the FYBA Executive Board.

This Court also honors the zero tolerance policy as directed by the FYBA Bylaws. This policy reserves the right for immediate expulsion if the situation dictates.

Approval of Rules

All changes to these rules must be voted on by the majority vote of the Baseball Board. The Executive Board will affirm the rules set forth by the Baseball Board by majority vote. The FYBA baseball board has the authority to make a ruling on any rule not covered in these rules.

MLB baseball definitions

1. **OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.
 - i. Rule 2.00 (Obstruction) Comment: If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered “in the act of fielding a ball.” It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the “act of fielding” the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.
 - ii. In youth baseball, Obstruction most likely occurs at first base.
 1. EX: The batter hits the ball to the outfield fence; the first baseman’s first reaction is to stand on first base (not making a play on first base) causing the runner to take a long path around the now blocked first base. That batter is now thrown out at 2nd. The umpire shall call obstruction (and the batter safe) if the runner (in the umpires’ judgment) was impeded due to the first baseman standing on the bag and blocking the clear path of the runner. The umpire usually notes obstruction by pointing at first and allowing the play to continue.
2. **A BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.
3. **A BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.
 - b. Rule 2.00 (Ball) Comment: If the pitch touches the ground and bounces through the strike zone it is a “ball.” If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught for the purposes of the dropped third strike rule. It is a live ball at this point on a third strike. If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.
4. **An ILLEGAL PITCH** is
 - a. (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher’s plate;
 - b. (2) a quick return pitch. An illegal pitch when runners are on base is a balk.
 - c. If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. Rule 8.01(d) Comment: A ball which slips out of a pitcher’s hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base.
5. **An INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play 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 the ball is near the baselines, the umpire shall declare “Infield Fly, if Fair.” The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

Common Baseball Myths

Top 40 Baseball Rule Myths

All of the following statements are FALSE. Read the explanations below and rule references to find out why.

Top 40 Baseball Rule Myths

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter breaks his wrists when swinging, it's a strike.
4. If a batted ball hits the plate first it's a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. The ball is dead on a foul-tip.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of order is the person declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. The batter is out if he starts for the dugout before going to first after a dropped third strike.
11. If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike.
12. The batter is out if a bunted ball hits the ground and bounces up and hits the bat while batter is holding the bat.
13. The batter is out if his foot touches the plate.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
16. Tie goes to the runner.
17. The runner gets the base he's going to, plus one on a ball thrown out-of-play.
18. Anytime a coach touches a runner, the runner is out.
19. Runners may never run the bases in reverse order.
20. The runner must always slide when the play is close.
21. The runner is always safe when hit by a batted ball while touching a base.
22. A runner may not steal on a foul-tip.
23. It is a force out when a runner is called out for not tagging up on a fly ball.
24. An appeal on a runner who missed a base cannot be a force out.
25. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
26. Runners may not advance when an infield fly is called.
27. No run can score when a runner is called out for the third out for not tagging up.
28. A pitch that bounces to the plate cannot be hit.
29. The batter does not get first base if hit by a pitch after it bounces.
30. If a fielder holds a fly ball for 2 seconds it's a catch.
31. You must tag the base with your foot on a force out or appeal.
32. The ball is always immediately dead on a balk.
33. If a player's feet are in fair territory when the ball is touched, it is a fair ball.
34. The ball must always be returned to the pitcher before an appeal can be made.
35. With no runners on base, it is a ball if the pitcher starts his windup and then stops.
36. The pitcher must come to a set position before a pick-off throw.
37. The pitcher must step off the rubber before a pick-off throw.
38. If a fielder catches a fly ball and then falls over the fence it is a homerun.
39. The ball is dead anytime an umpire is hit by the ball.
40. The home plate umpire can overrule the other umps at anytime.

1. HANDS RULE MYTH

The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base.

Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f)

2. RIGHT TURN RULE MYTH

The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over sliding it.

Rule: 7.08(c and j)

3. BREAKING WRISTS RULE MYTH

A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules.

Rule: 2.00 STRIKE

4. HIT PLATE RULE MYTH

The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.

5. BATTER BOX INTERFERENCE RULE MYTH

The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. The batter is protected while in the box for a short period of time. After he has had time to react to the play he could be called for interference if he does not move out of the box and interferes with a play. Many people believe the batter's box is a safety zone for the batter. It is not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation. An umpire must use good judgment. The batter cannot be expected to disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then immediately avoid a play at the plate. However, after some time passes, if a play develops at the plate, the batter must get out of the box and avoid interference. The batter should always be called out when he makes contact and is outside the box.

Rules: 2.00 INTERFERENCE, 6.06(c)

6. FOUL-TIP RULE MYTH

There is nothing foul about a foul-tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul-tip, it is a foul ball.

Rules: 2.00 FOUL-TIP, STRIKE

7. SWITCH BOX RULE MYTH

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch.

Rule: 6.06(b)

8. OUT OF ORDER RULE MYTH

The PROPER batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out.

Rule: 6.07(b, 1)

9. OVERRUN FIRST BASE RULE MYTH

Rule 7.08(c and j) simply state that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike. To overrun means that the runners' momentum carried him straight beyond the base after touching it. It does not mean to turn and attempt to advance. Nor does it mean that he stepped over it or stopped on it and then got off of it.

10. DROPPED THIRD STRIKE RULE MYTH

The batter may attempt first base anytime prior to entering the dugout or a dead ball area.

The batter becomes a runner when the third strike is not caught. Therefore, if there are 2 outs and there is a runner at first, first and second, or bases loaded, the batter creates a force by becoming a runner. These runners are all forced to advance and an out may be obtained by making a play on any one of them. If the bases are loaded the catcher may step on home or throw to third, second or first.

Rule: 6.05(c), 6.09(b) Casebook interpretation

11. BUNTING STRIKE RULE MYTH

A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment. Is a batted ball not swung at, but INTENTIONALLY met with the bat. The key words are "intentionally met" If no attempt is made to make contact with a ball outside the strike zone, it should be called a ball. An effort must be made to intentionally meet the ball with the bat.

Rule 2.00 STRIKE Rule 2.00 BUNT

12. SECOND BAT HIT RULE MYTH

The rule says the BAT cannot hit the ball a second time. When the BALL hits the bat, it is not an out.

Also, when the batter is still in the box when this happens, it's treated as simply a foul ball. If the batter is out of the box and the bat is over fair territory when the second hit occurs, the batter would be out.

Rules: 6.05(h) and 7.09(b)

13. FOOT TOUCHES PLATE RULE MYTH

To be out, the batter's foot must be ENTIRELY outside the box when he contacts the pitch and the ball goes fair or foul. He is not out if he does not contact the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box.

Rule: 6.06(a)

14. RUNNING LANE RULE MYTH

The runner must be out of the lane AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call.

The runner may step out of the lane a step or two before the base if he moves from within the lane to out of it. If he is out of the lane the whole distance to the base and is hit with a throw, he should be out.

Rules: 2.00 INTERFERENCE, 6.05(k), 7.09(k)

15. HIGH FIVE RULE MYTH

The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner.

Rules: 5.02, 7.05(a)

16. THE TIE RULE MYTH

There is no such thing in the world of umpiring. The runner is either out or safe. The umpire must judge out or safe. It is impossible to judge a tie.

17. OUT-OF-PLAY BALL RULE MYTH

When a fielder other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays.

Rule: 7.05(g)

18. COACH TOUCH RULE MYTH

Rule 7.09(l) says the runner is out if the coach PHYSICALLY ASSISTS the runner. Hand slaps, back pats or simple touches are not physical assists.

19. REVERSE BASERUNNING RULE MYTH

In order to correct a base running mistake, the runner MUST retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense.

Rules: 7.08(l), 7.10(b)

20. MUST SLIDE RULE MYTH

There is no "must slide" rule. When the fielder has the ball in his possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.

If the fielder does not have possession but, is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious.

Rule: 7.08(a, 3) this rule does not apply to professionals.

21. HIT BY BALL ON BASE RULE MYTH

The bases are in fair territory. A runner is out when hit by a fair batted ball while touching a base, except when hit by an infield-fly or after the ball has passed a fielder and no other fielder had a play on the ball. If the runner is touching first or third, he is not out unless the ball touches him over fair territory. If one foot is on the base and the other is in foul ground and he is hit on the foul ground foot, he is not out. It is a foul ball. (If the ball has not passed beyond first or third.)

Rules: 5.09(f), 7.08(f)

22. NO STEAL ON FOUL-TIP RULE MYTH

There is nothing foul about a foul-tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball.

Rules: 2.00 FOUL-TIP, STRIKE

23. FLY BALL FORCE OUT RULE MYTH

A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on and a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09

24. MISSED BASE APPEAL RULE MYTH

A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out.

Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b)

25. OUT OF THE BASELINE RULE MYTH

The runner MUST avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline, only when attempting to avoid a tag.

Rules: 7.08(a), 7.09(L)

26. NO ADVANCE ON INFIELD FLY RULE MYTH

An Infield-fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not.

Rules: 2.00 INFIELD-FLY, 6.05(e), 7.10(a)

27. NO RUN ON THIRD OUT RULE MYTH

Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09, 7.10(a)

28. NO HIT ON BOUNCED PITCH RULE MYTH

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. A pitch that bounces before reaching the plate may never be a called strike or a legally caught third strike.

Rule: 2.00 PITCH. (If the ball does not cross the foul line, it is not a pitch.)

29. NO FIRST BASE ON BOUNCED PITCH RULE MYTH

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base.

Rules: 2.00 PITCH, 6.08(b).

30. 2 SECOND CATCH RULE MYTH

A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional.

Rule: 2.00 CATCH

31. FOOT TAG RULE MYTH

You can tag a base with ANY part of the body.

Rules: 2.00 FORCE PLAY, PERSON, TAG, 7.08(e)

32. DEAD BALL ON BALK RULE MYTH

In Federation rules it is, not in any others. If a throw or pitch is made after the balk call, the ball is delayed dead. At the end of the play the balk may be enforced or not depending on what happened. On a throw; if ALL runners advance on the play, the balk is ignored. If not, the balk award is enforced from the time of pitch. On a pitch; if ALL runners INCLUDING the batter, advance on the play, the balk is ignored. Otherwise, it is no-pitch and the balk award is made from the time of the pitch.

Rule: 8.05 PENALTY

33. FAIR FEET, FAIR BALL RULE MYTH

The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched by the fielder.

Rule: 2.00 FAIR, FOUL

34. APPEAL RULE MYTH

An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately.

Rule: 2.00 APPEAL, 5.11, 7.10

35. FALSE WINDUP RULE MYTH

A pitch is a ball delivered to the batter by the pitcher. If the ball is not delivered, it is not a pitch. Therefore it cannot be a ball. If this happens with runners on base it is a balk. The rule for LL is different. It is an illegal pitch and a ball with or without runners on base.

Rule: 2.00 PITCH.

36. MUST SET TO PICK RULE MYTH

The pitcher is required to come to a complete stop in the Set position before delivering the pitch, not before making a throw.

Rule: 8.05(m)

37. MUST STEP OFF RUBBER TO PICK RULE MYTH

If the pitcher steps off the rubber he is no longer the pitcher, he is a fielder. He can throw to a base from the rubber, provided he does not break any of the rules under rule 8.05

38. FIELDER OVER THE FENCE HOMERUN RULE MYTH

As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory after catching the ball, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play. (Except FED in which case the ball is dead and 1 base is awarded.)

Rules: 2.00 CATCH, 5.10(f), 6.05(a), 7.04(c)

39. DEAD BALL WHEN UMPIRE IS HIT RULE MYTH

If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base.

Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f)

40. HOME PLATE UMPIRE RULE MYTH

The umpire who made a call or ruling may ask for help if he wishes. No umpire may overrule another umpire's call.

Rules: 9.02(b, c)