

Baseball Rules

Grades 4th & 5th (2017)

Stewartville Youth Athletic Association (SYAA)

Team Organization

- Each coach will use only players on the roster. If a team does not have enough players, it may borrow players from the other team to make teams even. No forfeit. Only players currently registered in SYAA summer ball are allowed to play.
- Use 10 players, with a minimum of 8 players needed to start a game.
 - Six (6) infielders — P, C, 1B, 2B, 3B, SS
 - Three (4) outfielders — LF, LC, RC, RF.

Playing Conditions

- Players must play at least two full innings in the field. The entire roster will bat in order throughout the game.
- Utilize a rotation roster for players in the field to be fair and consistent with playing different positions. Rotate the batting order throughout the season, so the same child does not bat last every game.
- At the start of each play, pitcher must be on the mound, the infielders on or behind the base paths and the outfielders at least 15' behind base paths.
- Coaches serve as umpires. Defensive coach will serve as behind the plate ump.
- Offensively, a coach may be at the 1st & 3rd base coach's box.
- All players, except the batter and the on-deck batter, are required to remain on the bench at all times.
- Teams will be up to bat same number of times.
- Games are 1 hour in length, or less, if a full inning can not be completed within the hour timeframe.
- 6-runs or 3-outs per team at bat (whichever occurs first).
- Official score WILL NOT be kept.

Pitching

- Any team member may pitch subject to the following rules.
- A pitcher can pitch a maximum of 1 inning per game (one pitch constitutes an inning)
- The defensive coach will serve as behind plate ump. All calls are final.
- A batter is awarded first base if hit by pitch (either by kid pitch or coach pitch)
- A batter may strike out by either kid pitch or coach pitch. Called strikes and swinging strikes.
- The defensive coach will pitch the remainder of an at bat once the batter has 3 balls in the count (e.g. 3-0, 3-1, 3-2). A batter may not walk.
- No Curve Balls or Sliders. Straight fast balls and change ups only.

Action on Bases

- Leading off or stealing is NOT allowed.
- A ball thrown back to the pitcher from the catcher (even if overthrown) is considered a dead ball. Base runners cannot advance.
- Base runners may advance extra bases on a ball hit to the outfield, but only one extra base on an overthrow.
- Overthrows that go out of play entitle the runner to the base that he is going to, plus one more.
- Infield fly rule will be called — if there are less than two outs with runners on (1st and 2nd base) or (1st, 2nd and 3rd base) and the batter hits a pop-up to the infield in fair territory, other than a hard line drive, the umpire shall

call infield fly rule and the batter is out. Base runners may advance at the risk of the ball being caught, same as any other fly ball.

- Time will be called when an infielder has control of the ball and raised over his head. All runners must stop at the base they were going to, providing they were more than halfway to the next base. If not, they will return to the base they just passed.
- In case of injury to a player, play is stopped and runners may not advance.

Action at Bat

- A batter may strike out, but not walk. See pitching rules above.
- A fouled ball is considered a swinging strike, except for final strike.
- Batters and base runners must wear protective headgear.
- Catcher must wear a facemask, chest protector, and shin guards.
- After one warning, throwing the bat will be an out. This is a coach/umpire call.
- The batter may not advance on a dropped 3rd strike; batter is out.
- No bunting allowed.
- If the batter, upon successfully reaching first base, then gives the impression of advancing toward second base, it is considered "live" and an attempt may be made to get them out. The umpire has final decision.

SYAA Miscellaneous

- Coaches are responsible for team's equipment. Any adjustments please contact a SYAA Board member.
- No metal spikes allowed.
- Any remarks or comments of a derogatory or abusive nature by a player, fan, or coach for unsportsmanlike conduct will be handled as follows: Umpire shall give the offender a warning. If offense is repeated, the umpire shall order the offender from the field. Failure to comply will result in game being forfeited.
- In the presence of lightning and/or thunder, games and practices are to be cancelled immediately. In the event of rain or other weather related disturbances during the game, the coaches can call the game after consulting each other. If the weather is bad prior to the game, notifications will be sent out via text/email and announcements posted on www.syaamn.org and on our Facebook page.
- Have at least one practice per week. Practices are to be held in Stewartville.
- Encourage good sportsmanship and FUN, not just to win.
- All disputes will be settled quickly and quietly with the coaches having the final decision. If you have any further questions, please contact a SYAA Board member.

(Revised May 2015)