



NORTH LIBERTY YOUTH BASEBALL & SOFTBALL

Senior League (SL) Baseball Rules of the Game

1	General	Play is governed by Official Rules of Major League Baseball, except as amended herein. In case of conflict with the MLB rules, these amendments will be followed.
2	Uniform Requirements	Players may wear sliding pads or sliding shorts and mouth guards are encouraged. Players cannot wear steel spikes or loose jewelry such as earrings, chains or bracelets. The only jewelry allowed is a watch or medic alert bracelet/necklace. Earring posts are allowed. Dangling earrings are not allowed.
3	Playing Field	The field will have 60' bases. The batter's box is a 3' x 6' rectangle with its inner edge 4" from home plate. The batter's box shall extend 3' forward and 3' backward from the center of home plate. A double "safety base" will be used at 1st base. The orange part of the base placed to extend into foul territory is for the batter running from home to 1 st base only. All other rules for 1st base apply only to the "normal" white part of the base. The fielder can only use the white base. The pitching rubber will be 46' from the back of home plate.
4	<u>Coaching Staff</u>	<u>No more than two (2) base coaches are allowed on the playing field during the game when their team is at bat. Coaches must remain in the dugout when their team is in the field. All coaches must be in uniform when on the playing field. If a uniform is not available, a shirt that is close to the team's uniform color should be worn. If this is not possible, prior to the game the team must notify the umpire and the other team that this person is acting as a coach.</u> No use of tobacco in the dugouts or on the playing field is allowed.
5	Players' location	All fields: the third base side dugouts are considered the HOME team and the 1 st base side dugouts are considered the VISITORS team. All players must stay within the playing field or in the dugout area at all times during league games except with the permission of the manager or coach. During inning play, only the batter and player are allowed outside dugout. Player must have on a helmet on.
6	Umpire Equipment	Umpires must wear protective gear including, but not limited to, shin pads, a chest protector and a face mask.
7	Player Equipment	Catchers must wear full protective gear (i.e., helmet /mask with throat protector, chest protector, and shin guards) during practice and games while a batter is in the batter's box or while warming up the pitcher at any time. (I.e. at the beginning of an inning, on the sidelines between innings, or during a practice). This does not apply to coaches warming up pitchers. Any player on the offensive team who is outside of the dugout on the playing field must wear a batting helmet with ear protectors. No team or player may alter a player's uniform shirt.
8	Regulation Bats	Bats must be NHSF or USSSA approved for Baseball
9	Players in the game	All players present are in the batting order. 9 defensive players are allowed on the field. (a traditional infield and 3 outfielders). Outfielders must be in the outfield grass until pitcher has released the ball. In a situation where the grass is farther than a normal field, an exception may be made. If an exception is to be made it must be discussed and agreed upon by both coaches and umpire prior to the start of the game. No player shall sit out more than 2 innings per game, except in case of injury. (All players should play at least 1/2 of the game). A team must have at least 6 players to play a game.
10	<u>Game Length</u>	<u>A complete game will be 6 innings or 120 minutes (whichever comes first). The home team shall record the game starting time with the umpire. No new inning is to begin with fewer than ten minutes left in the game (a new inning is considered to have begun immediately after the third out is made in the preceding inning). Any inning that starts after 100 minutes will automatically be the last inning.</u>



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11	Double Headers	Early games: 5:30-7:00 (90 minutes). Late games: 7:15-8:45 (90 minutes). Teams in early games must vacate the dugout immediately following the game (post game talks outside fences). When an early and a late game are scheduled, no new inning beginning 70 minutes after the game start time. The early game will NOT go into extra innings, nor have its time limit exceeded even if the game results in a TIE. The home team shall record the game starting time with the umpire.
12	Darkness	If darkness threatens, the umpire will announce prior to the start of an inning that this will be the last inning. Regardless of how little or long it takes to play the final inning, the game is officially ended.
13	<u>Weather</u>	<u>Three complete innings (or two and one-half innings if the home team is leading) will constitute a legal game if the game is called by the umpire due to darkness, time limit or bad weather. When lightning is seen the game will be delayed 20 minutes. If any additional lightning is seen in the first 10 minutes of the delay, the game will be called.</u>
14	<u>Mercy Rule</u>	There will be no mercy rule.
15	<u>Run Limits</u>	<u>There is a limit of ten (10) runs per inning for each team and the inning will be declared over by the plate umpire when the tenth run crosses home plate, except for the “Last Inning” when the ten (10) run rule is waived.</u>
15A	Last Inning	At the start of the sixth inning or declared “Last Inning”, the ten (10) run/inning rule will be suspended, resulting in an open inning. Each team will be allowed to score the greater of either ten (10) runs or the number of runs needed to tie the game.
16	Tie Games:	If, at the end of the sixth inning or at the end of the last inning after time has expired, and the game is tied, the International Tie Breaker will be utilized. Only one additional inning will be played. Each team will start the extra inning(s) with one out and a runner at second base. The runner will be the last official batter from the previous inning. The game will be over and declared a tie if the game is still tied at the end of the International Tie Breaker inning.
16A	Tie Games During Playoffs	If a playoff game is still tied after the international tie breaker inning the game winner will be determined by the team that had the lead at the end of the 2 nd inning. If still tied the game winner will be determined by the team that had lead at the end of the 3 rd inning. Continue pattern until a winner is found. Should the game still be tied through all innings, the winner will be determined by a coin flip by the umpire with home team calling heads or tails.
17	Balks	The pitcher cannot balk. In the event of a balk, a no-pitch will be called and the ball becomes dead.
18	Pitchers/Catchers	Pitchers may not pitch more than 2 inning in a game. A pitcher who has pitched at least one pitch to a batter is considered to have pitched for one inning. Pitchers must be in contact with the pitching rubber from the start of the wind-up or stretch and must remain in contact with the pitching rubber until the point of release of the ball. Catchers shall remain in position until the pitcher releases the ball.
19	Batting Lineups	Bat-around (all players in attendance are in the batting order whether or not they are playing one of the ten defensive positions) will be used in all Divisions. If a player arrives anytime within the first 30 minutes of the start of the game, their name shall be added to the bottom of the batting order. The Coach must notify the official Scorekeeper and Umpire upon the players’ arrival. If the player arrives after the first 30 minutes of the game, they are not eligible to play in that game.



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20	Batting Out of Turn	If a player that has batted at least once cannot take their turn batting for any reason, they will be declared out for their next at bat. Subsequent batting turns will result in no additional penalties (i.e., they are only out the first time only). It is the responsibility of the coach to notify the umpire and the other team's coach(es) prior to the player's turn at bat. Otherwise, an extra out will be given if discovered after another player has batted.
21	Bat Throwing	No bat throwing is allowed. First offense is a warning to the player. The team and coach are notified. Second offense may be an automatic out.
22	Sliding	Base runners must avoid contact when running bases and infielders must avoid contact with the base runner. Any flagrant attempt by a base runner to collide with a fielder (including the catcher) will result in the runner being called out and, at the umpire's discretion, may result in that player's ejection from the game. There is no automatic out for not sliding. A player shall never slide head first or slide into first base. First offense will result in a warning and the second offense will result in an out. Diving back to a base is not considered sliding.
23	Dropped Third Strike	Dropped Third Strike Rule is valid for this league. With less than two outs and a runner on 1st base, the batter is automatically out if the 3rd strike is not caught. With either 2 outs or no runners on 1st base, and the catcher does not catch the 3rd strike then the batter is not out and may run to 1st base with the possibility of being put out. All other runners may advance at their own discretion. Until the batter has entered the dugout the batter still has the option to run to 1st base. <u>If an out is declared by the umpire, due to the dropped third strike rule, then the ball will be a dead ball and runners may not advance.</u>
24	Infield fly	MLB infield fly rule will be used in its entirety.
25	On base rule	Base Runners must start with at least one foot touching the base. They cannot lead off until the ball leaves the pitchers hand, at which time they can steal the next base.
26	Stealing	Base runners may steal any base, including home.
27	Rounding first base	All runners should turn towards foul territory (runner's right). Base runners turning left towards 2 nd base will not be considered an attempt unless they make a significant move towards 2 nd base. Umpires have been instructed to give the base runner the benefit of the doubt, as players at this level sometimes turn to the left even when there is no intent to advance towards 2 nd base. Base runners making a significant move towards 2 nd base will be called out if they are tagged, unless on a base.
28	Player Expulsion	Any player who is expelled from a game will need to pick up an expulsion letter from the concession stand. They must have it signed by one of their parents/guardians and returned to the concession stand before that player will be allowed to participate in future games.
29	Coaches or spectator expulsion	If the coach, assistant coach or spectator is ejected from, or disciplined as a result of an action during a game, he/she will be suspended for their next played game. The coach or assistant cannot be on the field or in the dugout during their suspended game from the time of the umpires meeting with the coach (prior to the game) until the completion of the game. Any violation of this rule will result in forfeiture of this game, as well as being suspended from the next played game and potential further disciplinary action from the NLYBS Board of Directors. The ejected coach or spectator must appeal to the NLYBS Board of Directors in writing requesting to be reinstated and allowed back into the league. The decision of the Board of Directors is final.
30	Coach Interference	Base coaches may not touch players when the ball is in play. Coach interference results in the runner being called out. Coaches may not be on the field of play when the ball is in play.
30A	Coach Conference	The second trip by the coach to the pitcher's mound within the same inning will result in an automatic change in pitchers.



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31	Defensive Interference	Defensive players without the ball must yield right of way to base runners. This includes the orange base at first base. If interference occurs then the runner may be awarded an extra base. This is not an automatic base and is awarded at the discretion of the umpire(s).
32	Game Results	The umpire(s) will record the results of the game, including a pitching summary indicating who pitched in what innings, and turn it in to the concession stand. Standings will be posted on the NLYBS website.
33	Sportsmanship	NLYBS fosters a culture of learning and sportsmanship. Nobody is perfect. Players, coaches and umpires will make mistakes. We do not want to foster a culture of arguments and confrontation. Therefore, coaches, players and spectators are not allowed to argue or challenge calls made by the umpires. Arguing or challenging calls may result in ejection and being escorted from the field. Coaches may discuss umpiring issues with the Head Umpire after the game and the Head Umpire may then instruct umpires, if needed, in a positive coaching environment.
34	Delay of Game	No more than 2 minutes, or 3 practice pitches, will be taken for warm up between innings. After 2 minutes the umpire will wait 20 seconds and begin calling balls if the pitching team is not ready or calling strikes if the batter is not ready (Exceptions may be made for the catcher to get gear on/off).
35	Courtesy Runner	When there are 2 outs, the last person out may be used as a courtesy runner for the catcher. This is so that the catcher can be ready to play within the 2 minute warm-up time. A courtesy runner may be substituted for an injured player after the injured player has reached base safely.
36	Cancelled and Rescheduled Games	When a game is cancelled for any reason the makeup game must be rescheduled and completed prior to the evening of the last Wednesday prior to the start of the tournament.
37	Score Keeping	The home team is responsible for keeping the official score book. Both teams are responsible for making sure that the other team has a current and official team batting roster. Once the game starts any changes must be made to the official book.
38	Taunting or chanting	A player, coach, or team may never taunt another player or team. To do so would be considered unsportsmanlike conduct and the player or team doing the taunting will be warned and possibly ejected from the game if repeated. If a player is being taunted then the player may be given an extra base. Chants are allowed from a team as long as they are not derogatory or directed towards an individual player. Chants are not allowed once a pitcher has started his wind-up.
39	Spectators	All spectators are expected to follow the same rules as the coach. Spectators shall never critique or taunt the umpires and or any players or coaches. They shall also not engage in any way except for positive cheering for the players. Any spectator may be ejected by the umpire or commissioner if warranted. Then they need to follow rule #29 for "Coaches or spectator expulsion" for reinstatement back into the league.

**Any questions or concerns should be directed to
Senior Baseball League Commissioner or any NLYBS Board Member**