

SYB 10 & Under Baseball Tournament Rules – 2008



All umpire judgment will follow the National High School Federation Rules with the following exceptions:

- Age:** The player's age on **April 30th** determines their age for the season. Birth certificates must be made available upon request by SYB tournament officials.
- Dimensions:** Bases are enclosed in a **60-foot** square - measure from back edge of home to the back edge of the base. The front of the pitcher's rubber will be **46-feet** from the back edge of home plate.
- Balls:** Each team supplies one new game ball and one "good" game ball. The umpires will hold the extra balls during the game & will return them to coaches at game's end. A regulation 9" ball is used.
- Bat Size:** Maximum bat diameter is **2 ¼ inches** (no limit on weight differential). Wooden bats are allowed but aluminum bats are recommended.
- Innings:** All games are scheduled for **6 innings**. Extra innings are played until a winner is determined.
- Time limit:** All games have an **85 minute time limit**. The time limit begins with the first pitch of the game. A new inning begins when the final out is made in the previous inning. No new inning may start if time limit expired during previous inning – unless there is a tie score. The umpires shall inform the head coaches of both teams when the time limit approaches.
- Run limits:** **10A & B:** 10-run rule after four innings, 15-run rule after three innings. No run scoring limitations. **10C only:** 10-run rule after four innings, 15-run rule after three innings. A team can only score a maximum of 12-runs per inning unless not leading the game by 6 runs when the 12th run is scored – this inning may continue until the team has a 6 run lead. As soon as the run limit is reached the half inning will be terminated and the opposing team will be allowed to bat. 1st inning Note: The home team will not be allowed to score more than 12 if the visiting team was limited to 12 runs. 20-run rule: If a team is leading by 20 runs, the half inning will be ended and the team trailing will be allowed to bat (time permitting) – after 3 outs the game will be ended.
- Weather:** Any game that is interrupted by inclement weather for 30 minutes or more will be considered complete if at least 3 innings have been played. The score will be as of the most recent completed inning. If the score was tied at the end of the last inning, the game will be resumed from the point of stoppage. The time limit would then be applied to the actual time played. SYB officials reserve the right to change the schedule and time limits due to inclement weather.
- Scorekeeping:** The Home team will be determined by the flip of a coin. Line-ups are to be presented ½ hour before game time. Please list full names with uniform number. The Home team's scorebook is the official book. Please alert umpires to a scoring discrepancy on the scoreboard immediately. Umpires should verify the score at the conclusion of each inning.
- Umpires:** Umpires will be assigned by SYB. The winning team in conjunction with the home plate umpire is responsible for completing a **Game Summary form (GSF)**. This form should be turned into the SYB Concession Stand or the field supervisor at the end of the game. Coaches should assist umpires by providing scores, signatures, and any written comments concerning the game. **All umpire decisions are FINAL.** No appeals or protests allowed. Please show respect to all tournament umpires, officials, coaches & members of opposing team - encourage sportsmanship.
- Warm-ups:** Instruct all players to warm-up in the outfield prior to the game. New pitchers shall be allotted a maximum of 5 warm-up pitches, 4 pitches for a returning pitcher. An infield/outfield ball is allowed for the defense between innings. Try to minimize time spent between innings - encourage all players to hustle on and off the field. Coach's note: Prepare incoming pitchers by having them warm-up on the sidelines during innings Warm-up catchers **MUST** wear a mask.
- Players:** Each team must have at least 7 players to begin a game. A forfeit can be called if a team has less than 7 players when they have to take the field on defense. Any game forfeit will remove the team from the remainder of the tournament, unless there are extenuating circumstances. The on-site SYB Tournament Director will make rulings on these matters as the situation warrants. **10C Only: Teams may play with 10 players on defense. An extra infielder is not allowed.** Throwing the bat and/or helmet or any other equipment either intentionally or unintentionally will result in a player warning on the first occurrence, and then removal from the game if the action is repeated. An ejected player will have a one game suspension immediately following the game the violation occurred. At SYB fields, Safety is a priority.
- Pitchers:** **10A & B: 2 innings per game.** **10C only: 3 innings per game / 10 innings max for the tournament.** **10A/B/C:** One pitch constitutes an inning of pitching. The pitcher may reenter to pitch once (cannot be in the same inning he was replaced). Head coaches will be responsible for tracking pitcher's innings. A Violation will result in forfeiture of the game and removal from the tournament. An intentional walk can be granted by informing the umpire (do not need to throw any pitches). No balks. All pitchers must use pitching rubber. No curve balls or "breaking" pitches allowed.

SYB 10 & Under Baseball Tournament Rules – 2008



- One defensive conference allowed per inning.** The coach has to make a pitching change on 2nd trip to the mound in the same inning.
- Batting:** All players MUST bat in the batting order. Free substitution allowed on defense. Injured or sick players can be skipped in the batting order without penalty. Any player skipped in the batting order is no longer eligible to play in the game.
The batter may not run on a dropped third strike – he is out.
All pitches count – the ball-strike count starts with the first pitch, regardless of the result (ball or strike). Bunting is allowed. If hit-by-pitch, batter is awarded 1st base.
One offensive conference is allowed per batter (Coaches: Please do not abuse this rule.)
- Stealing:** A runner cannot steal until after one strike is called on the batter. Runners cannot leadoff until the ball crosses the plate. A runner cannot steal home even on a 1st and 3rd situation – they can score from 3rd base if walked in, batted in or there is a play made on them.
Leaving early: The entire team will be issued a warning for any player leaving a base early. At the time of the warning, all runners should be returned to base and the resulting pitch shall not be counted. After the warning, the next offending base runner for that team will be called out immediately (no pitch).
Delayed stealing is allowed, but the runner must be advancing toward the next base before the ball has been returned to the pitcher's glove. Once the ball is in the pitcher's glove, all base runners not attempting to steal must immediately return back to base.
- Base Runner:** No runner can advance on over-throws back to the pitcher. The runner may advance one base on a defensive overthrow if an attempt was made on that runner, if the next base is not occupied. Courtesy runners with two outs are (a) a must for the catcher (b) recommended for the pitcher. Use the last out in the batting order when possible.
Players may overrun first base (even on a walk). A simple head turn or body turn should not be read as an attempt toward 2nd base.
Slide to avoid contact with a defensive player. Malicious contact can result in injury and also ejection from the game. Any intentional attempt to dislodge a ball from a defensive player will result in the base runner being declared out.
The **Infield Fly Rule is suspended** – base runners may advance at their own risk. Tagging up and attempting to advance one base is allowed after a fair/foul fly is caught in the field of play. Batters, base runners and team players coaching bases must wear a helmet for protection at all times when on the playing field. Players should be warned once and may be declared out if they intentionally remove their helmet while the ball is live.
Coach's note: Keep your hands off the base runners while the ball is live – you will be warned once. The next occurrence will result in the base runner be declared out.
- Safety:** **No Metal Spikes or Jewelry.** Rubber cleats are recommended but not required.
Catchers must use a face mask w/ throat protector. The same rule applies to warm up catchers – even if not on the playing field (Coaches please enforce this!)
Lightning will suspend the game immediately. Wait 20 minutes before resuming play.
- Bleeding:** The player should be replaced until the condition is resolved. Ice and bandages are available in the SYB Concession Stand.
- Tiebreakers:**
1. **Head-to-Head game**
 2. **Fewest runs allowed**
 3. **Run Differential (Max of +/-10 runs per game)**
 4. **Most runs scored**
 5. **Coin flip**

No DOGS or ALCOHOL at SYB fields.

Please clean up the area around your dugout at the conclusion of each game.

Food, drink and snacks are available at the Hillview Concession stand. No carry-ins please. Additional information is available at www.shelbyball.org.

For field conditions during the tournament, please call:
SYB Hillview Concession Stand: (608) 788-4140

2008 SYB 10U On-Site Tournament Director:
2008 SYB Tournament Committee Chair: **Tim Seubert (608) 317-9176**
2008 SYB Tournament Coordinator: **Jim Giblin (608) 792-5119**
2008 SYB President: **Doug Ramsey (608) 788-6726**