

**FINDLAY  
YOUTH BASEBALL**  
Findlay, Ohio

**Rules**

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## Notes and Comments

As we start with a new rule book please remember that a majority of the league umpires are YOUTH UMPIRES and are learning how to umpire. Just as players need to learn how to play with practices, so do umpires with calling games. Mistakes will be made, but patience should be shown toward all umpires. The maturity of the Manager, coaches and parents should prevail in a situation that puts a youth umpire in a sticky situation. With this in mind, here is the FYB rules and regulations with interpretations and penalties.

### **Inclement Weather Procedure**

**When lightning is in the vicinity, we shall adhere to the NFHS standard for safety. There shall be a 30 minute wait from the last occurrence of lightning strike until play is allowed to resume.**

# **FINDLAY YOUTH BASEBALL, INC. GENERAL ORGANIZATION RULES**

(Revised 3/08)

The rules, regulations and statements enclosed herein shall apply to the Major Youth, Senior, Junior, and Pee Wee Leagues. Each league shall adhere to the FYB (Findlay Youth Baseball) Rule Book.

Any rules not specifically defined by this Rule Book, shall be covered by the OHSAA/NFHS rule book. Each manager shall be charged with the responsibility of familiarizing themselves with these rules and regulations.

Penalties for rule violations are set forth herein for your guidance. If a rule violation is thought to have occurred, it shall be acted upon immediately by the Commissioner of the respective league. Assessment of said penalties shall follow standard procedures as outlined in these rules.

The Board of Directors of Findlay Youth Baseball or delegated authority is charged with the interpretation of these rules and/or variations, and their decision is final.

## **RULE 1.00. FINDLAY YOUTH LEAGUES**

### **1.01. Structure**

#### **1.01.A. League Divisions**

FYB will be comprised of a Major Youth League, a Senior League, a Junior League and a Pee Wee League. Each league will have a Commissioner that will report to the Board of Directors.

#### **1.01.B. League Definitions**

1. Pee Wee League: shall be comprised of players aged 7 & 8 years of age.
2. Junior League: shall be comprised of players aged 9 & 10 years of age.
3. Senior League: shall be comprised of players aged 11 & 12 years of age.
4. Major Youth League: shall be comprised of players 13-15 years of age.

**1.01.C.** League Age is that age attained prior to April 30 in any given season. Thus, a youngster whose 12th birthday is on April 30 or earlier has a League Age of 12; while a youngster whose 12th birthday is on May 1 or later has a league age of 11. The same principle applies regardless of age.

**1.01.D.** A player may play up one age level provided they are drafted in either the first or second round of the draft.

## **1.02. Findlay Acme**

ACME will accommodate players with ages of 15-18. These leagues are not affiliated with the Findlay Youth Baseball Leagues with the exception of insurance purposes. The Commissioner of the league also reports to the Board of Directors of FYB.

## **1.03. Player Eligibility**

All eligible players must reside within the Findlay City School District or attend a Findlay Public or Private School (including but not limited to Heritage Christian and St. Michaels) with the following exceptions:

**1.03.A.** If, during the given season, a player should move to another location within the above school district, said player may complete the season with his present team, regardless of which geographical boundary he currently resides in.

**1.03.B.** Any player moving outside the school district after having been assigned to a team and having completed at least one league game may complete the season providing his new residence is within Hancock County and an agreement by the parents to guarantee transportation on a regular basis.

**1.03.C.** Travel players fall under same restrictions as house team players.

## **1.04. Draft Rules**

### Pre-Draft Considerations

Players in Junior, Senior and Major Youth Leagues will be placed on a team through the Draft rules. Pee Wee league players will be placed on a team by the League Commissioner. Pee Wee teams will be arranged by school attended to the extent possible.

**1.04.A.** A head coach / manager's sons/daughters that are eligible for the draft are automatically placed on the coach's team. This is not considered a draft pick.

**1.04.B.** A board member's child shall enter in the general draft unless covered by the Parent/Manager rule.

**1.04.C.** Managers may submit an option on brothers/sisters becoming candidates who are subject to the draft. When a first brother/sister is drafted the other comes to this team automatically, and this will constitute the draft pick two rounds later for that team.

**1.04.D.** Pending parental approval and input, a manager must select a sibling of a team member by the third draft selection.

**1.04.E.** Each player acquired shall, for the duration of their division career, be the property of the team making the acquisition. \*Major Youth exception for the redistribution of 15 year olds to ensure fair & competitive play. The Board of Directors shall reserve the right to continue as a player any youngster whose residence changes after becoming a member of the league. However, the best interests of the child should be taken into consideration by the Board in exercising this right.

**1.04.F.** All other players shall be drafted in accordance with the league draft and assignment system. The Commissioner (Player Agent) will monitor the draft in an attempt to have each team have an equal number

of players on their roster from each age group.

**1.04.G.** Prior to the draft and most likely at the time of the respective league tryouts, the league Commissioner shall determine the number of league teams to be drafted based upon the total number of players eligible for the league. The total number of eligible players should be determined based upon the number of previous years players returning to the previous year's teams and those players available at the tryouts that need to be assigned to a team.

**1.04.H.** The Board of Directors of Findlay Youth Baseball recommends and desires that the respective league Commissioner determine the number of league teams to be drafted based upon a criteria of 12 players per Major Youth, Senior and Junior teams and 14 players per Pee Wee league.

**1.04.I.** If it is decided that an expansion team is needed and no person is currently available to represent the expansion team at the draft, the respective league Commissioner shall seek a qualified person to draft players for the expansion team. Current Board members are recommended, but not required.

## **1.05. Regular Draft**

**1.05.A.** The draft will be conducted by the Commissioner Player Agent in each league.

**1.05.B.** The draft order will be determined by reversing the finishing order of each team's regular season won/loss record from the previous year. The team with the worst record shall draft first in each round, followed by each team in said reverse order. Should a tie exist between two or more teams, drafting order will be determined by a coin toss.

**1.05.C.** Only those players participating in tryouts may be drafted. All other names on the tryout sheet, but who did not participate in the draft will be selected by the following process:

**1.05.C.1.** Prior to the beginning of the draft of those players participating in the tryouts, the respective league Vice President shall notify the managers of all the names of the players on the tryout sheets who did not participate in the tryouts.

**1.05.C.2.** Prior to the beginning of each round of the draft, the team with the best record from the previous year has the option to:

1. select any player from this list of players as their draft choice for that round, or
2. pass this selection until their regular turn for that round comes about. The option is then passed to each subsequent team, based on order of finish in the league from the previous year (including any expansion team(s) participating in the current year's draft) with these teams having the option of:
  - a) choosing the same player as that chosen by any of the previous teams, thereby overriding the previous team's selection of that player, or
  - b) passing the selection until their regular turn in the draft for that round comes about.

**1.05.C.3.** After going through the process described in section 1.05.C.2 above, the draft of those players participating in the tryouts will begin in accordance with the rules determined in Section 1.05.B.

**1.05.C.4.** After completion of the first three rounds of the draft, the draft will resume in accordance with the rules determined in Section b above until the selection of all players participating in the tryouts is completed.

**1.05.C.5.** Players remaining on the list of players not participating in the tryouts after round three is completed shall be assigned by the respective league Commissioner in a random manner to fill out the team rosters, after the draft of players participating in the tryouts has been completed.

**1.05.D.** The league Commissioner (Player Agent) will monitor the draft in an attempt to have each team have an equal number of players on their

roster from each age group.

**1.05.E.** The league Commissioner may elect to freeze a team after the third round but before filling the roster. Other teams will draft until all teams have an equal number of players. Once all teams have the same number of players, all teams resume participating in the draft.

**1.05.F.** A draft or assignment round is defined as the process during the draft when all teams have exercised their option to either draft a player or pass a single time. Once the initial round is completed, further rounds will continue in the same order as the first, until either of the following occurs:

**1.05.F.1.** All eligible players are drafted

**1.05.F.2.** All team managers pass in succession

**1.05.G.** Should the occasion arise where, for some legitimate reason a manager wishes to insure that a particular player not be assigned to his team, he must notify the league Commissioner (and secure his approval) prior to the beginning of the draft. Requests after the commencement of the draft will not be honored.

## **1.06. Expansion Draft**

**1.06.A.** Expansion draft rules will be used in place of the regular draft rules in those years in which new teams are added to a league. This draft will also be conducted by the respective league's Commissioner.

**1.06.B.** The draft order will be determined by having the expansion teams drafting first, followed by the prior year teams determined by reversing the finishing order of each team the previous year, in accordance with the regular draft rules. In case two or more expansion teams are added, the criteria to determine which team will draft first will be decided by a coin toss.

**1.06.C.** In the first round of the draft process, the expansion team(s) will be awarded the first draft pick. Upon selection of the first draft pick by the

expansion team, the established teams will then begin participating in the draft for the rest of the first round in accordance with the regular draft order rules. Upon completion of the first round by the established teams, the expansion team will be awarded an additional bonus pick for the first round. The selection of the bonus pick will signal the end of the first round of the draft. Upon completion of the first round, the second and remaining rounds of the draft will be conducted in the same manner as described in the regular draft order rules, with the expansion team always being the first selector in each round until conclusion of the draft.

## **1.07. Disbanding of Existing Teams**

**1.07.A.** If it is determined that an existing team cannot compete in the league or that a previous existing team's players are to be disbanded for whatever reason, the disbanding of such teams will be handled in the following manner:

**1.07.B.** If it is determined that the team is to be disbanded prior to the regular or expansion draft, all players on the affected team will be entered into the tryout draft for selection in the drafting process.

**1.07.C.** If it is determined that the team is to be disbanded after the regular or expansion draft has taken place, all players on the affected team will be selected by the other teams as an extension of the previous draft order established at the regular or expansion draft.

**1.07.D.** If it is determined that the league must disband a team or teams, the determination of the team to be disbanded will be handled by the Commissioner of that league.

## **RULE 2.00. FYB SEASON**

### **2.01. Regular Season**

Prior to the draft, each respective league Commissioner shall submit for approval to the Board of Directors, his league's operation format and the schedules (if possible) for the divisions.

## **2.02. Post-Season**

The All-Star teams will be selected based upon the following procedures:

**2.02.A.** The selection of the All-Star team and Manager will be held at or near the end of the regular season. The selection time will be determined by the post-season tournament schedules. The selection format and process will be run by the league Commissioner.

**2.02.B.** The Commissioner has final say on the selection of the all star manager with board approval.

**2.02.C.** The format for All-Star team selection will be decided by the League Commissioner using one of the following two recommendations.

1. Each manager will nominate those players from his team who he feels are qualified to represent the league. All teams have the opportunity to nominate players although a team may elect not to nominate any players if they so desire. At that time, any manager may nominate a player or players from any other team he feels have been overlooked. Each manager will then vote for the best 14 players. Once the votes are tallied, the top 14 vote receivers will be selected for the team regardless of which team they are from. If a player is not able to play, the next highest vote receiver will be elected to the team.
2. The nomination process will be the same as that described in number one above. Once the nominations are complete, the manager and his coaches may elected to hold a try-out for the nominated players in order to select the 14 players for the All-Star team.

**2.02.D.** Findlay Youth Baseball will provide entrance fees (when required) to sanctioned post-season league tournaments. In addition Findlay Youth Baseball will provide the entry fee to one post-season tournament (up to a maximum amount determined annually by the Board of Directors) for a Major Youth All-Star team, a Senior League All-Star team, a Junior League All-Star team.

**2.02.E.** Sponsorship for additional post-season tournaments will be the responsibility of the respective team managers. Uniforms, equipment, and field usage for these teams will be determined on an as needed basis each year.

**2.02.F.** All post-season teams, their destination and those tournaments in which they intend to compete must be submitted for approval to the Board of Directors by the respective league Commissioner prior to the end of the league's regular season.

## **RULE 3.00. GENERAL ELIGIBILITY RULES**

**3.01.** No player shall play in any league games until he is listed on a final team roster, his player fee has been paid, age verified, and all records submitted to the league Commissioner.

**3.02.** All rosters, fees and documentation are to be turned in to the league Commissioner, no later than the last Friday prior to the start of the season.

**3.03.** The maximum player limit is 15 players. If a team loses a player for whatever reason, this reduction in the team must be reported to the league Commissioner as soon as it occurs. The Commissioner will assign a player to the team from a player's pool for rest of the year.

**3.04.** If a team's roster consists of 15 or fewer players, no player may be cut unless there is a matter of safety involved and such has been approved by the Board of Directors.

## **RULE 4.00. MANAGER GUIDELINES**

**4.01.** All managers and coaches are charged with familiarizing themselves with the Findlay Youth Baseball Rule Book and those variations in this supplement.

**4.01.A.** The home team manager is responsible for the lining of the field and the placement of the bases. He is also responsible for the return of all equipment to the respective shed after the game, general field maintenance and locking of the shed. Secondary responsibilities rest with the visitor's manager if he knows something is amiss.

**4.01.B.** All managers must maintain a proper score book. The home team score book shall be considered the official score book.

**4.01.C.** All managers are responsible for their starting lineups and for notifying the opposing manager of any changes to same, including the number of eligible players at the beginning of the game and any suspended/injured players not participating in, but dressed for said game.

**4.01.D.** The visiting team manager is responsible for providing one adult umpire in the event that a second scheduled umpire fails to appear for whatever reason. In the case that only one assigned umpire shows up for a game, no game shall be started until the second umpire, as required to be provided by the visiting team, takes the field.

**4.01.E.** Throwing of bats, helmets, etc., or otherwise mistreating equipment in temper or disgust will not be tolerated. Offenders can be ejected from the game immediately and without warning. It is the manager's duty to advise his players and coaches of this rule.

**4.01.F.** The manager of the winning team will notify The Courier and the League Commissioner of the final score after each league game.

**4.01.G.** In order to promote interest in baseball by both the players and their parents, practices shall be limited to the following:

1. Pre-season: No more than three practices per week. Said practices shall last no more than two hours.
2. Season: No more than two practices per week. Said practices shall last no longer than two hours.

## **4.02. Manager/Coach Conduct**

**4.02.A.** Managers only are permitted to discuss a call with the umpire...coaches are not allowed and may be ejected from the game at the umpire's discretion for doing so. Unruly and vocal arguments regarding judgment calls will not be permitted and may result in ejection from the game.

**4.02.B.** Managers are responsible for the actions of their coaching staff. Should a manager or coach be ejected from a game during the season, such ejection and reasons for the ejection shall be reported to the respective league Commissioner and Umpire-In-Chief (UIC) as soon as possible after the incident with a written report via email from the umpire who made the ejection to follow within 48 hours of the incident.

**4.02.C.** Following an ejection, the affected manager/coach must immediately leave the premises and remain beyond the limits of any visible or verbal contact of the playing field. An ejected player may remain in the dugout at the discretion of the manager so long as he makes no attempt to disrupt the game. If any form of disruption occurs, the player must leave the premise and remain beyond the limits of any visible or verbal contact of the playing field.

**4.02.D.** Violations of item C will result in the following:

1. Suspension and forfeiture of the game.
2. Reporting to the Board of Directors for disciplinary action which may include suspension or removal from Findlay Youth Baseball.

**4.02.E.** Upon receipt of an umpires ejection report, the respective league Commissioner shall determine within 48 hours, whether the manager or coach's ejection should involve a Board of Director's hearing to determine the possible removal of the manager or coach from his position.

**4.02.F.** If it should be determined by the respective league Commissioner that a board hearing is warranted, the following procedures shall apply:

1. The ejected manager or coach shall be notified of the Board hearing in order to allow his attendance and defense.
2. A committee of three or more Board members shall be selected by the President and they shall preside over the hearing. Said committee shall rule on the suspension of the manager or coach and they shall forward their decision to the President for final disposition. The committee should include the League Commissioner and UIC.

**4.02.G.** Should a manager or coach be ejected from a second game during the season, such manager or coach shall be removed from his position with no appeal.

## **RULE 5.00. GROUND RULES AND EQUIPMENT**

**5.01.** The home team is responsible for the following:

**5.01.A.** Lining the field and placement of bases.

**5.01.B.** Providing one game ball at the start of the game and a second one if a ball should be lost or become unplayable. Visitors are to provide one game ball at the beginning of the game.

**5.01.C.** Returning all equipment to the shed, securing shed and policing the grounds.

## **RULE 6.00. SPORTSMANSHIP**

**6.01.** All players, coaches and managers will be expected to behave in a sportsmanlike manner at all times.

**6.02.** Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party may be removed from the playing field and stands area at the discretion of the Umpires and / or the League / Tournament Director.

**6.03.** Abusive language or cursing will not be tolerated under any circumstances and will be an automatic ejection.

**6.04.** Throwing of equipment will be an automatic ejection.

**6.05.** A team may be forced to forfeit a game or be removed from the tournament, for continued unsportsmanlike conduct.

**6.06.** Any player, coach, manager, sponsor or spectator leaving their position or base on the playing field or leaving the bench or dugout area or the stands to participate in a fight or brawl will be immediately ejected from the game and may be disbarred pursuant to Rule 7.00.

**6.07.** In the event that interference, verbal abuse, or other actions by a coach, player or spectator causes a game to be interrupted or stopped altogether, the following shall occur:

**6.07.A.** Both managers and the chief umpire shall discuss the situation and if thought proper, shall warn the coach, parent or player to cease the disturbance or leave the game and the premise if necessary.

**6.07.B.** Further violation will result in the violator being removed from the game and advised that further disturbance will result in his (player) being removed from the team permanently.

**6.08.** The respective league Commissioner will be advised of any additional disruption with recommendations that the problem be turned over to the proper authorities for further action.

## **RULE 7.00. ACTS OF DISBARMENT/ SUSPENSION**

### **7.01.**

**7.01.A.** Physical attack on an umpire, tournament official, Association Director or Association Officer during a game or immediately following a

game, played under the administration of the Association.

**7.01.B.** Players, coaches, managers, or sponsors threatening an umpire, tournament official, Association Director or Association Officer.

**7.01.C.** Any players, coaches, manager, sponsor, director or officer fighting, using unsportsmanlike conduct, abusive tactics, derogatory or unbecoming acts that could be detrimental to FYB and not in the best interests of FYB.

**7.01.D.** Destruction of property or the abuse of facilities or property.

**7.01.E.** By knowingly competing with or against illegal or suspended players. It is always the managers and players responsibility to know eligibility rules. Not knowing the rules is not an excuse for violation of the rules and not an excuse for being suspended or disbarred.

**7.01.F.** Any official of the Association who refuses to submit funds to the Association that is due the Association.

**7.01.G.** Competing under an assumed and/or altered name.

**7.01.H.** Purposely using false information to damage, harm, hurt, impair or mar the Association.

**7.01.I.** An illegal player as defined by these By-laws & Rules may be suspended for one year.

**7.01.J.** Violating the contract rights granted to any individual by the Association under its Constitution. The penalty for violation of this paragraph shall be immediate suspension from any activities of the Association.

**7.02.** Any FYB Director or Officer that violates any articles of the Association's Constitution or FYB By-laws & Rules may be suspended.

**7.02.A.** Any FYB Director or Officer that fails to submit fees and / or information due the Association within fourteen (14) days of receipt thereof by the Director or Officer may be suspended.

**7.02.B.** Any FYB Director, Officer, Umpire, or participant that is suspended for any reason, shall not be allowed to participate in any capacity within the Association, until such suspension has been lifted.

**7.03.** Only the Findlay Youth Baseball Board of Directors has authority to issue disbarments for a period of one year from the time of the incident.

**7.04.** The offending party may appear at the convening of the FYB Board of Directors and give evidence on his behalf as to why the additional suspension or disbarment should not be imposed. The decision of the Board shall be final and binding and is not subject to appeal.

**7.05.** Any person so disbarred or suspended shall have the right to apply for reinstatement to membership in the Association, on an annual basis, provided the person gives the FYB, thirty (30) days written notice of his intention to so reapply. The FYB Board shall act on such applications at the monthly meeting of the Association.

**7.06.** FYB Directors and Officers have the authority to issue indefinite suspensions for players, teams, and other announced participants who fail to meet financial responsibilities to the Association.

**7.07.** Tournament Directors have the authority to eject a player or team anytime during a tournament.

## **RULE 8.00. RULES OF PLAY**

Playing rules not specifically covered herein shall follow the OHSAA Rules as published by the NFHS. The league Commissioner also has the authority to administer rules within his respective league as deemed appropriate with the approval of the FYB Board.

### **8.01. Objective of the Game**

**8.01.A.** Baseball is a game between two teams under direction of a manager, played on an enclosed field in accordance with these rules, under the jurisdiction of one (1) or more umpires. The objective of each team is to win by scoring more runs than the opponent scores. The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

**Exception:** Pee Wee—Umpires shall be team coaches and no score is kept.

### **8.02. The Playing Field and Equipment**

**8.02.A.** The playing field shall be laid out according to the recommended dimensions in Chart 8.02.

AGE	DIVISION	BASES	PITCHING
7-8	Pee Wee	60'	40'
9-10	Junior League	60'	46'
11-12	Senior League	70'	50'
13-15	Major Youth	80'	54'

Chart 8.02

**8.02.B.** All players must be fully uniformed, which includes baseball pants, socks, baseball cap, shoes and team jerseys with numbers that are non-duplicating and at least three (3) inches in height. No part of the uniform shall include a pattern that imitates or suggests the shape of a

baseball. For all age divisions, only non-metal molded cleats are permitted. While in the field as a defensive player, baseball caps must be worn.

**8.02.C.** All offensive players are required to wear a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside the dugout and the ball is live or practice sponsored by FYB, Inc. Batboys, if used must wear a double ear-flap batting helmet when outside the dugout. Where feasible, on-deck batters should stand in area set up for this purpose. As a minimum, the on-deck batter should be positioned beyond the third or first base coaches box.

**Penalty:**

1. Warning by umpire to put on proper equipment.
2. Stoppage and restriction of player to the bench if the rule is not complied with.

**Comment:** If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game.

**Note:** There is no appeal of this rule. The ruling umpire must immediately notify the Umpire In-Chief for notification of the league Commissioner.

**8.02.D.** The catcher must wear all appropriate protective gear: protective catcher's helmet with face mask and throat guard, catcher's mitt, chest protector, shin guards and protective cup.

**Note:** The catcher's protective helmet must fully cover both ears.

**8.02.E.** The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter for league's 12U shall not exceed two and one quarter (2 1/4) inches. For Major Youth, bat diameter shall not exceed two and three quarter (2 3/4) inches. Bat length shall not exceed thirty-six (36) inches. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen

(18) inch limitation, shall cause the bat to be removed from the game. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combination of materials are specifically disapproved by FYB and may be made without notice.

**8.02.E.1.** All bats for age based divisions 15 U & younger that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by FYB. Such disapproval shall be the sole discretion of FYB and may be made without notice.

**8.02.E.2.** All bats for Major Youth divisions must conform to the NFHS bat limitations including a length to weight ratio no greater than a negative nine (-9) ounces.

**Penalty:** If it is discovered that a batter uses a bat that has been disqualified or has not been approved by the umpire, the player shall be called out and a bench warning shall be issued. A second offense will result in the head coach being restricted to the bench as well as the offender.

### **8.03. Game Preliminaries**

**8.03.A.** Home and visiting teams are assigned for regular league games. Visiting team bats first. For the first round of tournament play, the higher seed team is home (1 being the highest seed). In subsequent rounds home team will be determined by the flip of a coin

**8.03.B.** In league and tournament play, time limits may be used with approval of the League Commissioner.

**8.03.C.** In all age divisions starting players may re-enter once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

**8.03.D.** Teams may play an official game with a seven (7) player line-up. If a team plays with a seven (7) player line-up, an out shall be declared

for the eighth (8th) and ninth (9th) position in the batting line-up each turn at bat.

**8.04.E.** An eighth (8th) or ninth (9th) player may be added to the batting order as soon as he becomes available.

**8.03.F.** Teams may bat a nine (9) player line-up, a ten (10) player line-up using an Extra Hitter (EH) or a continuous line-up (Peewee and Junior league) of all present uniformed players. In Senior and Major Youth league games if ten players are available, teams must use the EH position.

**Comment:** If during the game, a team's lineup drops from 10 to 9 players due to injury or a player leaving the game, the team will not be forced to take an out due to the vacated position in the lineup. Only when the lineup drops below nine will the offensive team be required to declare an out for the vacated position in the batting order.

**8.03.F.1.** When playing with a ten (10) player line-up, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

**Approved Ruling:** Baker is the Extra Hitter and batting 2nd, Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order. When using the Extra Hitter, all players in the line-up may move freely in defensive positions.

**8.03.F.2.** When playing with a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions.

**Approved Ruling:** Any player(s) arriving after the game has begun, shall be added to the bottom on the batting line-up.

**Rule 8.03.F. Exception:** For substitutions to the pitching position, see Rule 8.05.D.

**8.03.G.** A regulation game consists of two at bats (2 innings) per team for Pee Wee, six (6) innings for Junior League & Senior League and seven (7) innings for Major Youth, unless the game is:

1. Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or
2. Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or
3. Shortened because an imposed Time Limit expires; or
4. Shortened because any applicable part of Rule 8.03.H has been met/or
5. Shortened because of any part of Rule 8.04.E.

**8.03.H.** Mercy Rules (see Chart 8.03 Figure 1):

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

Chart 8.03

**Comment:** In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting at that moment and the game will end.

## 8.04. Playing Rules

**8.04.A.** A player who has left a game for any reason cannot return to the game.

**Exception:** If the player left the game for Communicable Disease Procedure reasons.

**8.04.A.1.** If the player leaving the game is a runner, he shall be declared out.

**8.04.A.2.** When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.

**Comment:** This rule only applies if the team lineup drops below nine players. In Senior and Major Youth league, the coach may substitute for a player leaving the game provided he/she has an eligible substitute on the bench.

**8.04.B.** Courtesy runners may at any time be used for the pitcher and catcher of record the previous inning on defense.

**8.04.B.1.** For teams that have substitutes on the bench, the courtesy runner shall be a player not presently in the line-up and may appear as a courtesy runner one time per inning. The reentry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

**8.04.B.2.** For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

**8.04.C.** In all age divisions, an Intentional Walk may be issued upon announcement from the catcher or pitcher. It is not necessary to throw the four (4) pitches. One intentional walk per player per game.

**8.04.D.** Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties.

**Penalty:** Runner shall be called out and may be ejected from the game at the umpire's discretion.

**Comment:** When enforcing this rule, the umpire should judge the runner's intent. If the umpire judges that the contact was unintentional, then the runner shall only be called out. If the umpire judges that the contact was intentional and/or malicious, then the runner shall be called out and ejected from the game.

**8.04.E.** If a game is called due to rain, weather, light failure or fading day light in the case of a night game or other acts of God and cannot be resumed, it is a regulation game if:

**8.04.E.1.** For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two (2) and a fraction half innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half of the third (3rd) inning to tie the score.

**8.04.E.1(a)** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score will revert back to last completed inning, or last completed half inning if the home team leads but back no further than the third (3rd) inning.

**Comment:** Games that cannot be declared a regulation game by Rules 8.04.E.1 & 8.04.E.1(a) shall be a suspended game.

**8.04.E.2.** For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) or three (3) and a fraction half innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half of the fourth (4th) inning to tie the score.

**8.04.E.2(a)** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score will revert back to last completed inning, or last completed half inning if the home team leads but back no further than the fourth (4th) inning.

**Comment:** Games that cannot be declared a regulation game by Rules 8.04.E.2 & 8.04.E.2(a) shall be a suspended game.

**8.04.E.3.** All games that for any reason cannot be declared a regulation game under these rules will be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

**8.04.E.4.** Tournament Games shall be finished at a later date.

## **8.05. Pitching Rules and Regulations**

**8.05.A.1.** One pitch is considered an inning pitched. Pitchers are limited to a number of innings per game determined by their age group.

**Penalty:** Any violation of pitching limitation rules shall result in immediate forfeiture of the game. This may be done at any point after an illegal pitch has been recorded while the pitcher in violation is in the game and in the pitching position.

Limitations: (see Chart 8.05):

<b>Innings allowable per player</b>		
<b>League</b>	<b>Per Game</b>	<b>Per Day</b>
Junior League	2	6
Senior League	3	4
Major Youth	4	5

Chart 8.05

**Note:** Only one 15 year old pitcher may be used per game.

**8.05.A.2.** For purposes of the pitching limitations rules, a pitcher is in violation of the rule if he throws 1 pitch in the inning beyond his limit.

**Penalty:** Any violation of pitching limitation rules shall result in immediate forfeiture of the game. This may be done at any point after an illegal pitch has been recorded while the pitcher in violation is in the game and in the pitching position.

**8.05.B.** In the Senior league and Major Youth league pitchers will be allowed one balk warning per pitcher per game for the first half of the season. The balk rule is not enforced at the Junior League level. Balks will be enforced without warning as of the mid-season tournament for Major Youth.

**8.05.C.** When a team is charged with its second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

**8.05.D.** A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct the rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be brought to the attention of the umpire and the offensive team and immediately corrected.

**Penalty:** If the violating pitcher has legal innings remaining, the violation is deemed an illegal substitution and is corrected. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation and the game shall be forfeited.

**8.05.E.** The defense may not deceive the offense by hiding the ball while the pitcher is on or near the pitching rubber/mound. This kind of play is strictly forbidden and cannot be allowed.

**Penalty:** Should this infraction be caught a balk shall be called on the pitcher and bases awarded to runners on base.

## **8.06. Pee Wee (Coach Pitch) Specific Rules of Play**

**8.06.A.** Fair Ball Arc: There will be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball

**8.06.B.** Safety Arc: There will be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

**8.06.C. Pitching Circle:** There will be a ten (10) foot diameter circle with the front edge set at thirty (30) feet from the rear point of home plate.

**8.06.D. Pitcher's Line:** A line drawn from the pitcher's circle to the fair ball arc.

**8.06.D.1.** The pitching coach must keep one foot on or straddle the pitcher's line.

**8.06.D.2.** The pitching coach cannot coach while in the pitching position, either verbally or physically.

**8.06.D.3.** The pitching coach must position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

**8.06.E.** The catcher must receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's(coaches) judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager must replace the catcher.

**8.06.F.** Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must stay behind the baselines.

**8.06.G.** The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit.

**Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

**Additional Penalty:** First Offense: Warning. Second Offense: Removal of player from the pitching position for the remainder of the game.

**8.06.H.** Defensive coaches are not allowed on the field of play and must coach from the dugout.

**8.06.I.** The Infield Fly Rule is not in effect at any time.

**8.06.J.** The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

**8.06.J.1.** Teams may start a game with nine (9) players. The tenth (10th) position in the batting order will NOT be declared an out each time at bat. A tenth (10th) player and all subsequent players may be added to the batting order as soon as they become available.

**8.06.K.** Teams may use free substitution on defense but the batting order must remain the same.

**8.06.L.** Bunting is not allowed.

**8.06.M.** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. No extra pitches or swings on foul balls. No walks shall be awarded.

**8.06.N.** Each batter (player) may only be Intentionally Walked once per game by announcement from the defensive team. Four (4) pitches need not be thrown.

**8.06.O.** Runners may not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

**8.06.P.** Head first slides not allowed.

**8.06.Q.** A Team will bat all players in the lineup one (1) time per inning, including the last inning or record three (3) outs whichever comes first. The manager of the team on offense will declare the final batter of the inning to the manager of the defensive team.

**8.06.R.** Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the

purpose of this rule.

**8.06.S.** When a batted ball hits the Pitching Coach, the following rules shall apply:

**8.06.S.1.** If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

**8.06.S.2.** If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

## **8.07. Junior League Specific Rules of Play**

**8.07.A.** Ten (10) defensive players will play in the field.

**8.07.B.** Balk rules will not apply.

**8.07.C.** Batters may not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.

**8.07.D.** Runners on base cannot advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

**Exception:** Runners may advance on a batted ball hit to the pitcher and time has not been called.

**8.07.E.** Runners can not lead-off but can advance at their own risk (steal) once a pitched ball has passed home plate.

**8.07.E.1.** When a runner tries to advance prior to the pitched ball passing home plate, the following will apply:

**8.07.E.1(a)** If the runner advances safely, the umpire will call "Time" and the runner shall return to the base last legally occupied at the time of the pitch.

**8.07.E.1(b)** If the runner is called out, the runner is out.

**8.07.E.1(c)** If the ball is hit, the defensive team has the option of the result of the play or a no pitch.

**8.07.F.** Runners may not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners may not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

**8.07.G** Head first slides are not permitted. Penalty: The runner shall be called out.

**8.07.H.** The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. A team may only go through the batting order one time per inning.

**8.07.I.** Teams may use free substitution on defense but the batting order must remain the same

**8.07.J.** No infield fly rule.

**8.07.K.** A batting tee will be used for the first **two (2) weeks** of scheduled play. Following the first two weeks of the season, normal pitching rules will apply, except the batter will receive 5 balls before being walked

## **8.08. Senior League Specific Rules of Play**

**8.08.A.** Head first slides are not permitted with the exception of returning to a base on a pick off attempt. Penalty: The player shall be called out.

## **8.09. Major Youth Specific Rules of Play**

**8.09.A.** Only one 15 year old pitcher may be used per game.

**8.09.B.** A regulation game consists of 7 innings.

## **8.10. Junior, Senior and Major Youth Common Rules of Play**

**8.10.A.** A Pinch runner may be used for an injured player if the pinch runner is not currently in the batting order. If a 10th player is not available the player that made the last out may be used.

**8.10.B.** All players must play a minimum of six (6) defensive outs

**8.10.B1.** If a shortened game is played, the affected players must start the next game

**8.10.B2.** A starter may re-enter the game, but only after his substitute has met the requirements in 8.10 B.

## **8.11. Batting Rules**

**8.11.A.** The strike zone is approximately the width of the home plate (or a little wider) and has height from about the knees to the shoulders of the batter. This zone will vary slightly among leagues and umpires. As mentioned in the previous paragraph, if the pitched ball is within the strike zone and the batter does not swing, the umpire will call a strike.

**8.11.B.** Slashing is not permitted (squaring to bunt then swinging away at the pitch). Any player attempting to 'slash' shall be called out.

**8.11.C.** A batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box.

**8.11.D.** When running to first after the ball is hit, the batter-runner shall utilize the running lane. The running lane starts half-way up the baseline and ends at the base and shall be three feet in width starting at the first base foul line. Failure to use the running lane could result in the batter-runner being called out for interference.

**8.11.E.** Batting out of order will be handled as such:

**8.11.E.1.** If the incorrect batter is still at bat when the error is discovered, he shall be replaced with the correct batter and the count will remain the same for the correct batter.

**8.11.E.2.** If the incorrect batter has reached base and the error is discovered before the next pitch is thrown, legal or illegal, the correct batter shall be called out and the next batter shall come up to bat. Even if the incorrect batter on base is the next batter. In any case, no one will occupy first because of the turn at bat.

**8.11.E.3.** If the incorrect batter reaches base and the error is not discovered before the next pitch, the batting order will follow the incorrect batter as if it were correct.

## **8.12. Defensive Penalties and Base Awards**

**8.12.A.1.** When a defensive player throws a ball, other than a pitch, and it goes out of play a dead ball shall be called.

**Award:** The number of bases awarded shall be two (2) bases from the time of the throw.

**8.12.A.2.** If a pitched ball should become lodged in equipment (catcher's gear or umpires gear) or lodged in a fence or loose equipment on the field or goes out of play, one (1) base shall be awarded to runners on base. In this situation, the batter would only get first if a base on balls was earned with the pitch.

**8.12.B.** Obstruction is an act by the defense that prohibits the offensive player from fairly gaining a base or completing an at bat.

**8.12.B.1.** Blocking a base or home plate without possession of the ball or contact with a runner without possession is a delayed dead ball.

**Award:** The runner can initially be called out, but be awarded the base or bases the umpire judges that he could have achieved had the obstruction not occurred.

**8.12.B.2.** Though commonly called "catchers interference," when the catcher prohibits the batter from completing their swing by moving the glove in the way of an attempted swing a delayed dead ball shall be called.

**Award:** The offended coach may choose to take the result of the play or an awarded first base for the batter.

**Comment:** The fielder is entitled to make a play on the ball when an infield hit has happened. The act of a fielder moving to field a ball when within a step and reach shall not be called obstruction. In this case the base runner must vacate or run around the fielder in order to avoid contact.

**Comment 2:** If a thrown ball pulls a fielder away from the base and into the path of the runner the umpire should use common sense to determine whether the act infringed upon the runner's right to the base and where the runner should be placed. If the ball gets past said fielder and the runner is minimally affected by contact then obstruction should not be called. However if the same should happen with a bigger collision the umpire must judge where he feels the runner would have gotten to safely had contact not occurred.

### **8.13. Offensive Fouls and Penalties**

**8.13.A.** Interference is an act committed by an offensive player or coach that prohibits or prevents a defensive player from making a play on the ball, base runner, batter or throwing and catching the ball.

**8.13.A.1.** When a base runner's actions prevent a fielder that has a play (a step and reach) from cleanly making that play a dead ball shall immediately be called.

**Penalty:** The person that interfered shall be called out and all runners shall return to the base they occupied at the time of the pitch. Unless the batter runners reaching base forces the other base runner to their next base.

**Example:** A ground ball is hit to F6 and R2 makes contact with or gets in the way of F6 making a clean play. F2 shall be called out and players returned to their previously occupied base. F1 however would be forced to 2<sup>nd</sup> base because the batter runner achieved 1<sup>st</sup> base.

**8.13.B.** The batter must vacate the area for a play at home, a catcher's throw to 3<sup>rd</sup> or 2<sup>nd</sup>. This includes leaning across the plate to break up the pick off attempt at 2<sup>nd</sup>.

**Penalty:** If there are less than 2 outs, the runner closest to home shall be called out and runner shall return to their previous base. With 2 outs the batter shall be called out.

**Comment:** The catcher must throw the ball in order for the call to be made.

**8.13.C.** Base coach (most commonly the 3<sup>rd</sup> base coach) may not help a runner that falls, over runs or is not paying attention, by physically picking them up, stopping or pushing them back to base.

**Penalty:** The player shall be called out and the coach shall be warned for interference.

**8.13.D.** The batter runner shall use the running lane on the first base line. The lane is a 3 feet wide path that starts half way up the first base line.

**Penalty:** If a throw from the catcher should hit the runner violating the running lane requirement or prevents the first baseman from cleanly fielding the ball the batter runner shall be called out. If he is with in the running lane and the ball hits him, no call will be made.

## **RULE 9.00. MISCELLANEOUS RULES**

### **9.01. Player fees are not refundable.**

**9.02.** Managers must turn in all uniforms (if required) and equipment at the end of the season to their respective league Vice President, and such shall not be turned in later than September 15. Managers can be charged for the cost of such uniforms and equipment not turned in by this date.

### **9.03. Protests**

**9.03.A.** Protests will be allowed for age and pitching violations only. Protests must be declared to the Umpire-in-Chief and the League / Tournament Director within 24 hours following the dispute. League /

Tournament officials will rule on all protests and their decision will be final.

**9.03.B.** Umpires will work to settle all situations on the field.

## **RULE 10.00. UMPIRES**

**10.01.** All tournament and league games played under the jurisdiction and administration of the FYB program shall utilize only umpires who are registered with the Association.

**10.02.** Umpires will be assigned to games according to ability.

**10.03.** Youth umpires shall not work in a league where their age is equal to or less than the age of the players.

**10.04.** Shall report to the Umpire-In-Chief any unusual circumstances, ejections and player safety violations immediately following the game via email or a phone call when an email cannot be sent.

**10.05.** Shall attend a pre-season clinic in order to participate in the season. The clinic will be comprised of rules interpretations, field mechanics and rule updates.

**10.06.** The uniform shall consist of:

**10.06.A.** An FYB polo shirt or OHSAA shirt.

**10.06.B.** Khaki pants or shorts or heather gray pants with belt (to hold the ball bag).

**10.06.C.** Ball bag, ball/strike indicator and plate brush.

**10.06.D.** If the umpire is the home plate umpire he/she shall wear a chest protector and mask. Male umpires shall wear a protective cup. The home plate umpire may use FYB umpire equipment located in the field shed or may use their own equipment.

**10.07.** Umpires shall be at game site 20 minutes prior to game time to inspect equipment and field conditions. All batting helmets and bat shall be checked for each team prior to the start of the game to determine legality of said equipment. Batting helmets may not be in disrepair or cracked. Bats shall follow the batting requirements listed in Rule 8. If an illegal bat or helmet is discovered the head coach shall be informed and he/she shall take the equipment out of play.

## **RULE 11.00. OFFICIAL SCORER**

**11.01.** The official scorer shall:

**11.01A.** Keep the official score book, which is the Home Team Score book.

**11.01.B.** Record the official game start time announced by the umpire-in-chief.

**11.01.C.** Report the final score to the managers and if applicable, complete signed pitching records for both teams to league / tournament officials immediately following each game.

## **RULE 12.00. EJECTIONS**

**12.01.** If a coach is ejected from a game, he must sit out the remainder of that game. Additional penalties may be assessed as deemed by the League Commissioner or Tournament Director.

**12.02.** A player ejected must sit out the remainder of that game.

**12.03.** Anyone ejected may be asked to leave the park at the discretion of the League Commissioner or Tournament Director.

**12.04.** As these rules indicate, the matter of disorderly conduct will be taken seriously. Remind your players, coaches, manager, sponsors and spectators to be extra aware of good sportsmanship.

## **RULE 13.00. LEAGUE PLAYOFFS**

**13.01.** In the Junior, Senior and Major Youth Divisions a playoff system can be utilized to determine the league champion in a particular division.

**13.02.** If the league Commissioner establishes a first and second half schedule for the season a two out of three game playoff at the end of the season will determine the league champion. The playoff described will not take place if the same team wins the first and second half of the season. If weather or other circumstances do not permit the playoff to be completed before the start of the City Championship the league Commissioner will determine the most appropriate method to determine a champion in consultation with the Board President.

**13.03.** In the event the second half of the season cannot be completed due to timing of the City Championship the following criteria will be used by the league Commissioner to determine the league champion:

**13.03.A.** The team with the best overall record at the time the City Championship is scheduled to start.

**13.03.B.** In the event of a tie for best record, the team that won the first half of the season.

**13.03.C.** If after using A & B above there is still a tie, head to head competition will determine the winner.

**13.03.D.** If there is still a tie after using A, B & C, the winner will be determined by coin toss.

**13.04.** City championship will consist of tournament as deemed most appropriate for that season.

## **RULE 14.00. ITEMS NOT SPECIFICALLY COVERED**

**14.01.** Items not specifically covered herein including player eligibility shall be referred to the FYB Board with guidance from the Association's Executive Vice President and Umpire-In-Chief.