

Rockdale Youth Baseball Mission

The mission of Rockdale Youth Baseball is to develop in the youth of our community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority so that they may be well adjusted, stronger and happier children and will grow to be trustworthy citizens. It is the intent of our program to provide a positive and enjoyable environment where every child has the opportunity to develop their skills and enjoy the game of baseball regardless of ability.

**ROCKDALE YOUTH BASEBALL
LOCAL ASSOCIATION RULES**

TABLE OF CONTENTS

INTRODUCTION	4
RYBA BOARD OF DIRECTORS.....	4
CALENDER	5
CONDUCT	6
MANAGER’S RESPONSIBILITIES.....	7
WAITING LIST.....	7
SAFETY RULES.....	9
GAME GUIDELINES	9
SCOREKEEPER	9
PRE-GAME	10
PLAYING THE GAME	10
PRACTICE SESSIONS.....	10
INCLEMENT WEATHER AND DARKNESS	10
UNIFORM.....	11
TEN-RUN RULE.....	11
TIME LIMITS	11
PLAYOFFS.....	12
TIE BREAKING PROCEDURES FOR DETERMINING DIVISION WINNERS.....	12
PROTESTS	12
3/4 SUPPLEMENT.....	14
5/6 SUPPLEMENT	14
7/8 SUPPLEMENT	15
9/10 SUPPLEMENT	17
11/12 SUPPLEMENT	18

13-14-15 SUPPLEMENT	18
SELECT TEAM	20
DRAFT PROCEDURES	20
FREEZING PLAYERS	21
DRAFT FORMAT	21
TRADING PLAYERS	22
NOTES	22

REVISED AND BOARD APPROVED

February 2011

ROCKDALE YOUTH BASEBALL ASSOCIATION LOCAL RULES

INTRODUCTION

The purpose of this book is to enlighten parents, coaches and players of the rules and policies governing RYBA. These rules are designed to protect the children who participate in youth baseball and ensure that they receive a positive experience. It is expected that everyone who participates in RYBA will adhere to its rules and policies. Failure to adhere to these rules will result in disciplinary action.

Please review the contents of this book carefully before allowing your child to participate in youth baseball. It is the responsibility of each player, parent and coach to understand and obey these rules. If you have any questions or concerns regarding the information contained herein, please address any of the Board Members noted on page four.

RYBA BOARD OF DIRECTORS

Officers

President	Woody Woodward	770.633.5028
V.P. Operations	Greg Studdard	404.697.7529
Secretary	Ed Snyder	770.295.9449
Treasurer	Jeff Silvey	404.379.5340

Board Directors

Equipment	Mark Walker	770.318.6871
	Mike Simmon	
Facilities/Maintenance	Sonny Walker Michael Conner	404-234-0577
Parks & Recreation	Darrell Homes	770.761.3055
Coaches/Tournaments	Chuck Suggs	770-826-8016
Player Agent/Registration Ages 5-6, 11-12 and 13-15	Johnathan Jerrell	770-896-6704
Ages 7-8 and 9-10		
Publicity / Website	Ken Reach	404.783.7852
Rules/Regulations	Chuck Slate	404.641.7855
Special Projects	Candy Walker	770.860.0886
Sponsors	Tony Wilson	404.316.6359
Travel Team	Matt Myers	404-213-9764

League Directors

T-ball	John "Big Daddy" Lester	770.630.9616
5/6 Age Group	Jonathan Jerrell	770-896-6704
7/8 Age Group	Same Allen	678.758.1808
9/10 Age Group	Brett Miller	770-906-7389
11/12 Age Group	Michael Parker	678-896-0123
13-15 Age Group	Artie Wilzman	404.597.2480
Miracle League	Debra Carter	770.784.1786

CALENDAR — Spring 2011 Season

Practice Begins:	February 14
Spring Break:	April 5-9
Season Starts:	March 14
Picture Day:	TBD
Season Concludes:	TBD
Tournament:	TBD

THESE RULES AND REGULATIONS SUPPLEMENT THE NATIONAL FEDERATION RULES.

Note: Editorial and rule changes for 2008 are in bold print.

CONDUCT

1. An umpire or RYBA board member may eject any manager, coach, player or spectator who, in the opinion of the umpire or RYBA Board Member, is engaging in unsportsman-like conduct, from the immediate vicinity of the field. An RYBA disciplinary committee will address any incident that continues or occurs after a ballgame or off the field. RYBA reserves the right to suspend or ban anyone from the baseball complex for conduct deemed detrimental to safety or good order. RYBA reserves the right to approve or remove any coaches based on a majority vote of the RYBA Board.
2. Any manager, coach or player who is ejected from a game for unsportsmanlike-like conduct will be suspended for the next game. If, in the opinion of the umpire or board member, the ejected person does not leave the immediate vicinity of the field at once after being ejected, he or she will be suspended for the next two games. Failure to sit out the following game will result in an automatic two-game suspension. The Disciplinary Board may also levy additional penalties. Any action taken by the RYBA Board is not subject to appeal.
3. An individual who is suspended for a game cannot participate in the pre-game warm-ups for that game or the game itself and must be outside the immediate vicinity of the field for the entire game.
4. Outside the immediate vicinity of a field is beyond the area where an individual can communicate with anyone participating in the game on that field including umpires and spectators.
5. Unsportsmanlike-like conduct includes but is not limited to:
 - a) Use of Profanity
 - b) Throwing equipment in anger or frustration
 - c) Intentional delay of game
 - d) Arguing a judgment call by the umpire
 - e) Heated or excessive argument
 - f) Intentionally interfering with game play (as an adult 5-6 pitcher might do)
 - g) Mean-spirited heckling
 - h) Fighting
6. Anyone ejected from a game for unsportsmanlike-like conduct for the second time in one season is suspended indefinitely pending an RYBA disciplinary board hearing. The presumption is that the individual will be suspended for the remainder of the season including post-season. However, the Disciplinary Board may shorten the suspension if presented with evidence justifying such a decision. The burden is on the individual suspended to offer any such evidence.
7. If appropriate, an umpire should issue a warning before ejecting an individual.
8. An umpire who makes an ejection must file a written report about the ejection with the Head Umpire. The Head Umpire, in turn, must provide the RYBA Board of Directors with a copy of that report.
9. All complaints regarding umpires must be in writing and addressed to the RYBA Board member in charge of Rules and Umpires. All written umpire complaints will be discussed with the Head Umpire, kept on file and considered again in connection with the annual awarding of an umpire contract.
10. All complaints about managers or coaches must be in writing and addressed to the RYBA Board Member in charge of Managers and Tournaments. All written complaints and reports of ejection's will be reviewed by the RYBA Board President to determine if a disciplinary board hearing is warranted, kept on file and considered again when regular season and/or Select Team coaches are selected and approved.

11. A RYBA Disciplinary Board hearing will be convened automatically following an individual's ejection from a game for the second time in one season, or at the discretion of the RYBA President for any matter deemed necessary.
12. An RYBA Disciplinary Board is appointed by the RYBA Board President and will consist of at least five members of the RYBA Board of Directors. The disciplinary board will rule based on the majority vote of its members and should meet as soon as possible following the incident. The disciplinary board will make a written report of its ruling and will present that report at the next regularly scheduled Board of Directors meeting.
13. If it is determined by an RYBA Disciplinary Board that a manager, coach or player intentionally violated a National Federation or RYBA Local Rule in order to gain a competitive advantage, then that manager, coach or player will be suspended for the remainder of the season. This includes being ineligible for participation on a Select Team or facing other disciplinary action.
14. If it is determined by an RYBA Disciplinary Board that an individual, on the premises of the RYBA baseball complex, intentionally made physical contact of an insulting or provoking nature with a person, or intentionally caused physical harm to another, except in self-defense, (i.e. commits a simple battery under Georgia law), that individual will face disciplinary action up to being banned from the RYBA baseball complex for the remainder of the season, including post-season.
15. The use of alcohol is prohibited on the premises of RYBA baseball complex. The use of tobacco products, both smoke and smoke-free, is prohibited on the playing fields and in the dugouts.
16. The National Federation rulebook, specifically section 3, shall define any additional administration of conduct.

MANAGER'S RESPONSIBILITIES

NOTE: It is the Managers and Coaches responsibility to assist in providing an environment that teaches the game of baseball to all children, regardless of sex, color, creed or national origin in a positive and constructive manner.

1. All teams (including parents) are required to pick up trash in and around the dugouts and bleachers after each practice or game.
2. The pitchers mound, home plate area and the base lines should be raked after each game or practice.
3. Each team is required to have someone present for each workday as designated by Facilities Maintenance or League Director. A team not represented will be penalized in a manner deemed appropriate by the Board of Directors.
4. 7-8 Pitching Machine Coaches are required to return the pitching machines to the equipment room. This includes pitching machines that may have been left in the batting cages. Failure to return may result in not being allowed to use the equipment for practice or pre-game.
5. All coaches are required to turn lights off at the conclusion of practice or games.
6. Trash bins are to be taken to the curb after the last game on Tuesdays.

WAITING LIST

1. The Player Agent will compile a waiting list from people registering late. The list will be used to attempt to fill any vacancies that occur on teams at any time prior to or during the season.

2. A vacancy occurs on a team when a manager learns that one of his/her players cannot or will not practice and play with his/her team for the remainder of the season. If a manager has a player who misses three consecutive games and/ or practices (e.g. 2 practices and 1 game) without explanation, then the manager must report a possible vacancy to the player agent, as soon as is reasonably possible. The Player Agent will investigate to determine if a vacancy has, in fact, occurred.
3. If a manager has a player who sustains an injury during a practice or game and that injury will likely, or does, cause that player to miss another practice or game, the manager should report the injury to the player agent.
4. The first name on the waiting list will be offered any vacancy. Any remaining vacancies will be filled in the order in which they appear on the waiting list. The manager may not know the identity of the person(s) on the waiting lists.
5. If a person on a waiting list rejects an offer to join a team, he/she will be dropped from the list.

SAFETY RULES

The following safety rules are designed to protect all players. They shall not be deviated against in any manner. Failure to adhere to these rules by any parent, coach or player will result in disciplinary action, including expulsion, by RYBA.

- a. All players will wear a batting helmet, **with a fastened chin strap**, when in the batters box, on-deck circle, on-base, and in the batting cage. Any batboy or player base coach must also wear a helmet. Players have the option of wearing a helmet in the playing field while playing defense. **Failure to wear a chin strap will warrant a team warning for the first offense and then an out for each batter, after the warning, who steps in the batters box.**
- b. A face guard must be securely attached to a player's helmet. The manufacturer or dealer on each helmet must install this face guard. The face guard shall be a permanent part of the helmet. This face guard must protect the face from being struck by a batted or thrown ball.
- c. No player shall remove the batting helmet while batting or running the bases.
- d. No player shall wear shoes with cleats (molded or screw-on) that contain any metal objects (no metal cleats). ***

*** Players in the 13-14-15 league may wear metal cleats on the playing field only. Metal cleats may not be worn off the field within the RYBA complex.
- e. Any player warming up a pitcher within the playing field must wear a catcher's mask and throat protector. A player with a batting helmet and glove should be stationed to protect the players from foul or batter balls.
- f. Pitcher's gloves may not be white or gray, or have any foreign material, on the glove, arm or sleeve. Further pitchers may not have a batting glove, wristband or white or light grey long sleeve on either arm while pitching.
- g. No unauthorized parent or child (except a batboy) shall be allowed in the dugout or playing field during play.

METAL BATS: The bat shall be:

In diameter at thickest part	2 1/4" or less (NF)
In length:	36" or less
In weight:	any weight ratio**

CATCHER: The catcher shall wear:

- a. A helmet made of ultra high impact plastic or a HIP shell with interior padding.
- b. A mask that covers the top of the head, temple and ears.
- c. A throat protector made of plastic and attached to the catcher's mask.

- d. A protective cup and some type of supporter;
- e. Chest protector and shin guards.

INJURY TIME-OUTS: It is the recommendation of the RYBA Board of Directors that umpires be extended latitude when assessing injured players. If a player is injured during a live ball situation, the umpire may call an immediate time-out (dead ball) and advance all runners one base. This action is intended to allow coaches to quickly respond to the injured player.

If, in the umpire's decision, play may continue following an apparent injury and attention be delivered following a time-out, then the umpire shall let play continue. Coaches may attend to the injury at their discretion, however, interference or obstruction may be called if an adult alters the live ball play.

SLIDING: A base runner is automatically out when he slides head first into any base prior to occupying the base. This restriction ends if the runner previously occupied the same base.

A runner is declared out, and in some cases ejected, if he does not legally attempt to avoid a fielder in the immediate act of making a play on him (NF 8-4-2c). A legal slide is an attempt to avoid such fielder. A runner may step over a defender but shall not dive or jump over a defender to avoid a tag (NF8-4-**C note**). Intentionally running into a fielder to interrupt his ability to make a play shall be declared an out and dead ball. All runners advancing are returned to their previous base if advancement occurred following the interference.

A fielder may not block the base or plate without possession of the ball. If in the umpires judgment the fielder has not provided access to the base or plate while not in possession of the ball the runner shall be awarded the base.

BALKS: Any pitch or action by the pitcher construed as a balk by the umpire shall be declared a no pitch. The ball is dead and no runner shall advance. **

** Balks will be called and awarded in 13-15 and 11/12 (see local rules).

GAME GUIDELINES

Scorekeeper

Each team must provide an adult scorekeeper. The home team scorekeeper is the official scorekeeper.

The visiting team is responsible for the scoreboard.

The scorekeeper should obtain the game's starting time from the plate umpire, and record it in the scorebook.

After the game, the scorekeeper has each manager and at least one umpire sign the official score sheet.

The score sheets should list the teams playing, date, age group, names of pitchers, number of innings that each pitcher pitched and final score. Also note any ejections or protests.

The score sheets must be turned in immediately to the information center.

Pre-Game

- a) Managers must exchange line up cards with player's full name and jersey numbers ten (10) minutes prior to the start of the game. ***Umpires will flip a coin to determine home team at the pre-game conference with both coaches present.***
- b) The Home team has the game field for the ten (10) minutes prior to game time for pre-game warm-ups, if the field is available. The visiting team has the field prior to that time, if it is available. There will be no pre-game batting practice on the playing field (this includes soft toss against the playing field's fence). The batting cages are available for use before games. Teams having scheduled games receive priority to the cages immediately before their game.

Playing the Game

All players must bat in rotation.

A player must play on defense at least every other inning (see 5-6, 7-8 local rules).

If a player does not start a game, he must start the next game.

A runner is out when he slides head first into any base while advancing.

The umpire will warn both managers before the game about instructing their players not to sling the bat. Without any further warnings, the batter will be called out by the umpire during the game for slinging the bat. See 5-6 Supplemental Rules (Each batter in the 5-6 league will receive a warning for slinging the bat before he is called out)

A team may start a game and play with eight players, but will take an out for the ninth position in the batting order, unless that player arrives during the game and assumes that position in the order (see 5-6 local rules: a team may begin play and play a game with seven players).

A team must play with a player in the catcher's position (see 5-6 local rules).

Batting helmets must be worn by players batting and on base at all times (including practice and in the batting cage). The player's game hat may be worn underneath the helmet.

A player who is sick, injured or leaves an active game for any other reason deemed justifiable by the umpire, must be reported to the opposing manager, home scorekeeper and umpire. If the player misses a turn at bat, he is declared out of the game - but not an out, unless the team drops below nine players. Failure to notify the above people will result in the player being called out.

Any player who merely refuses to play after being asked by the umpire will be considered out of the game and will be an out when his turn at bat occurs. There will be no further penalty. This player may re-enter the game at any time or bat.

Practice Session

Practice sessions are limited to four two-hour sessions per week. A week will begin on Monday and end on Sunday. A team may not practice or play more than four (4) times per week.

Practice games will count as practice for both teams. Regular season games are counted as practice time.

Inclement Weather and Darkness

The Vice President of Operations, or their representative, can cancel games in advance or at game time due to inclement weather. Coaches may not cancel or postpone games without permission by the V.P. or their representative. The umpire may cancel a game for inclement weather after the first pitch of the game.

Games shortened by reason of rain, darkness or other acts of God shall be regulation games provided: for 5-6, 7-8, 9-10 and 11-12 games, the losing team has batted 4 times; and for 13-14 games, the losing team has batted 5 times. Games not regulation shall be suspended and restarted from the point at which they were stopped. In this instance, the home team is responsible for keeping the score sheet.

Both managers are responsible for contacting the League Director within 24 hours to reschedule suspended or cancelled games.

All suspended or cancelled games will be re-scheduled for the next available time slot.

If the umpire stops a game due to weather or darkness before an inning is completed and the game is a regulation, the score of the game reverts to the last complete inning. The umpire should not start another inning if he is certain that there is no reasonable chance that a full inning could be completed.

Uniform

The player's uniform is RYBA issued and must be worn without deviation.

Uniform changes must be approved by the Board of Directors, with the exception that fitted hats may be substituted for the issued hats as long as they have the correct logo, same color and style. NOTE: Every player must receive the same style fitted hat.

The Disciplinary Committee will handle any violations of the team uniform rule.

Run Rule

A game for 5/6, 7/8, 9/10 and 11/12 shall be considered a regulation game when a team is ahead by eleven (11) or more runs after four or more innings or three and one-half innings if the home team is ahead.

A game for 13/14 shall be considered a regulation game when a team is ahead by eleven (11) or more runs after five or more innings or four and one-half innings if the home team is ahead.

Time Limits

Time limits for playing time shall be as follows:

5/6 - 1 hour (M-F) & 1 hour 15 minutes (Sat) (see chart). No inning starts after 8:45 PM.

7/8 - 1 hour & 30 minutes (M-F) and 1 hour & 45 minutes (Sat) (see chart). No inning starts after 9:30 PM.

9/10 - 1 hour & 30 minutes (M-F) and 1 hour & 45 minutes (Sat) (see chart). No inning starts after 9:45 PM

11/12 - 1 hour & 30 minutes (M-F) and 1 hour & 45 minutes (Sat) (see chart). No inning starts after 10:00 PM.

13/14/15 – 1 hour & 45 minutes (M-F) and 2 hours Sat) (see chart). No inning starts after 10:30 PM.

Age	Do not start an inning after:	Game Time:
5-6	<u>One hour for early games – excludes late, Friday or single games.</u>	1 hour (M-F) or 1 hour 15 minutes (Sat)
7-8	<u>One hour & 30 minutes for early games – excludes late, Friday or single games.</u>	1 hour 30 minutes (M-F) or 1 hour 45 minutes (Sat)
9-10	<u>One hour & 30 minutes for early games, – excludes late, Friday or single games.</u>	1 hour 30 minutes (M-F) or 1 hour 45 minutes (Sat)
11-12	<u>One hour & 30 minutes for early games, – excludes late, Friday or single games.</u>	1 hour 30 minutes (M-F) or 1 hour 45 minutes (Sat)

13-15	<u>One hour & 45 minutes for early games, – excludes late, Friday or single games.</u>	1 hour 45 minutes (M-F) or 2 hours (Sat)
-------	--	--

Time limits apply, even if a game goes into extra innings. A tied game should be completed if time remains on the official clock. A game may end in a tie.

All games that reach the time limit are regulation games, regardless of innings played.

Any innings begun before the time limit will be completed unless prevented by weather or darkness. An inning begins after the third out of the bottom of the previous inning.

PLAYOFFS

Each team is scheduled to play 15 regular season games. The 16th game begins the season ending tournament. The tournament is single elimination and regular season rules apply.

The League Director and Manager/Tournaments Director sets the tournament bracket based on each team's regular season records. The team with the best overall record is seeded highest and the team with the worst record is seeded lowest.

The team with the best overall record is seeded first. The team with the worst overall record is seeded last. Teams are then bracketed based on their regular season finish;

If two or more teams have identical overall records, then the division winner is seeded higher;

If two or more teams have identical overall records, then the team that won the head-to-head competition is seeded higher.

In the event that teams have identical overall records, were not division winners and did not meet during the regular season, then the League Director will flip a coin to determine the seeding.

- a) Depending on the number of teams in the league, teams with the best records may receive a bye in the first round of play. The team with the higher seeding will be the home team throughout the tournament.

Tie Breaking Procedures for Determining Division Winners

All tied games that have a bearing on the outcome of a season will be played to a decision prior to the season ending tournament. These games will be a continuation of the original games. The league director, prior to the start of the continuation, will provide score sheets. Regular season pitching rules apply.

If two or more teams in the same division have identical overall records after all regular season games have been played, the following tie-breaker rules apply:

The team with the best division record is declared the winner;

If two or more teams have identical division records, then the team that won the head-to-head competition is declared the winner;

In the event that three teams are still tied after the tiebreakers are applied, then a single game will be played on the Sunday concluding the regular season. Managers will draw straws to determine the home team. Regular season pitching rules apply.

The season ending tournament shall not begin until each team can be seeded based on their record and all division winners have been declared.

PROTESTS

All protests shall be in writing and must be accompanied by a \$25.00 fee presented to the RYBA Board President. If a protest is upheld, the \$25.00 fee will be returned. The \$25.00 fee may not be returned if the protest is not upheld.

Protests must conform to National Federation rules.

An RYBA Protest Board considers all protests. That board is appointed by the RYBA Board President and will consist of at least five members of the RYBA Board of Directors, including the Rules and Umpires Board Member. The Protest Board will rule based on the majority vote of its members and should meet within seven days of the protest's receipt. The Protest Board will issue a written report of its ruling.

The Protest Board will grant a protest if there is a clear violation of a rule that reasonably could have altered the outcome of the game protested. A judgment call by an umpire cannot be protested.

3-4 SUPPLEMENTAL

These supplemental rules apply only to the 3-4 tee ball league.

Players will be 3 or 4 years old as of April 30th.

Teams will be sized equally from 10-15 players based on registration.

Baselines equal 50 feet. Pitchers must remain in the pitchers circle which will be no closer than 20 feet and no farther than 36 feet from home plate.

Every player bats and plays in the field.

The ball is hit off a batting tee; there is no pitching.

There are no walks or strikeouts.

Every batter is SAFE at first and gets the opportunity to run the bases.

No fielder may be closer than an imaginary line between 1st base and 3rd base until the ball is hit.

No stealing. Players stay on the base until the ball is hit and may advance only 1 base at a time until the last batter in the inning bats.

Batting helmets must be worn while at bat and while running the bases. The pitcher must also wear a helmet while in the field. All helmets will have a protective face mask and chin strap attached.

An inning is over when all batters have batted once. The coach must announce when his last batter is coming to bat since runners may advance more than one base.

A game consists of 3 innings or a one hour time limit, whichever comes first.

Scores are not kept in tee ball.

The bat must be marked as a tee ball bat and an approved tee ball (which will be furnished by RYBA) will be used to maintain safety.

A flexible, adjustable batting tee will be used and shall be moved by the coach if there is a play at the plate.

Coaches are encouraged to assist players while batting and in the field while not delaying the game.

Since runners are always safe and scores are not kept, there will be no umpires. We encourage each coach to work with the other team to foster a positive playing environment for the players.

5-6 SUPPLEMENTAL

THESE SUPPLEMENTAL RULES APPLY TO THE 5/6 LEAGUE ONLY.

Baselines equal 50 feet. Pitching distance is not less than 20 feet and not more than 36 feet.

Bunting is allowed. A bunted ball must travel passed the chalked arc in front of home plate. If no arc is drawn, the ball must travel to the edge of the grass in front of home plate.

All players must bat in a pre-determined line-up. This line-up must be turned in to the opposing coach or scorekeeper ten (10) minutes before the game.

The infield-fly rule does not apply.

Base stealing is not permitted.

There will be a maximum of five runs allowed per inning, per team in all innings except the fifth, or extra innings which will have a ten run limit.

All players will play on the field on defense. Teams must play a regular baseball infield, excluding a catcher. All others must play in the outfield. The circle player (pitcher) must wear a batting helmet with a protective shield or similar protective head wear. NOTE: 5/6 league may begin play with seven players.

Each batter is allowed five pitches or three swinging strikes, whichever comes first. In the event the fifth pitch is fouled, the batter continues batting until the pitch is not fouled or the batter makes an out.

The coach may pitch over-handed or under-handed. The circle player must remain in the circle.

The adult pitcher must exit the playing field after the ball is hit, on the opposite side of the field on which the ball is hit, as soon as possible. They may not distract the opposing team by excessive movements or noise. If, in the judgment of the umpire, the adult pitcher unintentionally interfered with a defensive player, the ball is dead and is considered a "no pitch". The batter will assume the previous count and all runners return to their occupied base(s). The adult pitcher cannot coach, or touch, the batter or base runners after a pitched ball is put into play.

Managers, coaches and/or spectators are not allowed on the field, behind the backstop, or behind the outfield fences to give direction, either offensive or defensive. The umpire may stop play and instruct the Manager to remove any coaches or parents. Failure to follow this rule will result in the Manager being ejected from the game.

Base coaches may not assist runners by any form of physical contact.

The umpire will call time when any defensive player enters the circle (12' Diameter) (with or without intent) in possession of the ball or has stopped the progress of the lead runner. The ball may be in the hands of any defensive player when, in the umpire's decision, the lead runner's progress has been stopped. The ball is declared dead and time called when this occurs. When time is called, runners will be awarded bases according to their positions relative to a line drawn halfway between the bases. The lead runner will be awarded the base in the event two runners are occupying the same base.

The exchange of the ball between defensive players will be thrown and not rolled. If in the judgment of the umpire, a defensive throw is judged to be an underhand rolled ball, the runners will be awarded the base to which they are advancing.

The batter and all base runners must wear a helmet with protective face shield during all games and practice.

Teams may begin a game with seven players. The eighth position in the batting order must take an out each time his turn arrives in the order.

The team that is batting shall provide an adult catcher. The adult is to retrieve missed ball and throw it directly back to the adult pitcher. He is not to touch a live ball. If an adult inadvertently touches a live ball, time is called and runners are returned to the last base occupied.

- a) Wooden or aluminum bats may be used. Big barrel bats exceeding the 2 1/4" (+/- 1/8") barrel thickness are illegal and must be removed from the game when found (ages 5-10). The knob must be permanently attached.

Each batter in the 5-6 league will receive a warning for slinging the bat before he is called out.

7-8 SUPPLEMENTAL

THESE SUPPLEMENTAL RULES APPLY IN GENERAL TO THE 7/8 LEAGUE ONLY.

Baselines are 50 feet. Pitching distance is 40'. Outfield fences are 100' minimum and 140' maximum.

Bunting is allowed. There is no restriction regarding the distance the ball must travel.

The infield-fly rule does not apply.

There will be a maximum of five runs allowed per inning in all innings except the fifth or extra innings, which shall have a ten-run limit.

If a team has more than nine players, a fourth and fifth (if available) outfielder must be used on defense. It is permissible for a team to play with eight players in order to avoid a forfeit, but a catcher is required. All players must play defense.

No base stealing or leading off is allowed.

A passed ball on the third strike (only on the fifth pitch or after) is an out and a batter may not advance to first base.

The umpire will call time when, in his judgment, the defense stops the lead runner. Trailing runners are awarded the last base touched.

Coach Pitch League

- rrrr) The coach/pitcher must pitch from the pitching rubber (40 ft) and must throw over handed only.**
- ssss) The coach/pitcher must exit the playing field after the ball is hit, on the opposite side of the field on which the ball is hit, as soon as possible. They may not distract the opposing team by excessive movements or noise. If, in the judgment of the umpire, the adult pitcher unintentionally interfered with a defensive player, the ball is dead and is considered a "no pitch". The batter will assume the previous count and all runners return to their occupied base(s). The adult pitcher cannot coach, or touch, the batter or base runners after a pitched ball is put into play.**
- tttt) Bunting is allowed – a bunted ball must travel past the chalked arc in front of home plate. If no arc is drawn, the ball must travel to the edge of the grass in front of home plate.**
- uuuu) The player/pitcher must have one foot anywhere in the pitcher's circle.**
- vvvv) If a batted ball hits the adult pitcher, the ball is dead and is considered a no pitch. The batter will assume the previous count and all runners return to their occupied base.**
- wwww) The batter will have 5 pitches or three swinging strikes.**

Pitching Machine League

- xxxx) The batter is allowed five pitches or three swinging strikes whichever comes first. There will be no walks. In the event the fifth pitch is fouled, the batter will continue until a ball is not fouled or he makes an out.**
- yyyy) The adult pitcher must remain stationary behind the pitching machine when the batter puts the ball into play. They are not allowed to verbally coach from the field after a pitched ball is put into play. The adult pitcher is not to distract the opposing team by excessive movements or noise. If, in the judgment of the umpire, the adult pitcher unintentionally interferes with a defensive player, the ball is dead and it will be considered a "no pitch."**
- zzzz) A batted or thrown ball hitting the pitching machine is a live ball, except during the exchange between pitcher and catcher. A batted ball hitting the pitching machine that lands in foul territory prior to passing first or third base will be considered a foul ball. A batted ball hitting the pitching machine that lands in foul territory after passing first or third base will be a fair ball. If the batted ball unavoidably hits the adult pitcher, the ball is dead and it will be a "no pitch."**

- aaaaa) The player pitcher must be beside or behind the pitching machine before a pitch is thrown. After a pitch is thrown, the player pitcher can move in front of the pitching machine (e.g. in anticipation of a bunt.).
- bbbbb) One defensive time out per inning will be given to each manager.
- ccccc) Courtesy Runner – A courtesy runner may be inserted (at coach's option) for the catcher with two outs in an inning. The designated runner will be the player(s) that made the last batted out in the same inning, and may not be the pitcher or catcher. Neither the pitcher nor the catcher is required to leave the game under such circumstances.
- ddddd) SPEED-UP RULE: 1) The team that is batting shall provide an adult that will stand at the back stop to retrieve passed balls. The adult will retrieve the passed ball and throw it directly to the adult pitcher. This person is not to interfere with any batted ball or live ball thrown by a player. If the adult inadvertently interferes with a live ball, time will be called and all runners will be returned to the last base occupied. 2) Catchers should be instructed to throw the ball directly to the adult pitcher.

Live Pitch League

- eeeee) A pitcher is allowed five innings per week during a week with two games (Monday through Sunday). He is also allowed to pitch eight (8) innings in a week when three games are scheduled. The pitcher may pitch one additional inning in a tied game in which he was the starting pitcher. The forty-hour rule is in effect after a pitcher pitches in three innings (a pitcher must rest 40 hours following three or more innings pitched during the week. There are no restrictions for having pitched two innings or less.) One thrown pitch in an inning constitutes an inning pitched.
- fffff) The pitcher must pitch from the pitching rubber.
- ggggg) Any pitcher who hits three batters in the same game will be removed from the mound for the remainder of the game.
- hhhhh) After three charged conferences in a five-inning game, or for any charged conference in excess of one in each inning, the pitcher shall be removed for the duration of the game (NF 4-1). NOTE: A defensive conference is recorded as a charged conference. A defensive conference is concluded when the coach crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach returns to the dugout or the player crosses the foul line. (NF 4-3).
- iiiiii) Courtesy Runner – A courtesy runner may be inserted (at coach's option) for the pitcher or catcher with two outs in an inning. The designated runner will be the player(s) that made the last batted out in the same inning, and may not be the pitcher or catcher. Neither the pitcher nor the catcher is required to leave the game under such circumstances.

9-10 SUPPLEMENTAL

- jjjjj) A pitcher is allowed six (6) innings per week during a week with two games (Monday through Sunday). A pitcher is also allowed to pitch nine (9) innings in a week when three games are scheduled (Monday-Sunday). The pitcher may pitch one additional inning in a tied game in which he was the starting pitcher (**and has not been removed**). The forty-hour rule is in effect after a pitcher pitches in three innings (a pitcher must rest 40 hours following three or more innings pitched during the **game**). There are no restrictions for having pitched two innings or less. **A starting pitcher may re-enter as the pitcher if he has not pitched three (3) innings in the game.** One thrown pitch in an inning constitutes an inning pitched.
- kkkkk) Runners may not leave the base until the ball crosses home plate. Violation of the rule will result in "no pitch" being called and a warning to the offending team. A second violation will result in the runner being called out.

- lllll) Runners may leave the base after the ball crosses home plate. Once a defensive player stops the forward progress of the runner, time is called and he is to return to the base.
- mmmmm) The pitcher must pitch from the pitching rubber.
- nnnnn) There will be a maximum of seven runs allowed per inning, in all innings except the last, or extra innings. That inning shall have a ten-run rule.
- ooooo) Any pitcher who hits four batters in the same game will be removed from the mound for the remainder of the game.
- ppppp) Courtesy Runner – A courtesy runner may be inserted (at coach's option) for the pitcher or catcher with two outs in an inning. The designated runner will be the player(s) that made the last batted out in the same inning, and may not be the pitcher or catcher. Neither the pitcher nor the catcher is required to leave the game under such circumstances.
- qqqqq) After three charged conferences in a six inning game, or for any charged conference in excess of one in each inning, the pitcher shall be removed for the duration of the game (NF 4-1). NOTE: A defensive conference is recorded as a charged conference. A defensive conference is concluded when the coach crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach returns to the dugout or the player crosses the foul line. (NF 4-3).

11-12 SUPPLEMENTAL

- rrrrr) A pitcher is allowed six innings per week during a week with two games (Monday through Sunday). He is also allowed to pitch nine (9) innings in a week when three games are scheduled (Monday – Sunday). The pitcher may pitch one additional inning in a tied game in which he was the starting pitcher (***and has not been removed***). The forty-hour rule is in effect after a pitcher pitches in three innings (a pitcher must rest 40 hours following three or more innings pitched during the game. There are no restrictions for having pitched two innings or less. ***A starting pitcher may re-enter as the pitcher if he has not pitched three (3) innings in the game.*** One thrown pitch in an inning constitutes an inning pitched.
- sssss) The pitcher must pitch from the pitching rubber.
- ttttt) There will be a maximum of seven runs allowed per inning, in all innings except the last, or extra innings. That inning shall have a ten-run rule.
- uuuuu) A batter may advance to first base on a third strike that is dropped or not fielded cleanly by the catcher, provided that first base is not occupied with less than two outs (NF 7-4-1b). The batter is out if a third strike is not caught and first base is occupied with less than two outs. The batter and runners may advance if a third strike is dropped with two outs at their own risk.
- vvvvv) Courtesy Runner – A courtesy runner may be inserted (at coach's option) for the pitcher or catcher with two outs in an inning. The designated runner will be the player(s) that made the last batted out in the same inning, and may not be the pitcher or catcher. Neither the pitcher nor the catcher is required to leave the game under such circumstances.
- wwwww) Any pitcher who hits four batters in the same game will be removed from the mound for the remainder of the game.
- xxxxx) Balks shall be called against a pitcher. When the first balk infraction occurs, the umpire shall call time and instruct the pitcher of the nature of the infraction. No runners shall advance as a result of the dead ball. The pitch count will also remain the same. Any additional balk shall be called and runners advanced (if on base).
- yyyyy) After three charged conferences in a seven inning game, or for any charged conference in excess of one in each inning, the pitcher shall be removed for the duration of the game (NF 4-1). NOTE: A defensive conference is recorded as a charged conference. A defensive conference is concluded when the coach

crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach returns to the dugout or the player crosses the foul line. (NF 4-3).

13-14-15 SUPPLEMENTAL

- zzzzz) A pitcher is allowed seven innings per week during a week with two games (Monday through Sunday). He is also allowed to pitch ten (10) innings in a week when three games are scheduled (Monday-Sunday). The pitcher may pitch one additional inning in a tied game in which he was the starting pitcher (**and has not been removed**). The forty-hour rule is in effect after a pitcher pitches in three innings (a pitcher must rest 40 hours following three or more innings pitched during the game). There are no restrictions for having pitched two innings or less. **A starting pitcher may re-enter as the pitcher if he has not pitched three (3) innings or more in the game.** One thrown pitch in an inning constitutes an inning pitched.
- aaaaaa) Players that are registered as 15 year-olds may pitch a total of six innings per week, per team. They may not pitch more than three innings per game. The total innings pitched by 15 year-olds may not exceed six (6) per team, per week. It is the coaches' responsibility to manage and enforce this policy.
- bbbbbb) Players who are registered as 15 year-olds may not use a bat that is greater than -3 from the length (example: a 33/27 is not permitted, however, a 33/30 is allowed).
- ccccc) The pitcher must pitch from the pitching rubber.
- dddddd) Courtesy Runner – A courtesy runner may be inserted (at coach's option) for the pitcher or catcher with two outs in an inning. The designated runner will be the player(s) that made the last batted out in the same inning, and may not be the pitcher or catcher. Neither the pitcher nor the catcher is required to leave the game under such circumstances.
- eeeeee) Balks shall be called against a pitcher. When the first balk infraction occurs, the umpire shall call time and instruct the pitcher of the nature of the infraction. No runners shall advance as a result of the dead ball. The pitch count will also remain the same. Any additional balk shall be called and runners advanced (if on base).
- fffff) After three charged conferences in a seven-inning game, or for any charged conference in excess of one in each inning, the pitcher shall be removed for the duration of the game (NF 4-1). NOTE: A defensive conference is recorded as a charged conference. A defensive conference is concluded when the coach crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach returns to the dugout or the player crosses the foul line. (NF 4-3).
- ggggg) Players may wear metal cleats on the field only. They are allowed, but not recommended. Metal cleats may not be worn in any other area of the RYBA complex.
- hhhhh) Facemasks on helmets are recommended, but not required.
- a) Wooden or aluminum bats may be used. Big barrel bats exceeding the 2 1/4 barrel thickness are legal (ages 11-15). The knob must be permanently attached.
 - b) ** 15-year olds must use a bat that is numerically three ounces or less than the bat length (example: a 33" long bat cannot weigh less than 30 ounces) (NF 1.5).
 - c) **Chin straps are recommended but not required in the 13-15 league.**

SELECT TEAMS

The following regulations apply to all age groups participating in post-season Select tournaments:

Manager and Coaches Selection

In each division of each age group, any manager or coach may elect to create a Select Team. A request for a Select Team must be made to the League Director prior to a season's ending. The RYBA Board of Directors must approve any coaches who request a team. The approval process addresses the following criteria:

1. Ability to teach the game;
2. Communication skills with parents and players;
3. Conduct at games and practices;
4. Leadership ability and positive example;
5. Sportsmanship;
6. Attitude toward players, opposing players, and opposing coaches;

Once approved, the Select Team Manager may select his players. Those players must be participating in that age division and be registered with RYBA for one season.

The Select Team Manager and parents are responsible for all finances, uniforms, scheduling and administration of the team. RYBA assumes no responsibility for the selection of players and management of each Select Team. Managers must contact RYBA to schedule the facilities for teams making requests.

Player Selection

The Select Team Manager may select his players from any division for participation after being approved by the RYBA Board of Directors. There is no requirement that at least one player be selected from each team or the number of players chosen.

Financial Responsibility

The parents or guardians of a player selected to a Select Team are responsible for the following expenses:

1. The cost of the uniform;
2. Travel expenses;
3. Umpires;
4. Equipment and baseballs not provided by RYBA;
5. Tournaments;
6. Any other Select Team expense.

DRAFT PROCEDURES

The draft will be a round robin, ladder-type style format. The Player Agent will detail the format at the draft. The point system has been eliminated.

A Draft Committee, selected by the RYBA President, will be present at the draft to rule on any draft related issues. Once this ruling has been announced, it is final and cannot be appealed to the Board of Directors.

Freezing Players

1. The Head Coach may freeze a defined number of players. Each Coach must forward his list of frozen players PRIOR to try-outs to the League Director. Any list of players forwarded during or following the try-outs will not be accepted.
2. Each Head Coach will receive a player and parent affidavit. This affidavit must list the player(s) the coach is requesting to freeze. The player's parent must sign this form to authorize the coach to freeze his child. Failure to sign the affidavit will nullify the player being accepted for freezing. The affidavit must be returned with the freeze list to the League Director at least 30 minutes prior to try-outs.
3. The following details the maximum number of players each Head Coach may freeze for the draft:

5-6	Three (3) frozen players (includes brothers);
7-8 LP and PM	Four (4) frozen players (includes brothers);
9-10	Four (4) frozen players (includes brothers);
11-12	Four (4) frozen players (includes brothers);
11-13	Four (4) frozen players (includes brothers).
4. The frozen players will be positioned in the first round, and each round thereafter, until the team has selected all its frozen players. Once they have selected their frozen players, they may begin drafting in the next round. The older age player will be positioned earlier and younger player(s) positioned in later rounds. (Example: if a coach is freezing four players – including his child – he will not be allowed to draft until the fifth round. If he is freezing three players, he will not be allowed to select a player until the fourth round.)

Draft Format

1. The draft will be a round robin format. Each Head Coach, or his representative, will blindly select a number from a 'hat'. This number will represent his selection position in the first round of the draft.
2. The draft format is open. Coaches may select players from either age bracket at any time during the draft. No team may have eight (8) players from the older age bracket. (Exception: 5-6 may only have seven (7) players from the older age bracket.)
3. The coach with the number one selection out of the 'hat' receives the first pick in the draft. The draft sequence will be numerical descending until each coach has a selection (unless frozen) in the round.
4. The second round will begin by the coach with the lowest draft selection receiving the first pick. The draft sequence will be numerical ascending until each coach has a selection (unless frozen) in the round.
5. Players not drafted will then be placed in the 'hat' for random selection by coaches. The team with the fewest number of players required receives the first selection from the 'hat'. Each team will select one player until each team in need of a player has selected. The order will reverse itself for the next selection of players until each team has satisfied its requirement of players.

Trading Players

Teams may trade players following the draft. The trading period will last for approximately 15 minutes following the draft. All trades must be completed during this period. Any transaction made between coaches must be authorized by a Draft Committee member and signed by both coaches prior to their leaving the draft. Any transactions done following the trading period will not be accepted. Any transaction not authorized by a Draft Committee member or RYBA Board Member present during the trade period will not be accepted. Any trade not signed by both coaches following the transaction will not be accepted.