



## Future League Rules

*Modified Feb. 2010*

1. PONY League rules for Pinto will apply except for Sycamore local rules.
2. The 1<sup>st</sup> half of the season schedule will be coach pitch ONLY. Coaches and players should use this time to develop their pitching skills. Any questions should be directed to the Commissioner(s) of Future League.
3. A max of 10 players on the field at once. Every player must play a minimum of 4 innings. In a 6 inning game. With a continuous batting order No player may play the same position more than 2 innings per game. Every player should be in the infield at least 2 innings per game.
4. All outfielders must play at least 30 ft behind the infield. They should not be able to get a putout at any base.
5. Games will be played on a 55 foot diamond. Pitching rubber is 35 feet from home plate. Please measure before each game.
6. Regulation games are 6 innings in length. 4 innings is a complete game in case of rain, or 3 ½ if the home team is ahead. No inning can start after 7:30
7. Limit of 4 runs per one half inning. If there are not 3 outs when 4 runs have scored, the teams still change sides. In the 6<sup>th</sup> inning, the limit shall be 6 runs or 3 outs, whichever comes first.
8. A team will be allowed to field 7 players and still be a legal team. Failure to field a legal team constitutes a forfeit.
9. All weekday games start promptly at 6:00 p.m. Forfeiture time is 10 minutes after starting game. The last inning may not start after 7:30.
10. The visiting team is listed first on the game schedule and will take the field for warm ups 1/2 hour before game time. The home team is listed last and will take the field for warm ups 15 minutes before game time. Visiting team occupies the first base side. Home team occupies the third base side.
11. Either team, shall provide 1 umpire for the game, it does not matter which team supplies the umpire, usually a parent is used. The home team is responsible for putting the bases out and returning them to the metal boxes behind the backstop and locking them after the game.
12. Each team and spectators are responsible for picking up litter from the bench area, diamonds and spectator areas after each game. Please advise the commissioner of any problems with the baseball fields.
13. Sportsmanlike conduct must be observed at all times! There will be no yelling at or arguing with the umpires, other coaches or players at any time. Coaches violating this rule will be reviewed by an appropriate SYB committee. This could result in suspension/dismissal.
14. Coaches are responsible for crowd control. If a parent or spectator becomes unruly, they will be asked to leave the park. If they refuse, their team will forfeit the game. In the event a dangerous or threatening situation develops, please contact the police/911. Please advise the commissioner of any such situations at your earliest convenience.
15. No smoking or alcohol is allowed in the dugouts or on the playing fields. If a coach or spectator must smoke, please go across the street.
16. Equipment will be checked out to each manager at the start of the season and must be turned in within 2 weeks of the last game.

17. While their team is on the field, coaches are allowed to be in the field for instructional purposes; but they must not interfere with play. While their team is at bat, coaches may be in the coach's boxes along the baseline.
18. No player may be added or deleted from any team by a coach. As soon as a team loses a player, the manager must notify the commissioner. New players will be added as available. Any coach playing or practicing with ineligible players will forfeit the next game. Eligible players are those who have parent signed contracts on file with the secretary (for insurance and liability purposes).
19. There is no "infield fly" rule in Future league.
20. Intentionally running into a catcher or any other player constitutes an automatic out. No fielders, including catchers, shall stand in the base path unless they already have the ball. If a runner is unable to reach the base because a fielder has blocked the base, the umpire shall declare the runner safe.
21. There is no base stealing or taking leads off of base. The runner must have one foot on the base until the ball is hit.

### **Future League is player/coach pitch.**

22. A player shall be allowed to pitch when he can demonstrate that he has been qualified as a pitcher by a league official. Pitching qualifications shall be indicated by a league issued pitching patch.
23. Player pitch will be a max of 3 innings per game. If a team does not have 3 qualified pitchers on the team, then a coach will pitch the remainder of the game. A player may only pitch 1 inning of the four. Example: If a team has 3 qualified pitchers, they will only have 3 innings of a game being pitched by players, the remaining innings will be pitched by a coach. Coach pitch will be allowed if the 2 previous rules are exhausted. Teams who have no league qualified pitchers shall be a coach pitch team. The hitting team's coach shall pitch to the batter after the player pitcher reaches 4 balls. However the strike count does not change. The at bat ends with a hit, or an out including a swinging/called 3<sup>rd</sup> strike. The strike count will be continued (ie: a batter with a 2-2 count when hit by a pitch or when the player pitcher throws 4 balls, will have one strike remaining when his coach begins pitching to him).
24. If a player pitcher hits a batter, the hitting team's coach finishes the at bat. However, the strike count starts over. (No matter how many strikes it starts back at 0)
25. Player (pitchers) who hit more than one (2) batsman (batters) in one inning shall not pitch for the remainder of the inning. Another player pitcher shall not be substituted to finish the inning. The balance of the inning shall be coach pitched.
26. Teams with more than one qualified pitcher must pitch in rotation continuing from game to game (ex: a team with 4 qualified pitchers shall allow each pitcher to pitch one inning every other game). In the event of a qualified pitcher missing his turn to pitch due to absence, the next qualified pitcher shall be moved forward in the rotation. Upon his return, the absent pitcher shall be moved to the front of the pitcher rotation. The hitting team's coach pitches to his own team. The coach pitches basically the same rules except there are no walks. The coach will pitch to the batter until either 1. The batter hits the ball or 2. The batter strikes out swinging and/or called strikes.

27. There are no walks. There are called strikes. Hit batsman continues his at bat. A foul ball counts as a strike unless it's the last strike.
28. Umpires job is to call balls and strikes, determine foul balls, tips, call bases (often coaches in the field assist with calls at bases) and count runs for ½ inning limits(4).
29. Extra base hits are allowed. Once the infielder has possession of the ball on the infield, the play is dead. Runners must return to the previous base if they are not past half way. If they are past half way to the next base, they may continue at their own risk of being tagged out.
30. Official score will be kept. All players, coaches and spectators are expected to show the highest re-guard for sportsman like conduct.
31. Lightning will automatically cancel a game immediately! If it can be seen, it is too close.
32. Only approved equipment is to be used. No metal cleats. No wood bats. A batter shall use a Little League approved bat with a barrel diameter no larger than 2 ¼ inches. Equipment may not be modified and any broken equipment should be turned in ASAP and it will be replaced. Contact the league commissioner for any replacements.
33. A thrown bat will result in 1 verbal warning given to a team. A second offense will result in a dead ball, batter is automatically out and runners may not advance. Anything more than 2 offenses will result if the offending batter being automatically out.
34. It is strongly recommended by SYB that players wear cups. It is mandatory if a player is playing the catchers position.

All rules are established for the safety, development and betterment of the players and the game. All rules are expected to be **strictly followed** as established. Any rules intentionally broken by a Coach or manager will be given 1 verbal warning. A second infraction will result in disciplinary action up to a 1 game suspension of that coach. More than 2 infractions will be handled in a progressive manor and not excluding removal as head coach. Parents and coaches please let the commissioner know of any intentional violations.