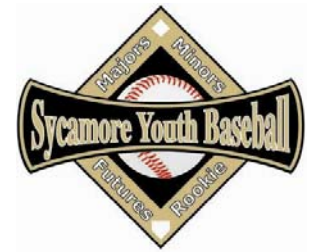


SYB Minor League Rules

Modified Dec, 2009



General Rules

PONY Baseball Mustang League Rules will apply except for Sycamore local rules. (Although using PONY Baseball rules, Sycamore Youth Baseball is not affiliated with any national baseball organization and those rules that pertain to league organizations, sponsorship restrictions, tournament eligibility, and the like are not adopted)

All weekday games start promptly at 6:00 pm. Forfeiture is 5 minutes after the starting time. The last inning may not start after 8:00 pm in the months of April and May and 8:15 pm during the month of June.

Games consist of 6 innings. In the event of a tie at the end of the 6th inning, a 7th inning will be played if there is enough daylight to complete that inning, as determined by the umpires. If at the end of the 7th inning, the game is still tied, the game ends in a tie. In Tournament play, if a game is still tied after the 7th inning, the team with the higher seed will be declared the winner.

The pitching rubber is 46 feet from home plate. The distance between bases is 60 feet.

The balk rule and infield fly rule will not be enforced.

No Smoking, use of tobacco or alcohol products is allowed in the dugout or on the playing field. It is strongly encouraged that there will be no smoking within the Minor league quad. Please smoke between fields towards the outfield.

No Player may be added or deleted to a team by either the manager or coach.

As soon as a team loses a player, the manager will notify the Commissioner. New players will be assigned from a waiting list, if any. No new players will be added in the last two weeks of the season. Any manager playing with ineligible players will forfeit the next game. Eligible players are those who have parent signed contracts on file with the league secretary for insurance and liability purposes.

The visiting team is listed first on the schedule and will take the field for warm up's 15 minutes before game time. The home team is listed second and takes the field 30 minutes before game time. Visiting team occupies the first base dugout and the home team occupies the third base dugout.

The home team will set up the field prior to the game and rake out the batters box and pitcher's mound after each game. Home team is responsible for putting the equipment in the storage boxes and locking them after the game. Each team is responsible for picking up litter from the dugouts, field and stands. In the spirit of teaching and reinforcing stewardship to our SYB athletes, coaches and players of teams NOT leaving the fields in a clean, playable condition will be warned by the league on their first infraction and will forfeit the next game on each subsequent infraction.

NO distractions will be allowed during a game behind the back stop. The home team must furnish 2 new baseballs to the umpires prior to the game.

Game Play Rules

All players will bat in rotation and must play a minimum of 4 complete innings in the field. Those 4 innings do not have to be consecutive. All players are to play at least 2 innings in the infield. No player shall play more than 3 innings in any one position.

A ten run rule will be in effect after 5 complete innings, or after 4 ½ innings if the home team is up by ten or more runs.

A 5 run per inning rule will be in effect- all runs scored on the play in which the 5th run scores, shall be counted in the run total for that inning (see example below).

Unlimited runs shall be allowed in the 6th inning only.

Example: If bases are loaded and the team has already scored 4 runs during that inning and a batter hits the ball past the outfielders, runners may continue to score until the play is over and all of the runs that scored from that hit will be counted.

One Manager and no more than 3 asst. coaches are allowed in the dugout during games. When batting, at least one coach shall remain in the dugout with the team in order to maintain order. The coaches must not leave the dugout or coaches box to address the umpire unless recognized by the umpire.

No Player shall be penalized for missing a game or practice as this is a recreational league as well as a competitive league.

Little League Bats must be used. No big barrel bats are allowed. The diameter of the barrel must not exceed 2 ¼ inches and must be stamped “Approved by Little League Baseball”

Coaching staff may visit the defense, including the pitcher during the game. Visits will be limited to 1 minute. On the second visit to the defense with the same pitcher on the mound, the pitcher MUST be removed. Exceptions shall be for injuries to players other than the pitcher.

Changes to the rules mentioned are strictly prohibited. Rules are approved by the board of directors for Sycamore Youth Baseball and are approved with the League, Coaches, Players, Umpires and Fans best interest in mind. Rules change suggestions may be brought the Commissioner(s) of “A” League. The Commissioner(s) will then submit it to the board if he/she feels the request is a valid request. **The Board of SYBL is the only one who can change, alter or modify a rule.**

Minor League Roster Rules

Games will be played with no less than 8 players.

- In the event that there are only 8 players, the 9th players spot will NOT be an automatic out.
- If a team begins a game with 9 players and loses a player during the game due to injury or ejection. The 9th spot will NOT be an automatic out.
- If a team starting with 9 players loses 2 players for any reason during the game, that team will forfeit the game.
 - If a player is injured during an at-bat, the player that made the last out will continue the at bat from its current status.

If it is necessary to bring a player up from “B” League, the following rules apply:

- No player will miss a game with their current team to play up a level.
- The Manager of the player’s current team must be notified of a player playing up a level.
- If a player is brought up to play and the game is suspended for any reason and enough team players return for the make up game, the player being brought up, will not be eligible to play in the make up game.
- If a team has 9 or more players at a game, a player cannot be brought up a level to play.
- The player being brought up should come from the same team name in the level below. If the level below does not have the same team name, it is up to the commissioner of “A” League to communicate with the “B” League Commissioner to find a player to play up.

Minor League Pitching Rules

Pitchers are only allowed to pitch 2 innings per game regardless of how many games the pitcher’s team plays in a week. A pitch thrown in an inning constitutes an inning pitched. The innings must be consecutive.

There will be no more than 10 warm up pitches between innings or after a new Pitcher enters the game.

Once a pitcher is removed from a game as a pitcher, he cannot return as a pitcher In that same game.

If a pitcher hits 2 batters in any given inning, he must be removed as a pitcher from the game.

Minor League Base running Rules

Players must remain on the base until the ball is hit or reaches home plate. If the Runner leaves early and is seen by the umpire, he will be asked to return to the base from which he came from and the team will receive a warning. The next player called for leaving early will be called out.

Bases may be stolen on a wild pitch or passed ball only. A passed ball is considered when or if the ball bounces 2 feet or more away from the catcher. If the catcher blocks the ball but the ball bounces 2 feet or more away from him, the runner may attempt to steal the next base. The placement of the ball from the catcher, whether it's in front, to either side or behind him is constituted a passed ball and the runner may advance if the ball is 2 feet or more away. The umpire will have the final decision as to the distance of how far the ball got away from the catcher. If the umpire decides the ball was not 2 feet or more away, the runner must then return to the base from which is started from. Bases may also be stolen on an errant throw back to the pitcher or any other player on the field.

If an attempt is made to put the advancing runner out and the throw is not caught Then the ball remains live and all runners may continue to advance at their own risk. If no attempt is being made to throw out the runner, the play is dead when the pitcher is in possession of the ball and is in the area of the pitching rubber.

A runner may not purposely run into or otherwise interfere with a fielder attempting to field a batted ball, even if the fielder is in the base path. If this happens, the play is dead, the batter is out, and all runners must return to their bases.

Intentionally running into a catcher or any other player constitutes an automatic Out. Runners must slide, feet first (no head first slides unless returning to a base on a play) at home if there is a play at the plate. A play at the plate means the ball is in route from a fielder or the catcher to the base.

Minor League Batting Rules

A batter may not square around to bunt then pull back and swing away. The first time this happens, the team will receive a warning, the second time this happens; the batter will be called out.

Little League Bats must be used. No big barrel bats are allowed. The diameter of the barrel must not exceed 2 ¼ inches and must be stamped "Approved by Little League Baseball"

No throwing of bats after making contact with the ball. One team warning. Second time, the batter will be called out.

Minor League Equipment Rules

Equipment will be checked out to each manager at the start of the season and must be returned within 2 weeks of the end of the season. All Keys shall be returned at the time.

Equipment is not to be modified and only equipment approved by one of the National Youth Baseball Organizations is approved. Broken equipment that needs to be replaced must be turned in before new equipment will be issued.

Conduct & Discipline

Coaches are responsible for the conduct of their coaches, players and fans. If a Coach, player or fan is ejected, the following suspensions apply:

- A. 1st Offense – 1 game suspension to be served the following game
- B. 2nd Offense – Remainder of the season

These penalties are a minimum and any dismissal from a game will be reviewed by the board with corrective action to follow.

If a parent or fan becomes unruly, they will be asked to leave the facility. If they Refuse to leave; the team will forfeit the game.

Weather

Coaches will decide whether or not a game should continue in the event of rain or darkness. Umpires have the final decision. In the event of lightning, play will be stopped immediately and all players removed from the field. 20 Minutes must elapse with no sign of Lightning before a game can start or continue.

Please move to your cars and not under any of the pavilions. Our fields get flooded quickly and lightning striking the wet ground is extremely dangerous.

In the case of a rain out, coaches will communicate with the commissioner(s) as to when the game will be made up. Games that are called due to rain should be rescheduled for the Saturday following the rain out game.

If a game is called in the middle of an inning because of rain or darkness and the game has reached on or beyond the 4th inning, it will be considered a complete game.

Make Up Games Information

Make up games can be scheduled to be played under the lights at the Bronco Fields on Saturday nights with prior notice. The Commissioner(s) of "A" League will communicate with the Sycamore Park District to ensure availability of the Fields. Bronco League has precedence over the fields. Notice to play a make up game on the Bronco Fields must be no less than 1 week in advance. All games under the lights will begin at 7:30 pm and must end no later than 10:00 pm. The "A" League Rules will apply during these games as well as conduct rules and clean up.

