

# **SOUTH CENTRAL YOUTH LEAGUE 2017 TEAM RULES**

## General Rules:

If a team has less than 7 players, the team will officially forfeit the game, but may still play it out if they wish. No outs will be given for missing players.

Half an inning consists of 3 outs or a maximum of 6 runs, whichever comes first.

Playing time will be 6 innings or 1.5 hours, Minors and Majors.

A new inning will not be started after 1 hour and 15 minutes. Last inning will be finished. Be sure to have the umpire note the starting time of the game.

Both teams will keep score.

No infield fly rule.

## **2016 LITTLE LEAGUE BASEBALL RULE ADAPTATIONS OF NATIONAL FEDERATION RULES** MINOR GIRLS RULES ARE IN **BOLD** AND LISTED UNDER THE HIGH SCHOOL RULE THAT IT APPLIES TO.

### **MINOR GIRLS**

Rule 1-2-1 Distance between each base should be 90 feet. Distance between pitching rubber and home plate should be 60 feet, 6 inches.

**Adaptation 1 Distance between each base should be 60 feet. Distance between pitching rubber and home plate should be 35 feet. (2017 change)**

Rule 2-19-1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

**Adaptation 2 No infield fly rule will be used. All fly balls will be treated the same.**

Rule 2-34-1 A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout or a fielding error.

**Addition to 2-34-1** **Runner may not lead off. Runner may steal when the ball crosses home plate. Look Back Rule will be used. When the ball is in the circle, the runner must commit back to 3<sup>rd</sup> base or home. The runner will be called out if they change directions after they have committed to the base, if the ball is in the circle. If played on, may reverse. (2017 change).**

Rule 3-1-1 After the umpire has received the official lineup card prior to the game.....

**Adaptation 3 No line-up cards will be used.**

Rule 3-1-3 Any of the starting players may be withdrawn and re-entered once. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter.

**Adaptation 4 Free substitution will be used, but not to coaches advantage. Coaches should remember to make ethical coaching decisions.**

Rule 3-1-4 A designated hitter for the said player shall be selected prior to the start of the game.

**Adaptation 5 A designated hitter will not be allowed.**

Rule 4-2-1 A regulation interscholastic game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the seventh or only a fraction of it; or because of weather, or darkness. Each team must have nine players in its lineup throughout the game.

**Adaptation 6 A regulation little league game will consist of six innings (turns at bat). No top of an inning will start after 1 hour 15 minutes. The total time limit for each game will be 1 hour and 30 minutes. Each team may have 10 players in its lineup throughout the game.**

Rule 4-2-2 The game shall end after the fifth inning, if either team is behind 10 runs.

**Adaptation 7 No 10 run rule will be used. One team is only allowed to score 6 runs in each inning. If the batting team scores 6 runs that half of inning will be over.**

Rule 4-2-3a,b If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat that the visiting team has scored in five turns at bat; or if play has gone beyond five full innings.

**Adaptation 8** If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if four full innings have been played, or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat that the visiting team has scored in four turns at bat; or if play has gone beyond four full innings.

Rule 4-3-1 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.”

**Adaptation 9** If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.” If the game is rescheduled, the game will start in the first inning with no score.

Rule 4-4-1-f A game shall be forfeited to the offended team by the umpire when a team: is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

**Adaptation 10** Each team must be able to start and finish the game with at least seven players. If one team has less than seven players the game will be a forfeit. No outs will be called for missing players.

Rule 6-2-4 Balk

**Adaptation 11** If the umpire feels the pitcher has made a balk the umpire should call time. Play will resume on the next pitch. No bases will be awarded and the batter will not be granted a ball.

Rule 7-4-1b A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base and there are less than two outs.

Note - If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged out or thrown out.

**Adaptation 12:** A batter is also out as in above penalty or when: a third strike is not caught. Note - Batter will be out on a third strike if the pitch is caught or not. Batter does not have the option to advance to first base.

**Adaptation 13:** When the coach is pitching, the player who is playing pitcher, must stay within 3 feet of the pitching rubber.

**Adaptation 14: If the coach pitching is hit by the ball, the ball will remain a live ball.**

**Adaptation 15: If a runner is caught leaving the base too early, one team warning will be given. After the team warning, any runners caught leaving early will be called out.**

**Adaptation 16: 4 consecutive balls to start at bat = coach comes out (3 strikes or 5 max pitches (batter out)). Coach only comes out if the first 4 pitches are balls. If coach pitching, batter hits or strikes out. Otherwise, count is kept like a normal game and batter hits, walks or strikes out.**

**Adaptation 17: Girls can steal all bases when their coach is not pitching and ball is not in the pitchers circle. They may leave once ball crosses plate.**

**Other NOTES:**

**Minor Girls will play with an 11 inch yellow softball.**

**Bunting is allowed on pitches from opposing team.**

- **Pitcher's facemask will be up to each team to decide on whether they will wear them or not**
- **Batter's facemask will be required for each team.**
- **Roster Batting is required.**

Each player on the team will play at least 2 innings per game, unless benching to player is a result of a disciplinary action. If a player cannot attend practice, the coach should be notified, otherwise the coach may choose to limit playing time at the next game. Practice is very important!!!!

- **Teams need to keep track of overall records during the week and submit to each towns representative to update on Facebook page for League Tournament Seeding. Tournament will be seeded 1 week prior to Tournament start. Records must be updated before seeding. League Tournament will be seeded by best overall record to worst overall record (winning %) with head to head then most games played tiebreakers. If no team records submitted, then winning % will be calculated at 0.**

**Sportsmanship** - It is a priority of the **SCYL League** that all participants exhibit good sportsmanship. Your cooperation in role modeling sportsmanship will ensure that this contest displays positive values.

In minor league play there will be no stealing of any base when coach is pitching. No bunting when coach comes in to pitch. When the coach is pitching, the umpire will call strikes if the batter does not swing and the pitch is in the strike zone. Encourage your batters to swing.

## **2016 LITTLE LEAGUE BASEBALL RULE ADAPTATIONS OF NATIONAL FEDERATION RULES**

MAJOR GIRLS RULES ARE IN **BOLD** AND LISTED UNDER THE HIGH SCHOOL RULE THAT IT APPLIES TO.

### **MAJOR GIRLS**

Rule 1-2-1 Distance between each base should be 90 feet. Distance between pitching rubber and home plate should be 60 feet, 6 inches.

**Adaptation 1 Distance between each base should be 60 feet. Distance between pitching rubber and home plate should be 40 feet.**

Rule 2-19-1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

**Adaptation 2 No infield fly rule will be used. All fly balls will be treated the same.**

Rule 2-34-1 A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout or a fielding error.

**Addition to 2-34-1 Runner may not lead off. Runner may steal when the ball leaves the pitchers hand. Look Back Rule will be used. When the ball is in the circle, the runner must commit back to 3<sup>rd</sup> base or home. The runner will be called out if they change directions after they have committed to the base, if the ball is in the circle. If played on, may reverse (2017).**

Rule 3-1-1 After the umpire has received the official lineup card prior to the game.....

**Adaptation 3 No line-up cards will be used.**

Rule 3-1-3 Any of the starting players may be withdrawn and re-entered once. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter.

**Adaptation 4 Free substitution will be used, but not to coaches advantage. Coaches should remember to make ethical coaching decisions.**

Rule 3-1-4 A designated hitter for the said player shall be selected prior to the start of the game.

**Adaptation 5 A designated hitter will not be allowed.**

Rule 4-2-1 A regulation interscholastic game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the seventh or only a fraction of it; or because of weather, or darkness. Each team must have nine players in its lineup throughout the game.

**Adaptation 6 A regulation little league game will consist of six innings (turns at bat). No top of an inning will start after 1 hour 15 minutes. The total time limit for each game will be 1 hour and 30 minutes. Each team may have 10 players in its lineup throughout the game.**

Rule 4-2-2 The game shall end after the fifth inning, if either team is behind 10 runs.

**Adaptation 7 No 10 run rule will be used. One team is only allowed to score 6 runs in each inning. If the batting team scores 6 runs that half of inning will be over.**

Rule 4-2-3a,b If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat that the visiting team has scored in five turns at bat; or if play has gone beyond five full innings.

**Adaptation 8 If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if four full innings have been played, or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat that the visiting team has scored in four turns at bat; or if play has gone beyond four full innings.**

Rule 4-3-1 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest "no game."

**Adaptation 9 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest "no game." If the game is rescheduled, the game will start in the first inning with no score.**

Rule 4-4-1-f A game shall be forfeited to the offended team by the umpire when a team: is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

**Adaptation 10 Each team must be able to start and finish the game with at least seven players. If one team has less than seven players the game will be a forfeit. No outs will be called for missing players.**

Rule 6-2-4 Balk

**Adaptation 11 If the umpire feels the pitcher has made a balk the umpire should call time. Play will resume on the next pitch. No bases will be awarded and the batter will not be granted a ball.**

Rule 7-4-1b A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base and there are less than two outs.  
Note - If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. She is entitled to try to reach first base before being tagged out or thrown out.

**Adaptation 12 A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base. Note - If no runner occupies first base, the batter is not out unless the third strike is caught. She is entitled to try to reach first base before being tagged out or thrown out.**

#### Other Issues

- **Pitcher's facemask will be up to each team to decide on whether they will wear them or not**
- **Batter's facemask will be required for each team.**
- **Roster Batting will be used (2017). All players will bat.**
- **Major Girls will play with a 12 inch yellow softball**
- **Bunting is allowed**
- **Pitching Circle should be 16 feet in diameter. 8 feet in all directions from the pitching rubber.**
- **Delayed Steal will not be allowed.**

- **Teams need to keep track of overall records during the week and submit to each towns representative to update on Facebook page for League Tournament Seeding. Tournament will be seeded 1 week prior to Tournament start. Records must be updated before seeding. League Tournament will be seeded by best overall record to worst overall record (winning %) with head to head then most games played tiebreakers. If no team records submitted, then winning % will be calculated at 0.**

**2016 LITTLE LEAGUE BASEBALL RULE ADAPTATIONS OF NATIONAL FEDERATION RULES**

MINOR BOYS RULES ARE IN **BOLD** AND LISTED UNDER THE HIGH SCHOOL RULE THAT IT APPLIES TO.

**MINOR BOYS**

Rule 1-2-1 Distance between each base should be 90 feet. Distance between pitching rubber and home plate should be 60 feet, 6 inches.

**Adaptation 1 Distance between each base should be 60 feet. Distance between pitching rubber and home plate should be 40 feet.**

Rule 2-19-1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

**Adaptation 2 No infield fly rule will be used. All fly balls will be treated the same.**

Rule 2-34-1 A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout or a fielding error.

**Addition to 2-34-1 Runner may not lead off. Runner may steal when the ball crosses home plate. Stealing home will be allowed on a past ball during the original pitch from pitcher to catcher. Once the runner makes any movement back toward 3<sup>rd</sup> base, the runner must immediately return to 3<sup>rd</sup> base unless the**



**ball is thrown toward 3<sup>rd</sup> base in an attempt to get the runner out. If the runner does not return immediately to 3<sup>rd</sup> base, he will be called out. (2017 change).**

Rule 3-1-1 After the umpire has received the official lineup card prior to the game.....

**Adaptation 3 No line-up cards will be used.**

Rule 3-1-3 Any of the starting players may be withdrawn and re-entered once. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter.

**Adaptation 4 Free substitution will be used, but not to coaches advantage. Coaches should remember to make ethical coaching decisions.**

Rule 3-1-4 A designated hitter for the said player shall be selected prior to the start of the game.

**Adaptation 5 A designated hitter will not be allowed.**

Rule 4-2-1 A regulation interscholastic game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the seventh or only a fraction of it; or because of weather, or darkness. Each team must have nine players in its lineup throughout the game.

**Adaptation 6 A regulation little league game will consist of six innings (turns at bat). No top of an inning will start after 1 hour 15 minutes. The total time limit for each game will be 1 hour and 30 minutes. Each team may have 10 players in its lineup throughout the game.**

Rule 4-2-2 The game shall end after the fifth inning, if either team is behind 10 runs.

**Adaptation 7 No 10 run rule will be used. One team is only allowed to score 6 runs in each inning. If the batting team scores 6 runs that half of inning will be over.**

Rule 4-2-3a,b If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat that the visiting team has scored in five turns at bat; or if play has gone beyond five full innings.

Adaptation 8 **If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if four full innings have been played, or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat that the visiting team has scored in four turns at bat; or if play has gone beyond four full innings.**

Rule 4-3-1 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.”

**Adaptation 9 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.” If the game is rescheduled, the game will start in the first inning with no score.**

Rule 4-4-1-f A game shall be forfeited to the offended team by the umpire when a team: is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

**Adaptation 10 Each team must be able to start and finish the game with at least seven players. If one team has less than seven players the game will be a forfeit. No outs will be called for missing players.**

Rule 6-1-6 Each state association shall have a pitching restriction to afford pitchers a reasonable rest period between pitching appearances.

**Adaptation 11 A pitcher will only be allowed to pitch a total of 2 innings per game. One pitch constitutes a whole inning.**

Rule 6-2-4 Balk

**Adaptation 12 If the umpire feels the pitcher has made a balk the umpire should call time. Play will resume on the next pitch. No bases will be awarded and the batter will not granted a ball.**

Rule 7-4-1b A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base and there are less than two outs.

**NOTE: Batter is out on third strike caught or dropped**

**Adaptation 13 A batter is also out as in above penalty or when: a third strike is not caught. Note - Batter will be out on a third strike if the pitch is caught or not. Batter does not have the option to advance to first base.**

**Adaptation 14** When the coach is pitching, the player who is playing pitcher, must stay within 3 feet of the pitching rubber.

**Adaptation 15** If the coach pitcher is hit by the ball, the ball will remain a live ball.

**Adaptation 16** If a runner is caught leaving the base too early, one team warning will be given. After the team warning, any runners caught leaving early will be called out.

**Adaptation 17:** 4 consecutive balls to start at bat = coach comes out (3 strikes or 5 max pitches (batter out)). Coach only comes out if the first 4 pitches are balls. If coach pitching, batter hits or strikes out. Otherwise, count is kept like a normal game and batter hits, walks or strikes out.

**Adaptation 18:** Boys can steal all bases when their coach is not pitching and ball is not in the pitchers circle. They may leave once ball crosses plate.

## **Other Issues**

- **Roster Batting will be used.**

Each player on the team will play at least 2 innings per game, unless benching to player is a result of a disciplinary action. If a player cannot attend practice, the coach should be notified, otherwise the coach may choose to limit playing time at the next game. Practice is very important!!!!

**Teams need to keep track of overall records during the week and submit to each towns representative to update on Facebook page for League Tournament Seeding. Tournament will be seeded 1 week prior to Tournament start. Records must be updated before seeding. League Tournament will be seeded by best overall record to worst overall record (winning %) with head to head then most games played tiebreakers. If no team records submitted, then winning % will be calculated at 0.**

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In minor league play there will be no stealing of any base when coach is pitching. No bunting when coach comes in to pitch. When the coach is pitching, the umpire will call strikes if the batter does not swing and the pitch is in the strike zone. Encourage your batters to swing.

**2016 LITTLE LEAGUE BASEBALL RULE ADAPTATIONS OF NATIONAL FEDERATION RULES**  
MAJOR BOYS RULES ARE IN **BOLD** AND LISTED UNDER THE HIGH SCHOOL RULE THAT IT APPLIES TO.

**MAJOR BOYS**

Rule 1-2-1 Distance between each base should be 90 feet. Distance between pitching rubber and home plate should be 60 feet, 6 inches.

**Adaptation 1 Distance between each base should be 60 feet. Distance between pitching rubber and home plate should be 46 feet.**

Rule 2-19-1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

**Adaptation 2 No infield fly rule will be used. All fly balls will be treated the same.**

Rule 2-34-1 A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout or a fielding error.

**Addition to 2-34-1 Runner may not lead off. Runner may steal when the ball leaves the pitchers hand. Stealing home will be allowed on a past ball during the original pitch from pitcher to catcher. Once the runner makes any movement back toward 3<sup>rd</sup> base, the runner must immediately return to 3<sup>rd</sup> base unless the ball is thrown towards 3<sup>rd</sup> base in an attempt to get the runner out. If the runner does not return immediately to 3<sup>rd</sup> base, he will be called out.**

Rule 3-1-1 After the umpire has received the official lineup card prior to the game.....

**Adaptation 3 No line-up cards will be used.**

Rule 3-1-3 Any of the starting players may be withdrawn and re-entered once. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter.

**Adaptation 4 Free substitution will be used, but not to coaches advantage. Coaches should remember to make ethical coaching decisions.**

Rule 3-1-4 A designated hitter for the said player shall be selected prior to the start of the game.

**Adaptation 5 A designated hitter will not be allowed.**

Rule 4-2-1 A regulation interscholastic game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the seventh or only a fraction of it; or because of weather, or darkness. Each team must have nine players in its lineup throughout the game.

**Adaptation 6 A regulation little league game will consist of six innings (turns at bat). No top of an inning will start after 1 hour 15 minutes. The total time limit for each game will be 1 hour and 30 minutes. Each team may have 10 players in its lineup throughout the game.**

Rule 4-2-2 The game shall end after the fifth inning, if either team is behind 10 runs.

**Adaptation 7 No 10 run rule will be used. One team is only allowed to score 6 runs in each inning. If the batting team scores 6 runs that half of inning will be over.**

Rule 4-2-3a,b If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat that the visiting team has scored in five turns at bat; or if play has gone beyond five full innings.

**Adaptation 8 If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game: if four full innings have been played, or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat that the visiting team has scored in four turns at bat; or if play has gone beyond four full innings.**

Rule 4-3-1 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.”

**Adaptation 9 If a game is called before completion of the number of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest “no game.” If the game is rescheduled, the game will start in the first inning with no score.**

Rule 4-4-1-f A game shall be forfeited to the offended team by the umpire when a team: is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

**Adaptation 10 Each team must be able to start and finish the game with at least seven players. If one team has less than seven players the game will be a forfeit. No outs will be called for missing players.**

Rule 6-1-6 Each state association shall have a pitching restriction to afford pitchers a reasonable rest period between pitching appearances.

**Adaptation 11 A pitcher will only be allowed to pitch a total of 2 innings per game. One pitch constitutes a whole inning. If there is more than one game that night and a pitcher pitches two innings in one game that pitcher can return to pitch in the next game for one inning only. If the pitcher does not throw in the first game, he may only pitch two innings in the second game. In tournament play pitcher can pitch two innings per game.**

Rule 6-2-4 Balk

**Adaptation 12 If the umpire feels the pitcher has made a balk the umpire should call time. Play will resume on the next pitch. No bases will be awarded and the batter will not be granted a ball.**

Rule 7-4-1b A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base and there are less than two outs.

**Dropped Third Strike WILL be played.**

**Adaptation 13 A batter is also out as in above penalty or when: a third strike is not caught, provided a runner occupies first base.**

**Dropped Third Strike will be played.**

#### **Other Issues**

- **Roster Batting will be used.**
- **Teams need to keep track of overall records during the week and submit to each town's representative to update on Facebook page for League Tournament Seeding. Tournament will be seeded 1 week prior to Tournament start. Records must be updated before seeding. League Tournament will be seeded by best overall record to**

**worst overall record (winning %) with head to head then most games played  
tiebreakers. If no team records submitted, then winning % will be calculated at 0.**

Each player on the team will play at least 2 innings per game, unless benching to player is a result of a disciplinary action. If a player cannot attend practice, the coach should be notified, otherwise the coach may choose to limit playing time at the next game. Practice is very important!!!!

**Sportsmanship** - It is a priority of the **South Central Youth League** that all participants exhibit good sportsmanship. Your cooperation in role modeling sportsmanship will ensure that this contest displays the positive values expected of South Central Youth League members.