

2010 1st, 2nd and 3rd GRADE INSTRUCTIONAL LEAGUE DIVISION RULES

RULE 1 ADMINISTRATION

The overall direction of the S.F.Y.B.L. is the sole responsibility of the S.F.Y.B.L. Executive Committee, whose members have been appointed to represent their respective agencies as follows:

A) Executive Committee

S.F. P.A.L. Representative – Joanna Doyle

S.F. Recreation & Park Representative – Tim Figueras

S.F. Fire Dept. FLAME Representative – Joe Hallisy

B) The Executive Committee shall designate the duties of the At-Large Members.

The At-Large Members:

Ellen McCarthy - Pete Franceschi - Bob Boileau – Brooke Bianco – Michael Wise

Division Directors:

1st, grade Director – Brooke Bianco

2nd and 3rd grade Director – Michael Wise

C) Baseball Committee

The Baseball committee will be composed of the members of the Executive Committee and the At-Large Members.

The Baseball Committee upon information provided by the Division Director and his designated assistants will have the authority to render all decisions regarding the conduct of all matters involving the rules and philosophy of the S.F.Y.B.L.

The S.F.Y.B.L. committee meetings will be held no later than the last week in a month. Kindly call the S.F. Recreation & Park Kezar Athletic Office at 831-6318 for specific times and dates of scheduled meetings. Those parties wishing to appear on the Baseball Committee agenda must submit their written proposals to the League office by the Friday preceding any meeting.

RULE 2 DISCIPLINARY ACTIONS

All coaches, parents and players are expected to adhere to the SFYBL statement of philosophy and exhibit good sportsmanship and fair play at all times. Any violation of this may be reported to the SFYBL Board.

RULE 3 ROSTERS

Coach pitch divisions consists of players registered in 1st, 2nd and 3rd grade. Players can participate in one grade higher than the grade he/she is registered in. Mixed grade teams must play in the higher grade division.

All rosters must list a minimum of twelve (12) eligible players.

Any additions to Rosters must be submitted in writing to the League Office prior to the player participating in a League game.

RULE 4 PLAYING RULES

A) LENGTH OF GAMES

Games shall consist of seven innings of play, or a two hour time limit. No inning shall start after time has expired. An inning shall be completed after the two hour time limit if the home team did not receive its last at bat.

B) BATTING

1. Batting order. All batters present on game day will be placed in a continuous batting order.
2. THERE WILL BE A MAXIMUM OF TEN (10) BATTERS OR THREE OUTS PER INNING, WHICHEVER COMES FIRST, THROUGHOUT THE GAME AND THIS INCLUDES THE LAST INNING.*
3. Batters may not throw the bat unintentionally or otherwise. A thrown bat will result in an automatic out. The out may be called by the coach who is umpiring. Remember, this is for the safety of the children.
4. There are no walks. A player must hit the ball or strike out swinging within the limits of ten (10) pitches.*
5. No bunting. There is no bunting allowed in the 1st, 2nd and 3rd grade Divisions. However, if a batted ball falls between home plate and the pitcher on a full swing, the ball is live and must be played.
6. Batters must wear batting helmets. An automatic strike will be called on a player if he comes to the plate without a helmet.

*** 1st Grade Division Only:**

- a) Each batter will receive a maximum of 10 pitches, of which the batter is free to swing at all 10 without "striking out". On the 11th pitch, the batter is given the option to hit off a tee to put the ball in play, otherwise the batter is out.
- b) Each team bats 10 batters per inning. Therefore, there can be more than 3 outs in an inning. Outs can and should be encouraged and counted for fun.

C) FIELDING

1. The 1st, 2nd and 3rd grades use four outfielders; THIS EXTRA OUTFIELDER MUST NOT PLAY A SHORT FIELD. The fielders must be in a right, right center, left center and left field configuration and must play at least 40 feet behind the bases.
2. The fielding pitcher must remain arms length to the pitching rubber and must position himself in front of the rubber or an extended line through the rubber.
3. There is no infield fly rule in this league.
4. There will be free substitution on defense.
5. All players must play three innings.
6. On a ball hit to the outfield, play may be stopped when a fielder returns the ball to the fielding pitcher or to the pitching coach.
7. No player may play at one position for more than 3 innings.

The four (4) outfield positions are considered one (1) position for the purpose of this rule.

8. Catchers must wear full catcher's gear (chest protector, mask, catcher's helmet, shin guard, throat protector and protective cup). It is strongly recommended that ALL players wear a protective cup.

D) BASE RUNNING

A player may not take a lead. Runners must stay on base until the ball is hit. If a base runner leaves the base early, he will be called out. When advancing to the next base, a runner must slide to avoid collision on a close play. Any base runner who runs, or crashes into an infielder attempting a put out will be called out by the umpire. There will be no warnings. The purpose of this rule is an effort to avoid injuries.

All batters and base runners must wear a batting helmet.

1st and 2nd grades Fifty (50) foot bases

3rd grade Sixty (60) foot bases

E) PITCHING

Both teams will supply a game ball. The coach pitches to his own team. When the ball is hit, the coach who is pitching should make every attempt to allow the fielder full vision to field and throw the ball. The pitching coach should crouch down whenever possible for his/her safety, and face the defensive player who is throwing the ball. The pitching coach may not field the ball, except in self-defense, in which case it is declared "no pitch" and the play is taken over.

PLEASE REMEMBER: BATTERS WILL RECEIVE A MAXIMUM OF TEN (10) PITCHES PER AT BAT. If the ball is not put in fair play by the 10th pitch, the batter is declared out.)

The fielding pitcher MUST WEAR A BATTING HELMET, and position himself within arms length of the pitching coach.

The coach must pitch from no less than 40 feet 1st and 2nd grade, 50 feet 3rd grade.

RULE 5 SCORING

Since this is a learning league, no score will be kept. There are no winners or losers and there is no need for a scorebook. No standings will be distributed.

RULE 6 UMPIRES

The offensive coach is the official umpire as designated by each team. It is suggested that League Rules be provided to anyone acting as an umpire in a S.F.Y.B.L. game.

RULE 7 EQUIPMENT

Teams shall provide their own equipment (teams may share gear).

A dozen balls will be distributed by the league to each coach.

All purpose or tennis shoes are recommended. No metal spikes are allowed.

RULE 8 MANAGERS AND COACHES

Managers and/or coaches are responsible for the actions of their team's players, team members, and team supporters (spectators).

1. Managers/coaches shall not use any word(s) and/or actions to incite their team's members and/or supporters to demonstrations of unsportsmanlike conduct.
 - a. Demonstrations which disrupt the game are unsportsmanlike.
 - b. Demonstrations abusive to the umpires are unsportsmanlike.
2. Managers/coaches shall not encourage or allow attempts at verbal intimidation of the opposing team by their team's members and/or supporters.
 - a. There shall be no "negative chatter" directed at the opposing team.
 - b. "Positive chatter" by team members with their teammates is permitted and encouraged.
3. Managers/coaches shall NOT use of foul and profane language and they shall prevent the use of such language by their team members and/or supporters.
4. Managers/coaches shall not use tobacco, alcohol, or illegal drugs of any kind. They shall not permit the use of any such substances within their team's playing area, and they are responsible for encouraging their team's supporters to remove any such items from the vicinity of the playing field.

Except when legitimately on the playing field in accordance with the rules, the manager, coaches, players, and team members shall remain with their designated team areas (bench, dugout, bullpen, warm-up area, etc.) throughout the games. Players should never be allowed behind the backstop.

- a. If a player/team member leaves the vicinity of the field for any reason, he/she remains the responsibility of the manager/coach.
 - b. Only a manager/coach may enter the playing field to make inquiry and/or obtain a ruling, and only with the permission of the umpire.
5. One coach must pitch to **HIS/HER** team. In addition to the pitching coach, only one coach may be stationed at the first and third base coaching boxes.
 6. All Managers/Coaches must be listed on the SFYBL Fingerprint List to be eligible to coach in this League.

RULE 9 GENERAL CONDUCT

A) Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.

Teams, players or adult volunteers in violation of this general conduct policy may be removed from further league play.

B) San Francisco Youth Baseball implements these general conduct policies with specific rules and regulations, as contained herein.

RULE 10 INJURY REPORTS

When a player or coach/manager is injured, an injury report must be filed the next working day with the Recreation & Park Department Office with the following:

Details surrounding the injury and information about the treating facility must be submitted in writing. (Sundays and legal holidays are not working days)

**SAN FRANCISCO YOUTH BASEBALL 1st, 2nd and 3rd GRADES DIVISION COACH
PITCH**

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REMEMBER, THE MAIN PURPOSE OF THIS PROGRAM IS TO PROVIDE AN INTERESTING EXPERIENCE, TO TEACH THESE YOUNGSTERS HOW TO PROPERLY PLAY THE GAME, LEARN TO BE GOOD SPORTS AND TEAMMATES. OUR COACHES ARE THE KEYS TO A SUCCESSFUL SEASON. PLEASE TRY TO MAKE IT FUN FOR ALL PARTICIPANTS AND TO AVOID THE UNNECESSARY PRESSURE TO WIN.