

**SAN FRANCISCO YOUTH BASEBALL RULES**  
4th, 5th, 6th, Middle School DIVISIONS – 2010

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## Code of Ethics/Philosophy

I HEREBY PLEDGE TO LIVE UP TO THE FOLLOWING SFYBL CODE OF ETHICS

- 1) I WILL PLACE THE EMOTIONAL AND PHYSICAL WELL BEING OF MY PLAYERS AHEAD OF ANY PERSONAL DESIRE TO WIN.
- 2) I WILL REMEMBER TO TREAT EACH PLAYER AS AN INDIVIDUAL, REMEMBERING THE LARGE SPREAD OF EMOTIONAL AND PHYSICAL DEVELOPMENT FOR THE AGE GROUP.
- 3) I WILL DO MY VERY BEST TO PROVIDE A SAFE PLAY SITUATION FOR MY PLAYERS AND STAFF.
- 4) I WILL REVIEW AND PRACTICE THE NECESSARY FIRST AID PRINCIPLES NEEDED TO TREAT INJURIES OF MY PLAYERS.
- 5) I WILL DO MY BEST TO ORGANIZE PRACTICES THAT ARE FUN AND CHALLENGING FOR ALL MY PLAYERS.
- 6) I WILL LEAD, BY EXAMPLE, IN DEMONSTRATING FAIR PLAY AND SPORTSMANSHIP TO ALL MY PLAYERS.
- 7) I WILL INSURE THAT I AM KNOWLEDGEABLE IN THE RULES OF SFYBL BASEBALL AND THAT I WILL TEACH THESE RULES TO MY PLAYERS.
- 8) I WILL USE THOSE COACHING TECHNIQUES APPROPRIATE FOR EACH OF THE SKILLS THAT I TEACH.
- 9) I WILL REMEMBER THAT I AM A YOUTH COACH, AND THAT THE GAME IS FOR CHILDREN AND NOT ADULTS.

**SAN FRANCISCO YOUTH BASEBALL LEAGUE**  
4th, 5th, 6th, and Middle School RULES AND REGULATIONS – 2010

**RULE 1: ADMINISTRATION**

1. 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 all players and coaches.

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:

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

C) SFYBL Board of Directors

a) The Baseball Committee will be composed of the members of the Executive Committee and the At – Large Members. The SFYBL Board of Directors 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.

D) Division Directors:

4th Grade Director – Bob Boilaeu

5th Grade Director – Pete Franceschi

6th Grade Director – Tim Figueras

Middle School Director – Joe Hallisy

Summer Tournament Teams – Michael Wise

Umpire Director – Ellen McCarthy

**RULE 2: ELIGIBILITY**

1) The eligibility of players in the current season shall be as follows:

A) Divisions are made up of players currently registered in the 4th 5th, 6th, and Middle School grades.

B) Players can participate in one grade higher than the grade s/he is registered in. Anyone currently enrolled in a Middle School grade (6th, 7th or 8th) can play in the Middle School Division. 5th Graders may not play in the Middle School Division.

2. General Eligibility Requirements and/or Restrictions are as follows:

- A) A player must either reside in or attend school within the City and County of San Francisco. Any exception to this rule must be made in writing to the SFYBL Committee.
- B) For 4th grade through 8th grade Divisions

Definitions:

Transfer Player: A player who has been on a roster of a SFYBL Team from the previous season.

New Player: a player who has not been on a roster of a SFYBL Team from the previous season.

When a COACH excuses a player:

Coach must notify the parent(s)/guardian(s) of dismissed player in writing.\* A copy should be sent to the League.

(\* “in writing” here and at all other places in this document includes email notification)

a) Process to place excused player:

I. Child/parents find a new team

Coaches and Parents should aware that he/she may add as many new players on to the team as they like however only one transfer player per team will be allowed per year.

II.. League will assist in finding a team

Criteria to assist:

- i) neighborhood/school vicinity of player
- ii) practice schedule/player’s schedule
- iii) roster size of teams

b) When a PLAYER chooses to leave his/her team:

- i) Player or Parent(s)/Guardian(s) must notify the coach in writing that player requests to leave the team. League must be copied on this letter if the player intends to play/transfer onto another SFYBL team during the current season
- ii) Process: The League will place child on a new team

Criteria for placement:

The player will be placed on the last place team in the grade division or in one of the bottom three teams in the Division still playing in the League using standings from the previous year

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Limit of one “transfer” on to a team

Under special circumstances and at the discretion of the League Board exceptions may be made

c) When a TEAM DISBANDS:

There may be some cases in which a team will disband, meaning that this team will not be returning to play in the upcoming season. The league requests that the coach notify the league as soon as it is determined that the team will be disbanded.

What is a disbanded team?

A disbanded team is a team not returning for the upcoming season. There may be several reasons as to why the team disbands, however the league has established guidelines as to what constitutes disbandment:

A team is considered disbanded when less than 7 players from the previous year’s roster remain playing on the same roster

A team is NOT disbanded when:

Seven (7) or more players are still on the roster

The coach has left the team, yet the roster, from last season still remains intact. (With at least 7 players)

The team changes its name

If a team is not determined disbanded then any player wishing not to play on that team will follow said guidelines as listed above. (When a PLAYER chooses to leave his/her team)

Two (or more) coaches may decide to merge their teams into one team, however any such merger must be submitted in writing, and approved, by the SFYBL Board of Directors.

d) Any player who is selected for and who subsequently participates for a post-season SFYBL Tournament shall not, in the next season thereafter, be eligible to play for any of the managers or coaches involved in coaching said post-season Tournament team unless that player(s) played for that coach or organization during the previous season.

Nor shall any of said post–season Tournaments

Team’s active players are eligible to play for any organization with whom any of said managers or coaches are or were affiliated unless they played for them the previous season. A fully documented written request for exception to these restriction may be submitted on behalf of any affected player, and the SFYBL Committee on a case by case basis and at it’s discretion, will consider it and make a decision.

- d) A player must be in good standing to be a LEGAL PARTICIPANT in any particular SFYBL Game.
    - i) A suspended player is not in good standing during the term of his/her suspension.
    - ii) A player whose eligibility has not been certified because of some question, which has not been resolved, is not in good standing pending SFYBL approval.
    - ii) To legally play on any SFYBL Team, a player’s registration and eligibility certification requires the following:
      - a) All information requested on the official SFYBL Roster Form must be correctly and legibly submitted upon said roster form.
      - b) A team’s roster shall contain a minimum of Twelve (12) eligible players.
      - c) A roster not containing full information for each and every player will not be accepted.
      - d) A roster must be accompanied by verification that all listed managers and coaches have been fingerprinted.
      - e) All rosters will be frozen as of the last Friday in April.
5. Coaches Identification: All coaches will be listed on the official roster of each team. Any coach not listed must complete the on–line registration process, including a background check (fingerprint scan).

A) SFYBL does not recognize the legality of any game played in violation of this requirement.

- 6. The Division Director may, at any time, require submission or resubmission of any information required for the registration and eligibility certification of any player, and he may at any time temporarily suspend any player whose eligibility is in question until said player’s eligibility has been clarified and approved.
- 7. In all eligibility matters, any decision of the SFYBL Committee shall be final.

### **RULE 3: EQUIPMENT**

- 1. If a pitcher’s plate is not available, the game shall be played without it unless the plate umpire judges the situation to be unsafe. The Home Plate umpire and both Managers may

install a temporary plate, upon the agreement of its placement. The Umpire will be the final judge of its placement. Lacking any plate, the Umpire, with the consultation of both managers, will designate a spot from which both pitchers will throw.

2. Each team is expected to bring a set of 3 regulation bases to each and every game it plays. A game cannot be legally played without Regulation Bases. There shall be no exceptions to this rule. The use of carpet squares or other substitute for regulation bases is prohibited.
3. The league will provide each team with two (2) dozen approved game baseballs. Teams are responsible to purchase additional approved baseballs as needed.

- A) Each team shall provide a minimum of two (2) balls to begin the game, and the teams shall provide additional balls as required.
- B) The game shall be played with approved game baseballs whenever they are available.
- C) Whenever necessary, the game shall be either played or continued with any acceptable regulation baseball.

4. Conventional and matching baseball uniforms must be worn by all players.

- A) A player's uniform must include his/her team's uniform shirt, uniform pants, and team cap, and these must all be appropriately worn (as used by teams in the major leagues) or he/she cannot play.
- B) All Uniforms must have numbers, and no number may be repeated.

5. Any player occupying the catcher's position must wear the required gear.

- A) Required gear includes shin guards, a chest protector, and a catcher's mask with helmet and throat guard, and a protective cup. No player will be allowed to catch a SFYBL game without all the required gear.
- B) Any non-adult warming up a pitcher at any location must wear a mask with a throat protector.

6. The batter, players in the on-deck batting area, base runners and any non-adult coaching in the baseline coaching boxes is required to wear protective headgear which gives protection to the top of the head, temples, ears and base of skull.

7. Bats meeting the following specifications are legal.

- A) 4th–5th–6th Grade Divisions:

Wooden, metal, graphite, or ceramic bats manufactured specifically for Youth baseball which are round and not more than 2 1/4 inches in diameter at the thickest part, not more than 33 inches in length, are acceptable. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less

B) Middle School Division:

Wooden, metal, graphite, or ceramic bats manufactured specifically for Youth baseball which are round and not more than 33 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen–sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. The bat shall not have a greater length to weight differential than –8 (e.g. 29”/21 oz, 30”/22 oz, 31”/23 oz, 32”/24)

C) Non–wooden bats must have an acceptable safety grip.

Please Note that in 2009 USA Baseball, the governing body for amateur baseball in the United States adopted these new standards, and they have been adopted by Little League, Pony League and Cal Ripken League. USA Baseball is developing bat standards that include the changes indicated above and others that will be fully implemented in a year or two. As a first step to prepare for the new standards SFYBL has adopted these standards. This rule eliminates “Big Barrel” Bats at the 4<sup>th</sup>–6<sup>th</sup> grade level.

**8. METAL SPIKES ARE NOT ALLOWED.**

9. A player’s jewelry cannot be worn. Medical alert bracelets are exempted.

10. Pitcher’s glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher’s glove may not be white, gray or multicolored. Pitchers may not wear white or gray sleeves.

11. All equipment is subject to approval of the umpire(s). Any equipment judged by an umpire to be potentially dangerous is illegal and should not be used.

**RULE 4: BASIS OF PLAYING RULES**

1. The Rules and Regulations of SFYBL Rules 1 through 18 contained herein have precedence whenever they apply.
2. All games shall be played in accordance with the current season’s National Federation of High School Association’s “Official High School Baseball Rules.” Copies of these rules can be ordered from [www.nfhs.org](http://www.nfhs.org) web page.

**RULE 5: PLAYING RULES MODIFIED FOR SFYBL**

1. Game time is forfeit time. If the scheduled start of a SFYBL game is delayed due to a previous game, practice, etc., the SFYBL game should begin immediately after the

completion of the previous activity, if the umpire feels that despite the delay there is still sufficient time to complete the game.

2. All pre-game activity– inspecting of safety gear by umpire, submission of hard copy lineup card to the umpire, and review of ground rules should be completed whenever possible, before the appointed starting time.
  - A) Taking the field for pre-game infield and/or outfield warm-ups is not guaranteed. Neither the league nor the umpire(s) are under any obligation to allow infield/ outfield warm-ups. Due to time limits and other considerations, umpires are expected to start games on time.
  - B) Teams are expected to be ready to either hit or take the field at game time.
    - 1) Team must forfeit a game at Game Time or thereafter when it cannot field 9 players.
  - C) Home and Visiting Team are designated in the SFYBL Schedule. However, an umpire may switch Home and Visiting designations in an attempt to get a game started.
3. Batting order – Re-entries/substitutions.

A) 4th Grade Division

1. All batters present on game day will be placed in a continuous batting order. Late arriving players are to be placed at the end of the batting order. The Umpire and the opposing coach must be informed of any alterations to the batting order. (Late arrivals, early departures, etc)
2. Batters may not throw the bat unintentionally or otherwise. A thrown bat will result in a team warning. The second infraction will result in the batter being called out and all base runners will be returned to their previous bases. Remember, this is for the safety of the children.
4. Batters must wear batting helmets. An automatic strike will be called on a player who comes to the plate without a helmet.
5. The batter is out on a third strike, called or swinging, regardless whether or not the ball is caught. Base runners may not advance.
6. All players must play three innings. No player may play at one position for more than 3 innings. Outfield counts as one position. (e.g., a player may not play more than 3 innings in the outfield.)

### 5th–Middle School Divisions

There shall be no maximum numbers of players in the batting order in all 5th–Middle School–grade division games. A team may bat, if they wish, all eligible players present at a game. Each team must bat 11 players if more than 11 players are present at the game. A game can begin and be played with a minimum of nine (9) eligible players, you must have (9) eligible players to continue and complete a game.

1. Pre–game corrections in the batting order are allowed up to the first pitch of the game.
2. The official batting order is only what has been given to the plate umpire, so he/she must be notified of any corrections and/or changes and/or vacancies. The opposing coach must also be informed of any such changes.
3. The batting order consists of 9 defensive players and 2 extra players (EP’S)
4. Any 9 of the 11 may play defense at any time and this is not a substitution.
5. A substitution is only when a player in the batting order is replaced by a player who is not in the batting order.
6. No player may play defense only (i.e. be playing defense while not in batting order).
7. There is no “DH” as such, however a player may be an “EP” the entire game and this would be legal.
8. When it is a players turn to hit, and he/she is either not present, injured, ejected or subjected to some other circumstance and a substitution has not been made, the batting out of order rules shall apply.
9. If a vacancy is necessary during a player’s turn at bat (e.g. said player is injured or ejected), the next batter shall assume the ball/strike count if an eligible substitute is not available.
10. If a vacancy is necessary for a base runner (e.g. said player is injured or ejected), the last player to have either scored or been put out shall take his/her place on base, if an eligible substitute is not available.
11. If a vacancy exists in the batting order it shall be filled by any late arriving team member, and he/she is ready to play. The late arriving player(s) shall fill the vacancies in the following order:
  - a. First arriving player – 10th position.
  - b. Second arriving player – 11th position.
12. With two outs a team has the option of using a COURTESY RUNNER FOR THE

CATCHER. The courtesy runner is the last player that has completed (his/her) turn at bat, and who is not currently a base runner.

B) Substitutions may be made subject to the following:

1. Substitutions must be reported to the plate umpire and to the opposing coach or scorekeeper.
2. A team cannot substitute if a vacancy exists in their batting order (i.e. vacancy must be filled first).
3. Starting player may be substituted for and re-enter once, provided:
  - a. There have been six (6) offensive outs (i.e. 6 outs by his/her team)
  - b. They return to their original place in the batting order.
4. More than one substitute may be made for any particular place in batting order.
5. A player who enters as a substitute and then is removed from the batting order cannot thereafter re-enter the game.
6. An exception to the above is allowed when a team does not have an eligible substitute (but does have team members available), for a player who becomes ill, is injured, or is ejected from the game by an umpire. In any such situation, the team member last removed from the batting order by the manager/coach, who is otherwise eligible to play, shall be used as the substitute, taking the batting order place of the replaced player.
7. A player or coach who is bleeding or who has wet blood on his/her uniform/clothing shall be prohibited from participating further in the game until appropriate treatment can be administered.
8. Base running rules are subject to the following SFYBL rules involving base running infractions.

All Divisions

- A. When advancing to the next base, a runner must avoid a collision on a close play. Any base runner that runs, or crashes into an infielder attempting a put out will be called out by the umpire. There will be no warnings. (All Divisions)
- B. The batter and all base runners must wear a helmet per rule 4, part 7 of the SFYBL rules. There is no penalty for failure to originally comply, so the offending player shall immediately get a helmet when discovered.
  1. If a base runner accidentally loses his/her helmet while running the bases, there is no penalty.
  2. If an umpire observes a base runner deliberately remove his/her helmet while running the bases and the ball is in play, the offending base runner is out immediately.
  3. If an umpire observes a base runner deliberately remove his/her helmet while

running the bases and the ball is in play, the offending base runner is out immediately. A base runner who removes his/her helmet while standing on a base is not out.

4. A base runner is forced to advance on a base on balls is not out for removing his/her helmet unless he/she advances beyond base awarded without putting the helmet back on.
  5. Players running bases during a dead ball situation are not out for removing their helmet.
  6. When a base runner is called out for removing his/her helmet, the ball remains alive and in play whenever this infraction is not the third out.
- C) Any participants required to wear helmets who remove them during any live ball situation will be warned by the umpires and are subject to ejection for repeated offenses, said ejection being at the discretion of the umpire.
- D) Whenever legitimate defensive plays are made at bases, runners are expected to either legally slide or attempt to avoid the fielder. If a runner's failure to comply hinders a fielder's play upon another runner, offensive interference may be ruled.
- E) An effort must be made by all runners at all bases to avoid contact with defensive players, whether such players are legally or illegally in the runner's path. A base runner is out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If the fielder is not legally positioned (e.g. blocking the base without the ball), the runner would still be out and would be ejected from the game if he/she maliciously crashed into the fielder, because malicious conduct supersedes obstruction.
- F) If the base runner's actions leading to ejection are judged to be flagrant, the Division Director may further suspend the offender.

#### **4th Grade Base Running Rules**

1. 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/she will be called out.  
(Runners may NOT advance to home plate from 3rd base on a pass ball or wild pitch.)
2. Feet First sliding is allowed, head first sliding will result in the runner be called out. A headfirst dive or slide back into a previously touched base is allowed.
3. All base runners must wear a batting helmet.

## 5th Grade League Base Running Rules

## A) No Base Stealing is Allowed in the 5th Grade League

- 1) Whenever the ball is put into play by the batter, runners may advance during playing action.
- 2) When the ball is not put into play by the batter, the runners may not advance. No advance is allowed on wild pitches, passed balls, or any other situation when the ball is not hit.
- 3) There is no stealing
  - A) If a base runner advances to the next base and he does not attempt to return, he/she is out if a direct throw from the pitcher or catcher is held on the base he/she should have returned to. (Force out, no tag necessary)
  - B) If a base runner advances to the next base and attempts to return, he/she is out if tagged while off the base to which he/she is returning.
- 3) Base Runners may take a lead of any length. Base runners may be picked off. Only the Pitcher and the Catcher may attempt a pickoff.

The base runner is out if the ball is held at the base to which he/she is returning before the base runner makes contact with the base. (Pickoffs from Pitcher or the Catcher are force plays at the base.)

- 4) There is a misplay when a pickoff attempt is thrown past the base, either into a dead ball area, or into the field of play. The base runner on which the pickoff play was attempted may advance at their own risk on a pickoff overthrow. A base runner that is forced by such an attempt to advance by the runner behind them may also advance. A base runner that is not forced May not advance on a pick-off overthrow.

For Example:

- a) Runners on 1st and 2nd; pickoff of first base is overthrown, both runners may advance, at their own risk, defensive plays may be made on them.
  - b) Runners on 1st and 2nd; pickoff of 2b is overthrown, only the runner on second may attempt to advance, runner on 1st must remain on the base.
  - c) Runners on 1st and 3rd; pickoff of first base is overthrown; only the runner on first may attempt to advance.
  - d) Runners on 2nd and 3rd; pickoff of second base is overthrown, both may attempt to advance. Pickoff at 3b is overthrown, only runner at 3rd may attempt to advance.
  - e) Bases loaded, only runners forced may attempt to advance on pickoff overthrow.
- 5) If a Balk is called, the runner being played upon is awarded the next base. All other runners advance one base only if forced.
  - 6) The batter is out on 3 strikes; the batter may not advance on a 3rd strike regardless of whether or not the ball is caught by the catcher.
    - A) With two outs, the inning is over
    - B) With less than two outs, if the ball is caught by the catcher, the ball is alive for a pickoff play, if not caught by the catcher, the ball is dead, no bases can be run and

no runner can be put out.

- 7) Feet first sliding is allowed, head first sliding will result in the runner be called out. A headfirst dive or slide back into a previously touched base is allowed

#### 6th Grade and Middle School Base Running Rules

Normal High School Base Running rules apply in these divisions (i.e.: leading off, stealing, advancing on a dropped third strike, pick-offs, balks, etc)

9. Fielding rules are subject to the following SFYBL rules involving fielding infractions:

- A) An effort must be made by all fielders to avoid all base runners upon which they have no play. When a runner must alter his/her path, it is obstruction, if so judged by an umpire, even though no contact takes place.
- B) Fake tag decoy of a runner by using a “fake tag” or “fake catch” shall not be allowed. A Fake Tag or Fake Catch is generally defined as such action which forces a base runner to slide unnecessarily, or to not advance to the next base. Any fake tag or fake catch, observed by an umpire requires a warning to the player and ejection of the offending player on a second such play. Also, any fake tag or fake catch is obstruction, and an umpire may award bases to the runner, at the umpire’s discretion, to nullify the act. Additionally any verbal attempt by the opposing team to confuse a base runner shall not be allowed and the violator is subject to a warning and/or ejection at the discretion of the umpire. If a member’s ejection is judged to be flagrant, the Division Director, at his discretion, may further suspend the offender.
- C) Catch and Carry applies whenever, with less than 3 outs, a fielder controls a batted or thrown ball within a playable area and then steps with both feet or falls into an out-of-play area. The ball is dead and runners are awarded one (1) base beyond the base legally touched at the time the ball became dead.

10. Thrown bats:

- A) Any thrown bat is an automatic out, and base runners may not advance.
- B) Deliberate throwing of bats or any other equipment by a batter or any other player requires ejection of the offender. If such ejection is judged to be flagrant, the Division Director, at his discretion, may further suspend the offender.

12. Distance between bases:

- A) 4th Grade – 60 Feet
- B) 5th and 6th grade – 70 feet
- C) Middle School – 80 feet

## **RULE 6: PITCHING RULES**

### 1. Pitching distances:

- A) 4th Grade – 46 feet
- B) 5th and 6th grade – 50 feet/or existing pitchers plate.
- C) Middle School – 54 feet

### 2. Inning restrictions:

- A) 4th Grade – 2 innings in a calendar day
- B) 5th and 6th grade – 4 innings in a calendar day
- C) 7th and 8th grade – 5 innings in a calendar day
- D) Any pitcher who has completed the inning restriction for their division may not return to pitch the completion of a suspended game.
- E) After throwing one pitch to a batter the pitcher shall be considered as having pitched one inning.

3. All pitchers are allowed 8 warm-up pitches to start and 5 warm-ups thereafter. If a relief pitcher “comes in cold” he/she will be allowed to throw at least 8 warm-up pitches.

4. No player can pitch again in the same game once he/she has been removed from the mound.

6. The “Hidden Ball” play is not allowed in any Division. It is a balk if, during a live ball situation, the pitcher without the ball positions him/herself on, astride, or within a 12 foot diameter circle of the pitcher’s plate for the purpose of a defensive play.

## **RULE 7: LENGTH OF GAMES**

A) 4th Grade Division will play 6 innings, or two hours, whichever comes first. An inning may be completed after the two-hour time limit if the home team is behind and did not receive its last at bat.

B) 5th, 6th, and Middle School games are subject to limitations, as follows:

A) Regulation games shall be seven (7) innings or two hours and fifteen minutes (2:15), whichever comes first.

1. No inning shall begin after 2:15 has been played.

2. Extra innings, if necessary, are allowed but only within the 2:15 time limit.

3. There is not a time limit and there must be a winner for playoff and championship games.
  - B) If, after either five or six complete innings, a team is leading by 10 or more runs, it shall be declared the winner.
    1. If at the end of the visitor's half of the fifth inning, the visiting team is losing by 10 or more runs, the home team is immediately declared the winner.
    2. If while batting in the fifth or sixth inning, the home team gets a 10-run lead, they are immediately declared the winner. This rule applies to regular season and play-off games. This rule does not apply to CITY CHAMPIONSHIP GAMES, which will be played to completion.
  - C) If a game is called for any reason before it is a regulation game, as described in A or B herein, it shall be considered a suspended game and shall be resumed from the point of curtailment, subject to the remaining time in the time limit and as scheduled by the league office.
    1. It is the responsibility of the umpire, in consultation with both coaches, to terminate a game before the time limit is reached, if, in their judgment, field conditions, darkness or weather poses a threat to the safety of the players and/or spectators.
      - a) Any coach who, in disagreement with the decision of the umpire, withdraws their team from the field is subject to the game being forfeited.

Any appeal must be submitted to the SFYBL Board of Directors within 48 hours.
2. Any league game ended by the 2:15 time limit, or by darkness is a regulation game and shall be recorded as a win, loss, or tie in the league standings. A tie shall count as 1/2 win 1/2 loss for each team.
  - A) The plate umpire's timepiece or timepiece designated by said umpire shall be the official game clock.
  - B) A new half inning begins immediately after the 3rd out of the previous half inning.
  - C) In any situation where play is suspended for more than 5 minutes due to an injury, field conditions, and/or the adjudication of a protest or inquiry, the full amount of the delay shall not be included within the 2:15 playing time, and the time limit shall be extended accordingly.
    1. The plate umpire shall make this determination.
    2. The plate umpire shall announce the new time limit before resuming the game.
- D. A Five (5) Run Rule is in effect for the 4th Grade Division, and subjected to all conditions listed below in Rule E.
- E. Eight (8) run rule is in effect in all 5th, 6th, 7th, 8th grade games. A maximum of 8 runs may be scored by a team in its half inning. This rule applies to regular season, playoff and championship games.

- 1) Once 8 runs have been scored, teams change sides, regardless of the number of outs.
- 2) All runs scored in the excess of 8 shall be disallowed.
- 3) If more players bat than should have, these at bats shall stand, and teams change sides, and the score is corrected when the error is discovered.
- 4) Exceptions are as follows:
  1. This rule does not apply in the 7th inning.
  2. This rule does not apply in any extra inning.
  3. This rule does not apply in any half inning in progress when the time limit is reached.
  4. This rule does not apply in any half inning not yet started when the time limit is reached.

### **RULE 8: SCHEDULING & RESCHEDULING**

Scheduling and rescheduling of league games and Playoff and Championship games shall be the sole responsibility of the SFYBL Board of Directors.

- 1) All managers/coaches must submit all special scheduling requests (i.e. dates their team is unable to play) no later than the date established for team registration.
- 2) Due to Field and Umpire availability issues, no schedule changes will be accommodated after League Play commences.

### **RULE 9: UMPIRES**

1. All 4th, 5th, 6th, and Middle School games must be umpired by SFYBL umpires.
2. If a SFYBL umpire fails to appear for any game, that game shall be rescheduled by the Rec & Park Office.
  - A) No game shall be played unless an SFYBL umpire is available to officiate.
  - B) All members of the Baseball Committee may serve as emergency umpires to officiate if necessary.
3. Umpires shall be treated in a sportsmanlike and respectful manner by managers/coaches, players and spectators.
4. The responsibilities of the umpires at every game include the following:
  - A) Fill out (or have coaches fill out) the SFYBL Umpire Card
  - B) Review of ground rules with manager/coaches before each game.
  - C) Review of all required safety equipment (prior to the game, each manager/coach must confirm to the plate umpire that his/her team is properly equipped for safety).

**5. The use of any tobacco or alcohol in any form by SFYBL umpires is prohibited.**

**RULE 10: SCOREKEEPERS**

1. The official scorekeeper shall be the scorekeeper of the designated home team.
  - A) If the home team has no scorekeeper, the visiting team shall assume the duty.
2. Both scorekeepers shall be responsible for the following:
  - A) Maintaining a scorebook and consulting and/or exchanging information whenever necessary.
  - B) Keeping accurate score.
  - C) Informing the plate umpire whenever the 8–run rule and/or 10–run rule occur.
  - D) Informing the plate umpire when an illegal substitute is in the game.
  - E) Informing the plate umpire when an illegal pitcher is in the game.
  - F) Informing the other team’s scorekeeper and the plate umpire whenever his/her team makes a batting order change.
    1. All batting order changes must be reported to the plate umpire by the manager/coach, scorekeeper or player.
    2. Except for pitcher, reporting defensive switches to the plate umpire is optional.
  - G) Informing his/her own team’s manager/coach when batting out of order takes place.
3. The plate umpire shall confirm both scorekeepers have the following information:
  - A) The original lineups and any batting order/pitching changes.
  - B) Any umpire ruling which may affect score keeping.
  - C) Notice whenever any participant is ejected.
  - D) Notice whenever any protest is lodged.
4. If a score–keeping dispute should arise, the plate umpire shall resolve it by doing what he/she believes is correct. If he/she is uncertain of what to do, the umpire shall accept the record of the official scorekeeper.

**RULE 11: PROTESTS**

1. No protest shall ever be considered on judgment decisions by the umpire.
2. When a protest is based on an interpretation of the rules, the objecting manager/coach shall, at the time the play occurs and before the next pitch is made or a runner is retired; notify the plate umpire, the opposing manager/coach and the official scorekeeper that the game is being played under protest.
  - A) The protesting manager/coach must make clear the rule interpretation which is/are under protest, and the umpire must confirm the decision to both sides before

- continuing the game.
- B) The plate umpire shall, as soon as possible, notify either the Division Director or an authorized league representative within 24 hours whenever a team has played a game under protest and either lost or tied said game.
  - C) If a manager/coach was unable to protest a game ending play at the game site he/she must contact either the Division Director or an authorized league representative within 24 hours to give notice of his/her intent to file protest.
3. If the protesting team either lost or tied the game, the manager/coach must submit the protest in writing to either the Division Director or to the SFYBL Board of Directors within 72 hours of the completion of the game.
- A) The submission should include a copy of the protesting team's score sheets for the game. Any score sheet, which bears obvious alteration germane to the protest, shall be cause for denial of the protest.
  - B) If the protest is properly filed, it shall be accepted and ruled upon by the decisions panel per SFYBL RULE #13.
4. If the protest is upheld by the decisions panel, the game shall be continued (replayed) from the point of protest.
5. If unsportsmanlike conduct/behavior is involved as part of a protest situation, disciplinary action thereon shall be considered separately by the Division Director, who will determine the appropriate penalty for manager/coach, team member, team supporter and/or team.
6. Rulings rendered by the SFYBL Board are final and are not subject to appeal.

## **RULE 12: PENALTIES**

1. The participation of an ineligible player in any game makes that game subject to forfeit at the discretion of the Division Director.
2. Violation of Rule 3, section 2 parts A through F is subject to penalty upon discovery. There is no statute of limitation to the imposition of any such penalty.
3. A manager/coach may be subject to penalty, at the discretion of the Division Director, if any ineligible player participates.
4. A manager/coach may be subject to penalty, at the discretion of the Division Director, if an illegal substitute participates.
5. A manager/coach may be subject to penalty, at the discretion of the Division Director, for repeated failures to have an 11 player batting order per SFYBL Rule 6, part 5–A.
6. Illegal equipment shall be removed from the game and all required equipment shall be available and shall be properly used and worn. Otherwise the game cannot be legally played.

- A) There is no penalty, provided players comply when ordered to do so. Failure to comply when ordered is unsportsmanlike.
- B) If necessary, equipment may be shared, and/or the game can be reasonably delayed until the required equipment can be obtained.
- C) A manager/coach may be subject to penalty, at the discretion of the Division Director, for repeated failures to have the proper equipment available.
- D) The disposition of any game not played for lack of equipment is at the discretion of the Division Director.

6. Only players in proper uniform per SFYBL Rule #4, section 4–A, may participate.

- A) Failure to field 9 players in proper uniform at game time is a forfeit.
- B) A player participating in violation of SFYBL Rule 4, section 4–A must immediately comply with said rule or be ejected. for repeated failures to have players in proper uniform.

7. Participants who are ejected may not participate further in the game.

- A) If an ejected participant returns and participates, the game is forfeited upon discovery.
- B) Ejections are subject to review by the Division Director who may suspend the ejected offender for one or more games.

### **RULE 13: FORFEITS**

- 1. SFYBL games may be forfeited because of violations of Rules 3, 4, 6, 7, 9, 16, and 17.
- 2. Two NON–APPEARANCE forfeits will result in the offending team’s removal from further league play and a review of their status by the Baseball Committee for the following year.
  - A) Use of an ineligible player, upon discovery, will result in loss of games in which the ineligible party participated but will not cause the offending team to be automatically removed from further league play.

### **RULE 14: MANAGERS AND COACHES**

- 1. Managers and/or coaches are responsible for the actions of their team’s players, team members, and team supporters (spectators).
  - A) 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.
    - 1. Demonstrations, which disrupt the game, are unsportsmanlike.
    - 2. Demonstrations abusive to the umpires are unsportsmanlike.
  - B) Managers/coaches shall not encourage or allow attempts at verbal intimidation of the

opposing team by their team's members and/or supporters.

1. There shall be no "negative chatter" directed at the opposing team. "Positive chatter" by team members with their teammates is permitted and encouraged.

- C) A team may be subject to penalty, at the discretion of the Division Director, for repeated failures to have players in proper uniform
  - D) Managers/coaches shall refrain from the use of foul and profane language and they shall prevent the use of such language by their team members and/or supporters.
  - E) The City of San Francisco bans the use of tobacco, alcohol, and/or illegal drugs of any kind from City Parks and coaches shall not permit any such within their teams playing area, and they are responsible for directing their team's supporters to remove any such items from the vicinity of the playing field.
2. Managers/coaches are responsible for their team's adherence to the requirements of part 1–A through 1–D herein, and the responsible manager/coach may be either warned or ejected and the game declared a forfeit for failure to comply.
3. Ejected participants are thenceforth–illegal participants, and any further misconduct on their part will result in the suspension of the game by the umpire(s), and may result in forfeiture of the game.
- A) An ejected manager/coach must leave the vicinity of the playing field. The game can continue only if another person, affiliated with said team, who is in possession of a valid SFYBL Coaches I.D. Card, assumes the responsibility for the team for the remainder of that game.
  - B) Any ejected adult team member must leave the vicinity of the playing field.
  - C) Any ejected team supporter must leave the vicinity of the playing field.
  - D) Any ejected non–adult team member may remain in his/her team's area if the manager/coach's supervision is necessary. The manager/coach is responsible for further misconduct on the part of the ejected player and will be required to remove that ejected player from the field area if so instructed by an umpire.
4. Any violation of part 3–A through 3–D herein, and any situation which he/she may judge to be threatening to or detrimental to the healthy continuation of the game shall be cause for the plate umpire, at his/her discretion, to suspend the game.
5. The following shall apply to ALL Divisions' Base coaches:
- A) There shall be base coaches at both 1st and 3rd in every offensive half inning.
  - B) Any eligible person authorized by the manager/coach, except an individual not in good standing in SFYBL or an individual, who has been ejected from the game, can be used as a base coach.
  - C) A non–adult base coach must wear a helmet, as required per Rule 4, section 7 of
6. There are restrictions, as follows, on defensive and offensive timeouts taken by managers/coaches:

- A) If a manager or coach is granted time out to talk to any player or players more than once in a half inning and while the same player is pitching, a pitching change must immediately be made.
1. If a pitcher is not removed after the first timeout, he/she must complete pitching to the batter, and a second timeout is prohibited while the same batter is at bat.
    - B) Manager/coaches shall not be permitted more than one offensive timeout in each half inning to talk with a batter and/or runner(s).
  7. Except when legitimately on the playing field in accordance with rules, the managers, coaches, players and team members shall remain within their designated team areas (bench, dugout, bullpen, warm-up area, etc.) throughout the game.
    - 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) A manager/coach may enter the playing field to make inquiry and/or obtain a ruling only by permission of an umpire.
  8. All Adults (18+) who are working with our teams in either practices and/or games must be listed on the Livescan Fingerprint List as administered by P.A.L to be eligible to coach in this League.

## **RULE 15: GENERAL CONDUCT**

1. San Francisco Youth Baseball supports these policies regarding general conduct:
  - A) The SFYBL, shall reserve the right to withdraw membership from any league, team, player or adult volunteer whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interest of SFYBL.
  - B) Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similar derogatory activity, can be suspended for one or more games.
  - C) Teams, players or adult volunteers in violation of this General Conduct Policy will be removed from league and/or tournament play.

## **RULE 16: INJURY REPORTS**

1. When a player or manager/coach is injured, an injury report must be filed the next working day with the Recreation & Park Department Office with the following:
  - A) Details surrounding the injury and information about the treating facility must be submitted in writing.
  - B) Sundays and legal holidays are not working days.

## **RULE 17: DISCIPLINARY ACTIONS**

1. The Division Director and designated staff, have the direct authority to warn, suspend, or dismiss any manager, coach, player, spectator, umpire, or other person from the division under their jurisdiction, when that individual's conduct has been determined to be in violation of the SFYBL Rules and/or Philosophy or is detrimental to the best interests of the SFYBL.
2. The Division Director upon receipt of a written report by an umpire, league official or league member, may suspend or revoke the coaching/playing privileges of any member charged with unsportsmanlike conduct or conduct detrimental to the league. Such penalties shall only be considered if charges are filed in writing.

## **RULE 2A: DISCIPLINARY APPEAL PROCESS**

1. All Sanctioned Individuals have the right to appeal any penalty imposed on them to the SFYBL Board of Directors within 48 hours of receiving written notification
  - A) A MANAGER, OR COACH EJECTED FROM A SFYBL GAME IS AUTOMATICALLY SUSPENDED FROM PARTICIPATING IN THE NEXT REGULARLY SCHEDULED LEAGUE, PLAYOFF OR CHAMPIONSHIP GAME.
  - B) A player ejected for a flagrant offense which deliberately threatens the health or safety of another individual (i.e.: deliberate bat throwing, running into an opposing player, fighting, etc) may also be suspended from the next regularly scheduled game.
2. The SFYBL Board of Directors will read all appeals. The Board will render their decision by removing, reducing, sustaining or increasing the penalties imposed. No further appeal will be considered.
4. In the event that a player, coach or manager fails to appear as required, the SFYBL Committee may at its discretion, proceed with a hearing and render a decision.
5. San Francisco Youth Baseball has jurisdiction over all members participating in its activities. The term "Members" refers to managers, coaches, players and others persons whose direct action may cause them to be deemed participants. No member shall bring any action at law in equity against San Francisco Youth Baseball unless all rights, remedies and appeals granted by San Francisco Youth Baseball have been exhausted. If a member brings any action before exhausting all rights and remedies herein set forth, such members agree that the court of law or equity, in which such action is pending, may award San Francisco Youth Baseball the legal cost and attorney's fees incurred in a successful defense of any such action.
6. All disciplinary rulings of any SFYBL Committee shall be mailed to the involved parties within 72 hours of said ruling.