

Schuylerville Youth Recreational Baseball Program



Parents and Coaches Handbook

Revised 1/22/16

Schuylerville Youth Baseball Parents and Coaches Handbook

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Organization:

The Schuylerville youth recreational baseball program will be managed as a division of the Old Saratoga Athletic Association. The baseball program will have, at a minimum, one member on the OSAA board. The OSAA is a Not-For-Profit organization. All managers, coaches and league organizers are volunteers. All proceeds from fundraisers, registration fees and concessions will be used for baseball related activities.

Due to the many similarities of the programs, the baseball and softball programs will work together whenever possible to reduce costs and increase efficiencies for the players, parents and coaches. Common events such as opening day, field clean up days, registration, picture night, etc. will be coordinated with the softball commissioner.

The baseball program will have a committee made up of volunteers. The committee will be organized by the Commissioner(s). Committee members will be selected by the Commissioner(s) to serve on the committee. Committee members will have specific areas of responsibility along with providing general counsel on baseball related matters. The baseball committee will meet once monthly and meetings will be open to the public. Committee positions will be added or removed as needs change.

Current committee positions:

- Commissioner(s)
- Scheduling Coordinator
- Uniforms/Awards Coordinator
- Field Maintenance Coordinator

Goals of the program:

The Schuylerville youth baseball program is a recreational organization. The primary goal of the program is to introduce kids to the great game of baseball and provide an opportunity for them to learn. The program will provide a means for players to develop their skills in an organized manner.

As with all youth sports programs, safety is a primary concern. The league will always be looking for way to make the baseball experience both fun and safe.

Participation/Eligibility Requirements:

All children in grades K-6 **OR** that are age 4 to 12 years old on April 30th **and** who are located within the Schuylerville Central School District are eligible to participate in the baseball program.

* Note: Players starting baseball at 4 years old will be required to play 2 years of tee ball.

Important Dates:

Saturday January 23, 2016	-Online registration open
Saturday March 5, 2016	- Last day to register on line with no late fee
Sunday March 6, 2016	- \$20 Late fee begins being assessed
Sunday March 13, 2016	- Registration closes at the end of the day
Wednesday March 16, 2016	-Coaches mtg and team draft night (location TBD)
Saturday April 2, 2016	- Field clean up day
Saturday April 30, 2016	-Opening day
Wednesday May 11, 2016	-Picture Night at Fort Hardy Park
Saturday May 14, 2016	-12U All-Star tryouts
Saturday May 21, 2016	-10U and 8U All-Star tryouts
Saturday June 18, 2016	-Tentative date for end of season

Communications:

Communications will be sent through the school (handouts to children), via email and through the OSAA website to keep parents informed of upcoming events. Parents are encouraged to routinely check the OSAA website baseball page for the latest news.

www.osaacolts.org.

League Structure:

The league will have four divisions providing for multiple skill and age classifications. The player's age is determined as their age on April 30th of the season. The divisions will be set up as follows:

Instructional Division- Grade K (Ages 4-6)

Rookie Division- Grades 1-2 (Ages 7-8)

Minor Division- Grades 3-4 (Ages 9-10)

Majors Division- Grades 5-6 (Ages 11-12)

League playing rules for all divisions are at the end of this document.

** Playing up- Players will be allowed to play at the next higher level based on the following criteria:

- Parents have to request in writing or email to the commissioner(s) that their son/daughter be allowed to play up
- Players will only be allowed to play one age or grade level ahead. In other words, a second grader could play minors division but a first grader could not.
**Exception: Due to risk of injury, 5 year olds cannot qualify for Rookie division play.
- The manager from the previous year must recommend that a player be allowed to play up.

Registration:

On-line registration for the league will begin on January 23rd and will continue until March 13th. Late registration will be available from March 6th to March 13th with an additional \$25 late fee. Parents are encouraged to sign their children up on-line. Details will be available on the OSAA website, www.osacolts.org and through school handouts.

The cost per player will be determined prior to the start of registration. Costs change every year due to changes in pricing for equipment, field supplies, umpires, etc. Every effort is taken by the league to keep registration costs as low as possible.

Managers and coaches:

Selection of Managers:

Parents who are interested in managing or coaching a team will be given an opportunity to volunteer at sign-ups. Managers will be selected from the pool of candidates by the commissioner(s). In the event there are more candidates than there are manager positions to be filled, the commissioner(s) will request information from all interested parents to determine the most qualified candidates. Factors affecting the decision are

- Previous OSAA baseball coaching experience
- Previous year's commitment to mandatory requirements (i.e. - Field Cleanup days, managers meetings, all-star tryouts, etc.)
- Previous personal baseball experience
- Other OSAA or youth league coaching in any sport.

*** Important note to Tee-Ball parents:* The manager positions for the tee-ball level are historically difficult to fill. Generally, people want to help but they don't know how. The league provides managers with all of the information needed to start and run the team. Most managers who have taken a tee-ball team remain in the program through the higher levels as managers or coaches. It is important to note that parents who volunteered for tee-ball managing positions will be given preference for managing positions at the next level (Rookie).

Assistant coaches will be selected by the manager. Managers will be given a list of people who volunteered to coach. Managers have the option to select from the list or chose their own coaches.

Setting the Right Example:

Managers and coaches will be expected to adhere to the OSAA Athletic Code of Conduct. Our players should be able to look to managers and coaches for an example of how they are expected to conduct themselves, especially as it relates to sportsmanship. Managers and coaches are expected to treat umpires, spectators, and all opponents including players, coaches, and managers with respect. Questioning and/or arguing calls made by an umpire, even if the umpire is an opposing coach or manager, will not be tolerated. The commissioner(s) may remove any person from the position of manager or coach at any time after their selection.

Our primary goal is for the kids to have fun playing the game of baseball. The focus of every coach should be to keep the game fun for the kids, while trying to teach fundamental baseball skills and good sportsmanship along the way.

Team Rosters/Selection:

Players will be selected by managers during an annual draft. Managers are allowed to select one assistant coach. The child of the manager and the assistant coach will be designated to their team. All other players are selected in the draft (no exceptions). The goal is to have teams which are competitively balanced, particularly at the Rookie, Minor and Major levels.

Draft rules for Instructional: Numbers will be drawn out of a hat to determine the order in which the managers will select players. Managers can only select one player per turn, except in the case of siblings.

Draft rules for Rookies: Managers will rate each player on a scale of 1-3, 3 being the highest. All players will be rated including the managers and assistant coach's children. All Star players returning to the rookie level are automatically rated 3's. Managers will randomly select a number which will be used as the drafting order. The draft will proceed from number 1 to the end and then reverse for the second round and so on. Managers can only select one player per turn, except in the case of siblings.

Draft rules for Majors and Minors: Managers will rate each player on a scale of 1-5, 5 being the highest. All players will be rated including the managers and assistant coach's children. All Star players returning to a level they played at for the previous season are automatically rated 5's. Players which were all stars at a lower level the previous season are automatically rated 4's. All other players are rated by the managers.

The managers will select a number, 1-# of managers, which will be used for tie breaking purposes. Once the players are rated and the draft order is determined, player selection may begin. Managers can only select one player per turn, except in the case of siblings.

At the end of each round, the total points for a team will be tabulated. The teams with the lowest numbers will select first. In the event of ties, the drawing order will select who goes first. As an example: Team 1- The manager's son is rated 5 and the assistant coaches son is rated 4. This team has a total point score of 9. Team 2- The manager's son is rated 4 and the assistant coach's son is rated 4. This team has a total point score of 8. Team 2 would select before team 1. If the scores were tied, the drawing order would be used.

Equipment/Uniforms:

The league will provide a team jersey, gray baseball pants and a hat to each registered player in the league. Managers and assistant coaches will also receive hats and jerseys.

Parents are responsible for purchasing black baseball socks for their child. No player will be allowed to play in a game in shorts.

The league will provide batting helmets, catching gear, baseballs and a few bats for each team. Many players wish to utilize their own equipment (helmets, bats, etc.). This is acceptable assuming the equipment is in good condition and is designed for the appropriate level of play.

Bat Size:

A player may not use a bat with a barrel diameter larger than 2 ¼” inches in any practice or game.

Bat Selection Reference:

Many parents involved in our program choose to purchase a bat for their child. The information provided below is intended as a reference for parents to consider when choosing the right bat for their child.

Bat Size by Age

<i>Age</i>	<i>Bat Length</i>	<i>Bat Weight</i>
5-7 years	24"-26"	13-16oz.
8-9 years	26"-28"	16-18 oz.
10 years	28"-29"	18-20 oz.
11-12 years	30"-31"	18-22 oz.

Bat Length by Height and Weight

	<i>Player Height (in inches)</i>									
	<i><36"</i>	<i>36-40"</i>	<i>41-44"</i>	<i>45-48"</i>	<i>49-52"</i>	<i>53-56"</i>	<i>57-60"</i>	<i>61-64"</i>	<i>65-68"</i>	<i>69-72"</i>
<i><60</i>	24-25"	26"	27"	28"	29"	29"				
<i>61-70</i>		27"	27"	28"	29"	30"	30"			
<i>71-80</i>			28"	28"	29"	30"	30"	31"		
<i>81-90</i>			28"	29"	29"	30"	30"	31"	32"	
<i>91-100</i>			28"	29"	30"	30"	31"	31"	32"	
<i>101-110</i>			29"	29"	30"	30"	31"	31"	32"	
<i>111-120</i>			29"	29"	30"	30"	31"	31"	32"	
<i>121-130</i>			29"	29"	30"	30"	31"	32"	33"	33"

	131-140			29"	29"	30"	31"	31"	32"	33"	33"
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Fields:

The majority of games will be played at Ft. Hardy Park and Schuyler Park. Annually, on or about the second and third weekends of April, field clean-up days will be held. The first clean-up day is intended for parents and players to participate. The expectations for the fields following the first clean-up day are:

- Fields will be raked
- Fence lines will be weed wacked
- Dugouts will be cleaned
- Garbage cans will be emptied

The second clean-up day will be for managers and coaches. Participation by at least one coach or manager from each team is mandatory. The expectations for the second clean-up day are:

- Dirt/clay added as needed to fields
- Bases/pitching rubbers installed
- Pitching mounds filled with clay and tamped
- Batters boxes filled with clay/sand mix and tamped
- Field mowed (if necessary)

Each team will be assigned a weekend to perform maintenance on their respective fields. It is the responsibility of the manager of the team to enlist volunteers to assist with field maintenance items such as: mowing, mound/home plate maintenance, fence line weedwacking, empty garbage cans, clean dugouts, etc. Specific duties will be outlined by the field maintenance coordinator.

Opening Day:

Opening day will be annually held near the end of April. Opening day is all about fun for the kids. The day starts with a parade through town from the Schuyler House to Ft. Hardy Park. The kids will be in full uniform and will march through town with their team. On the field, there will be an opening ceremony with team introductions and a ceremonial first pitch.

Scheduling:

General Information:

League games will be scheduled starting near the end of April and running through the end of June (approx. 9 weeks). Games will be scheduled Monday- Saturday. There will be no scheduled games on Sunday unless a make-up game is requested. Weekday games will begin at 6PM.

The league will assign a scheduling coordinator. The name and contact information for the coordinator will be given to all managers at a pre-season managers meeting. All field assignments will be given by the coordinator including practice and games.

Managers will schedule practices for their teams. A field practice schedule will be provided to assist managers but managers have the option of utilizing other fields for practices.

Game Cancellations:

Starting this season, an announcement will be posted on the baseball page of the OSAA website when all games for a particular date are being cancelled due to inclement weather. Every effort will be made to have this announcement posted on the OSAA website by 5:00PM. It is important to note that there will be only be announcements for when games are cancelled due to inclement weather, not when games are still on despite the weather forecast. Therefore, if you do not see an announcement on the baseball website by 5:00PM stating that all games are cancelled on that date, the games are still on.

****Managers may still decide to cancel a game for any reason, including weather, provided that the managers of each team in a particular game are in agreement and have communicated this decision to their team. In the event that your child's game is cancelled based upon an agreement between the two managers (not the league), there will be no announcement on the league's website and the managers must communicate this decision to their teams.**

Rescheduling Games:

All make-up games will be scheduled through the scheduling coordinator designated by the commissioner(s). In the event of a cancellation, the home team must contact the scheduling coordinator and determine when a field is available for the make-up. The manager from the home team must contact the manager from the visiting team and determine if the time is acceptable. If agreeable to both, the scheduling coordinator will assign the field for the make-up game. Every effort should be made to play all scheduled games. Weather-related cancellations will occur. The managers of each team are expected to communicate with each other and make a decision regarding whether or not a game will be played. As soon as a decision is made to cancel a game, managers are expected to communicate this decision with parents.

Conduct:

Coaches, parents and players are expected to act appropriately at all games and practices. It is mandatory for all coaches, parents and players to agree to abide by the OSAA Athletic Code of Conduct at the start of each season. The OSAA Athletic Code of Conduct was updated in 2012 and is available for review on the Forms and Information page of www.osacolts.org.

Injuries:

All on field injuries must be reported to your team's manager as soon as possible.

Sponsors:

The league has historically had significant support from local businesses in the form of sponsorships. Team uniform sponsorships and field banners are available for businesses to participate in the youth baseball program. Parents and players are encouraged to support these local businesses whenever possible.

All Stars:

All Star play is very competitive and it is the intention of the league to field the best teams available at each age group. **In order for a player to be eligible to participate in All Stars, the player must have played in at least 50% of their team's games at the time the tryout is conducted.** For example, if a player has only played in three of the eight games that his team has played as of the date of the tryout, the player is ineligible for All Star play. At the sole discretion of the commissioner(s), an exception to this rule may be granted to a player who was unable to play in at least 50% of their team's games due to extraordinary circumstances, including, but not limited to, illness or injury.

During the season, tryouts will be held to pick all star teams for four age divisions, 12 and under (12U), 10 and under (10U), 9 and under (9U) and 8 and under (8U). Tryouts will be open to any player that wants to tryout. An important note for parents- All star teams are age based meaning a 9 year old (if skilled enough) could play on the 12U team as the team is twelve and *under*. However, an eleven year old is not eligible for the 10U team. The age of the player is determined by their actual age on April 30th of each year. In other words, to play on the 12U All Star team, a player must be 12 or less on April 30th of the season. Since our recreation league is based on age or grade level, this may mean some players who are eligible for rec. ball are not eligible for all stars because they are too old. This distinction is due to the tournaments that the all stars will be playing with and the league has no control over this rule.

The 12U all star tryout will be scheduled first. The top eleven players will be selected to represent Schuylerville in post season tournaments. Following the selection of the 12U team, the 10U and 9U team tryouts will be held together. Should a player tryout out for the 12U team and not qualify, but be age eligible for the 10U or 9U team, the player will be allowed to tryout for the 10U or 9U team. The top eleven players at the 10U and 9U levels will be selected for post season tournaments. The same selection criteria will apply to the 8U level. The 8U level will consist of two-11 player teams. The top eleven scores from tryouts will be used to pick the 8U "A" team and the next eleven will be used to pick the "B" team.

Managers from each team have the responsibility of participating in the tryouts for the division in which they managed and helping to evaluate players. The managers will evaluate players based on a point system which will take into account fielding, hitting, running and pitching skills. Scores will be tabulated by the commissioner(s) and the team selection will be determined by player scores.

**** Tryout Note-** This year there will be *one* tryout date for each level. Players who do not attend the tryout will not be allowed to play all star baseball. In the event of bad weather, the tryout will be rescheduled as needed.

**** Additional Cost-** Each all star participant will be required to contribute to the cost of their all star uniform and tournament registration fees. The additional cost for the 2015 season will be determined at a later date.

**** All Star tournaments** are normally scheduled for the end of June and throughout the entire month of July. If your child is participating in All Stars, every effort should be made to attend all practices and games.

Schuylerville Youth Baseball Tee-Ball Division Rules and Regulations Amended – 1/22/16

1. The batter will receive a maximum of 5 pitches from the coach. If, after 5 pitches, the batter has not put a ball in play, the tee will be used. The at bat will continue until the batter hits the ball in fair territory.
 2. Outs recorded by the defensive team (pop ups, tag outs, force outs) will be treated as outs in the game. This encourages the defense to attempt to make a play, and it teaches all of the kids the rules of the game.
 3. Each team will go through the batting order only once per inning.
 4. Anyone playing on pitcher's mound must wear a helmet with a face guard and chin strap.
 5. Players should be taught the proper positioning for each position player. Normal infield positions plus the pitcher should be played, with all other defensive players in the outfield.
 6. The last player to bat in the inning always hits a homerun.
 7. All games should be one hour in length, weather permitting.
- Each team is allowed 1 manager and 3 assistant coaches in the dugout area.
 - All players must remain in the dugout when waiting to bat. No player will be allowed to hold a bat when they are waiting for their at-bat.
 - All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
 - Field prep will be the responsibility of the both teams playing.
 - Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game
 - Steel spikes are not allowed.
 - All bat boys or bat girls must wear a batting helmet when on the field playing area.

Schuylerville Youth Baseball
Rookie Division Rules and Regulations
Amended – 4/7/15

Pitching:

- Coaches will pitch to all players in the Rookie Division. Each player will receive 7 pitches. If the batter misses the last pitch, he is out. If the batter hits a foul ball on the 7th pitch, the coach may throw one additional pitch to the hitter. If the batter fails to put this ball in play (either by not swinging at the pitch, swinging and missing, or not hitting the ball in fair territory), the batter is out. The intention of this rule is to keep the game moving for the other players waiting to bat, as well as the team in the field.
- Managers must pitch from the pitcher's mound. You may move closer for less experienced players.
- There must be a defensive player on the pitcher's mound. This player must wear a batting helmet and start each pitch from behind the coach that's pitching. They may stand on either side of the coach.
- A manager pitching must not interfere with a live ball unless it's to protect a player from injury. Other than that the manager should leave the field of play until the play has stopped and the ball is returned to the player playing the pitchers position.

Batting:

- Every player will bat and be listed on the batting roster.
- **Bat Size:** A player may not use a bat with a barrel diameter larger than 2 ¼" inches in any practice or game.
- If a batter throws a bat - the first offense will be a warning. The second offense is an automatic out, and the player is done with his at bat. Managers should advise all of their players about this rule prior to every game.
- A batter cannot strike out. If he misses all 7 pitches then you can count it as an out but the player may swing at all 7 pitches before being called out. *Towards mid season managers should discuss whether or not to move to a 3 strike or 7 pitches rule instead of just 7 pitches only.*

Fielding:

- Every player must play in the field unless there is an illness or injury.
- Each team will field 7 infielders and the rest in the outfield. Pitcher, Catcher, 1st, 2nd, 3rd, shortstop, and your 7th infielder is a player positioned at least 10 feet behind 2nd base. Managers may play all remaining players in the outfield.
- A ball thrown to any base to try and complete an out will be called a dead ball if the player covering the base misses the ball and the ball passes through an imaginary 10 foot circle around the base.
- A ball thrown to the pitcher's mound with the defensive pitcher inside the circle will end the live play. Even if the pitcher misses the ball but it goes through the circle, the play is over. If base runners are less than halfway to the next base at the moment the

ball passes through the circle around the pitcher's mound, the base runners must return to the previous base. If base runners are halfway or more to the next base at the moment the ball passes through the circle around the pitcher's mound, the base runners will advance to the next base.

- The 1st base coach will ump 1st, the coach pitching will ump 2nd, and the 3rd base coach will ump 3rd.
- Play is considered dead once the ball is to the pitcher's mound.

Base Running:

- There is no leading or stealing. Base runners must remain on the base until the ball is hit. Leaving prior to a hit ball can result in an automatic out if warned more than once.
- If a play is called dead the base runners will move to the closest base. Either the next available base or the base they had just left.
- Players may advance bases on balls hit to the outfield.
- Players may not advance bases on over throws to 1st and 3rd. The ball is considered dead on over throws to these 2 bases.

Game Rules:

- Official game is 4 complete innings - full game is 6 innings.
- A team's at bat will end once they bat through their complete batting order in a particular inning, or when the defensive team has recorded three outs in that inning, whichever comes first.
- No inning will start after 7:45.
- Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches can keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- All players must remain in the dugout when waiting to bat. No player will be allowed to hold a bat when they are waiting for their at-bat.
- All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- Field prep will be the responsibility of the both teams playing.
- Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game
- Steel spikes are not allowed.
- All bat boys or bat girls must wear a batting helmet when on the field playing area.

Schuylerville Youth Baseball
Minor Division Rules and Regulations
Amended – 4/7/15

Pitching Rules:

- Pitcher may only pitch 2 innings per game and a total of 6 innings per week. A player must have one full day off from pitching after pitching 2 innings in a game. A full inning is determined by the number of outs recorded while that pitcher was pitching. For example, if 3 outs were recorded while that pitcher was pitching, it counts as a full inning. If 1 out was recorded while that pitcher was pitching, it counts as 1/3 of an inning.
- Any innings pitched for a travel team do not count toward the innings limitation outlined above. However, there must be good communication between parents and managers regarding innings pitched in travel. Good judgment must be exercised in this area by the manager, with the player's health being paramount.
- Pitching distance is 46 feet from the front of the rubber to the rear tip of home plate.
- Pitcher may re-enter the game at another position once his 2 innings of pitching are over.
- Any pitcher hitting 2 batters in one inning must be pulled from the mound and **cannot pitch the rest of the game.**
- A pitcher will not be able to walk more than 3 batters in one inning; these **do not have to be consecutive batters.** Once the 4th batter is walked, a pitching change must be made. The pitcher who allowed 4 walks may re-enter the game as a pitcher in a later inning.
- Umpiring – If a paid umpire is unavailable, the manager of the pitching team will call the pitches from behind the pitcher. The batting manager can stand behind the catcher. Both managers should discuss the strike zone prior to the start of the game. Remember this is instructional and not the Major League. We want the players hitting and our pitchers throwing strikes so let's keep it fair for both the hitter and the pitcher.

Hitting:

- All players on your team must be listed in the batting order and bat.
- **Bat Size:** A player may not use a bat with a barrel diameter larger than 2 ¼" inches in any practice or game. The first offense will result in a warning (if this occurs during the player's at bat, the player must immediately switch to a legal bat). For a second offense, the batter is automatically out.
- Bunting is allowed

- A batter that is hit with a pitch must take first base
- If the batter steps out of the batter's box during a swing the batter will be called out.
- If a batter throws his bat instead of dropping it the first offense will be a warning, the second offense in the same game will be an automatic out. **Coaches must discuss this rule with the players prior to every game.**
- A dropped 3rd strike is just a strike; the batter cannot attempt to take 1st.

Fielding:

- Every player on your batting roster must play at least 2 innings per game on defense unless there is an injury or illness.
- There is no limit on subbing players. The batting order will NOT change.
- Each team will play 10 defensive players - 6 infield & 4 outfield.

Base Running:

- There is no leading. A player must keep his foot on the base until a pitched ball passes over home plate.
- A player caught leading will receive a warning on the first offense. The second offense in the same game will be called as an out and the player must come off the field.
- Stealing will be allowed to second and third base only. There will be no stealing home. A player may only steal 2nd and 3rd base on a caught ball by the catcher. If it is a wild pitch the runner cannot advance. If a catcher catches the ball and then drops it, it will be considered a fairly caught ball and the runner may advance.
- A player must slide at home plate if a play is being made on that runner at the plate. If there is a play and the runner does not slide, the runner is out. Managers need to use their own judgment on whether a play is being made or not, the idea is safety of the players. **There is to be NO intentional contact with the catcher.**

Game Rules:

- Official game is 4 complete innings - full game is 6 innings
- No inning will start after 7:45
- Except in the final inning, a maximum of 5 runs may be scored in an inning by each team. In the final inning, each team can score an unlimited amount of runs. (Please note that due to our rule that no inning will start after 7:45pm, it is possible that the "final inning" could be earlier than the 6th inning. There should be communication between the two managers prior to the start of an inning as to whether or not that inning will be the final inning played in the game in circumstances where the 7:45pm rule may come into play.)
- Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches must keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- All players must remain in the dugout when waiting to bat. No player will be allowed to hold a bat when they are waiting for their at-bat.
- All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- Field prep will be the responsibility of both teams.
- Game balls are the responsibility of the Home Team.

- Both teams are responsible for making sure all garbage is cleaned out of the dugouts, field area, and spectator areas and brought over to the dumpster at the end of every game
- Steel spikes are not allowed.
- All bat boys or bat girls must wear a batting helmet when on the field playing area.

Schuylerville Youth Baseball
Major Division Rules and Regulations
Amended – 4/7/15

****** The major boys division will use the universal Cal Ripken baseball rules with the following exceptions for our rec league.**

Pitching Rules:

- Pitcher may only pitch 3 innings per game and a total of 9 innings per week. A player must have one full day off from pitching after pitching 3 innings in a game. A full inning is determined by the number of outs recorded while that pitcher was pitching. For example, if 3 outs were recorded while that pitcher was pitching, it counts as a full inning. If 1 out was recorded while that pitcher was pitching, it counts as 1/3 of an inning.
- Any innings pitched for a travel team do not count toward the innings limitation outlined above. However, there must be good communication between parents and managers regarding innings pitched in travel. Good judgment must be exercised in this area by the manager, with the player's health being paramount.
- The pitcher may re-enter the game at another position once his 3 innings of pitching are over.
- Any pitcher hitting 2 batters in one inning must be pulled from the mound and **cannot pitch the rest of the game.**
- A pitcher may not walk more than 3 batters in one inning. These do not have to be consecutive batters. Once the 3rd batter is walked, a pitching change must be made. The pitcher who allowed three walks may re-enter the game as a pitcher in a later inning.

Hitting:

- All players on your team must be listed in the batting order and bat.
- **Bat Size:** A player may not use a bat with a barrel diameter larger than 2 ¼" inches in any practice or game. The first offense will result in a warning (if this occurs during the player's at bat, the player must immediately switch to a legal bat). For a second

offense, the batter is automatically out.

- Bunting is allowed
- A batter that is hit with a pitch must take first base
- If the batter steps out of the batter's box during a swing the batter will be called out.
- If a batter throws his bat instead of dropping it the first offense will be a warning, the second offense in the same game will be an automatic out. **Coaches must discuss this rule with the players prior to every game.**
- A dropped 3rd strike is just a strike; the batter cannot attempt to take 1st.

Fielding:

- Every player on your batting roster must play at least 2 innings per game on defense unless there is an injury or illness.
- There is no limit on subbing players. The batting order will not change.
- Each team will play 9 defensive players - 6 infield & 3 outfield.

Base Running:

- There is no leading. A player must keep his foot on the base until a pitched ball passes over home plate.
- A player caught leading will receive a warning on the first offense. The second offense in the same game will be called as an out and the player must come off the field.
- Stealing will be allowed to any base **including home**.
- A player **MUST** slide at home plate if a play is being made on that runner at the plate. If there is a play and the runner does not slide, the runner is out. Managers need to use their own judgment on whether a play is being made or not, the idea is safety of the players. There is to be **no** intentional contact with the catcher.

Game Rules:

- Official game is 4 complete innings - full game is 6 innings
- No inning will start after 7:45
- Except in the final inning, a maximum of 5 runs may be scored in an inning by each team. In the final inning, each team can score an unlimited amount of runs. (Please note that due to our rule that no inning will start after 7:45pm, it is possible that the "final inning" could be earlier than the 6th inning. There should be communication between the two managers prior to the start of an inning as to whether or not that inning will be the final inning played in the game in circumstances where the 7:45pm rule may come into play.)
- Each team is allowed 1 manager and 3 assistant coaches in the dugout area. One of these coaches must keep a book. You may ask a parent to keep the book but they will not be allowed to watch the game from the dugout area.
- All players must remain in the dugout when waiting to bat. The on-deck batter is the only player allowed out of the dugout to warm up. Make sure they warm up in a safe distance from the dugout and field entrance doors.
- All game and field equipment must be put back in the storage part of the appropriate dugout and locked. The dugouts must be closed up and locked at the end of each game.
- Field prep will be the responsibility of both teams. Game balls – Home Team
- Both teams are responsible for making sure all garbage is cleaned out of the dugouts,

field area, and spectator areas and brought over to the dumpster at the end of every game

- Steel spikes are not allowed.
- All bat boys or bat girls must wear a batting helmet when on the field playing area.