

OFFICIAL 2011



PLAYING RULES

FOR  
COACH PITCH - CUB LEAGUE - BASEBALL - SOFTBALL



SECTION ONE  
SPRINGFIELD TOWNSHIP  
YOUTH BASEBALL / SOFTBALL  
LEAGUE RULES  
FOR COACH PITCH, CUB LEAGUE, BASEBALL, & SOFTBALL

**PURPOSE**

The purpose of this  
Organization shall be to

Promote summer baseball and softball for  
the youth of the Springfield school district.  
To provide an outlet of healthful activity in  
an atmosphere of wholesome community  
Participation. To establish the rudiments of  
teamwork, fair play, and sportsmanship.

To instill a sense of pride and  
accomplishment in all  
Participants in this  
Organization.



# SPRINGFIELD TOWNSHIP YOUTH BASEBALL / SOFTBALL (S.T.Y.B.S.)

REVISED MARCH 2011  
SUPERSEDES ALL PREVIOUS

## GENERAL RULES

STYBS GENERAL RULES FOR  
PEEWEE - BOYS & GIRLS 5 & 6 YEARS OF AGE  
CUB LEAGUE - BOYS & GIRLS 7 & 8 YEARS OF AGE  
MINOR LEAGUE - BOYS & GIRLS 9 & 10 YEARS OF AGE  
MAJOR LEAGUE - BOYS & GIRLS 11 & 12 YEARS OF AGE

### ELIGIBILITY:

In order to participate in STYBS games a player at the time of his/her registration MUST:

1. Boys between the ages of 5 and 18 prior to May 1st. of the current year. Girls 7 years and older, the cut off date will be January 1st. of the current year. Girls under 7 years of age will be the same as the boys.
2. Live in the Springfield School District or be registered in a school within the school district. (See STYBS Bylaws for more explicit details) Children of coaches and assistant coaches are exempt from school district requirements. The STYBS Rules Committee shall dispose of all questions of eligibility. Games in which ineligible participants play in shall be forfeited.

### STYBS GENERAL RULES FOR ALL DIVISIONS

1. It is important that all games start on time as scheduled. GAME START TIMES: 6:00 PM and 8:30 PM There is a two hour time limit on all games, no inning shall start after 8:00 PM. for early games or 10:30 PM. for late games. The inning starts as soon as the third out is made, completing the previous inning.
2. The home team shall always occupy the bench on the third base side. For League games the home team shall be indicated on the Official league schedule.
3. The home team score book shall be the official scorebook. Each coach must furnish the lineup, and a list of non-starting players to the opposing team's scorekeeper prior to the start of the game.
4. If no umpire is present by the scheduled starting time, the game will be cancelled and rescheduled, unless both coaches agree to use volunteer umpires.
  5. The Scheduling Committee shall reschedule all games, which are rained out, called, or suspended for any reason. The scheduling committee will schedule games at the first open date, not to exceed 2 games a day.
    - A. Extra innings: All games will continue after six (6) innings providing there is still time remaining in the two hour time limit. All extra innings will be governed by rule #1.
    - B. Umpires: If a game is not completed due to being rained out the umpire shall receive one half (1/2) the normal rate of pay.
    - C. Tournament Games: All tournament games MUST be played to completion, regardless of the number of innings required.
6. Each team must have one coach and one assistant coach, a second assistant coach will be allowed for each team to be named from players on your team after the draft. Coaches must be eighteen years of age or older and be present or have a responsible substitute at each game.
7. Only the coach assistant coach or coaches designate may be in the coach's box. Only one person is allowed in the coach's box. No team members are allowed in the coach's box.
8. All team members must remain on the bench, with the exception of the coach, assistant coach, batter, and the on deck batter. The on deck batter must be in the batter's box when provided.
9. All spectators must stay behind the fences. No spectators will be allowed on the team bench, the coaches and umpires will enforce this regulation.
10. Each player must have parent's written permission that he or she is physically fit to play. The league, it's designates, or members, are not liable for injuries or property damage.
  - A. STYBS shall not be liable in any way for any personal injury or damage, including most specifically glass breakage or other damage to automobiles, parked or moving, during games or practice sessions.
  - B. All rosters and completed permission forms must be turned in to the proper league officials prior to the first practice of the season for each player on each team.
  - C. No child will be permitted to attend or take part in any practice or game until all proper forms are completed and turned into the STYBS.

11. Safety equipment is imperative for the protection of game participants. All male players must wear athletic supporters of metallic fiber or plastic type during all games and practice sessions. Any boy without a supporter and cup will be ejected from that game and will not be allowed to re-enter that game. Play will not continue unless the batter, catcher, and base runners are wearing protective helmets. Any base runner intentionally removing his or her helmet at any time shall be immediately called out if detected by the umpire; Catchers are also required to wear a throat protector in addition to their regular catcher's equipment. The use of a double base at first will be used for all in-house divisions (see page 15 for detailed explanation).

12. 5 RUN RULE; Teams may score only five (5) runs per inning unless they are behind. A team that is behind in runs may score enough runs to catch up plus go ahead by five runs during their turn at bat. With the exception of the PEEWEE DIVISION, TRAVEL BASEBALL, and TRAVEL SOFTBALL

13. MERCY RULE; A game will be called and complete, if either team is ahead by fifteen (15) runs after four complete innings, three and one half (3½) innings if the home team is ahead or by ten (10) runs after five complete innings, four and one half (4 1/2) innings if the home team is ahead.

14. Protest Procedure

- A. Umpire and opposing coach must be notified of the protest by the coach before the next pitch is thrown and such point must be marked in the score book.
- B. No protest will be allowed on judgement calls.
- C. One coach and the umpire must sign the scorebook.
- D. Written protest must be given to the proper league official within forty-eight (48) hours (excluding Saturdays, Sundays, and Holidays) after the game was completed. League Officials include Commissioner, President, Vice President, Secretary, Rules Chairman, and Vice Commissioner.
- E. The Commissioner or League Official must sign the written protest. The protest must be clearly and completely stated, and accompanied with a \$10.00 filing fee. Fee will be refunded if protest is upheld.
- F. The protest Committee shall rule on all protest, including the method of satisfaction for all upheld protest.
- G. The protest committee must include two (2) of the following: League Commissioner, (1) League Officer, (1) Rules Committee Representative, and a senior coach from another age bracket as to make a total number of five (5) on the Protest Committee.

15. All team members must wear a uniform shirt as issued by the league with a number identification while playing, plainly visible on the back of their uniforms (except pick-up players under rule #21). A player not in a uniform with a number on the back will not be allowed to play after two games into the season unless due to league error. No two identical numbers will be allowed on the same team.

16. A pitcher may only pitch three (3) consecutive innings in a game, and once pulled they cannot pitch any more that game.

- A. The delivery of (1) pitch to a batter shall constitute having pitched one (1) full inning.
- B. A pitcher must wait three (3) seconds after receiving the ball before the next pitch is thrown.  
(UMPIRE'S DISCRETION)
- C. Starting pitchers and relief pitchers will get eight (8) warm-up pitches. Pitchers will get only five (5) pitches between innings. If the catcher isn't ready, then the coach must warm up the pitcher. NO DELAYS!

17. The length of all games will be six (6) innings or two (2) hours whichever comes first. A game will be official, even if tied at the end of the two- (2) hour time limit, no matter how many innings were played. Four (4) innings constitutes a complete game in the event of rain etc. Three and one half (3 1/2) innings provided the home team is ahead. A tied game at the end of the two- (2) hour time limit, each team will receive credit for 1/2 a win

18 Except where stated in the STYBS General Rules, all other baseball rules are the same as " 2000 Official Baseball Rules With Little League Rule Differences Inserted ", and Softball Rules are the same as OFFICIAL USSSA FAST PITCH PLAYING RULES AND BYLAWS 3RD EDITION.

**VIOLATION OF RULES 20 THRU 23 WILL RESULT IN AN AUTOMATIC FORFEITURE BY THE OFFENDING TEAM.**

20. Any team unable to field a team of nine (Baseball), or ten (Softball and Boys Cub Division), 15 minutes after the scheduled start time will lose that game by forfeit. The score will be 6 to 0.

- A. Pick up players will be allowed for in house tournaments and regular season games if a team is unable to field a team of nine (Baseball), or ten (Softball and Boys Cub Division),. No pick up players will be allowed to pitch .The opposition coach and umpire must be notified of any pick up players prior to the start of the game. Pick up players must be members of STYBS League and be in a lower age group to be eligible to play.
- B. Pick up players must play the minimum number of innings as stated in rule # 22, and must bat last in the batting order.
- C. The maximum number of pick up players allowed will be the number of players needed to bring a team to nine (Baseball), or ten (Softball and Boys Cub Division) to start a game.

21. Each league player must play four consecutive half innings of every game, based on a six-inning game and be a defensive player for this period.

- A. Disciplinary actions may be taken by coaches against players for misconduct, missing practices, etc. by not allowing participation by the offending player in a given game.

B. Any player not participating in a game for disciplinary reasons must be reported to the umpire and opposing coach prior to the start of the game.

22. A player may re-enter the lineup after he or she has been out for two consecutive half innings except when replacing an injured player and no other players are available.

A. An injured player may re-enter a game after sitting out one full inning or two consecutive half innings.

B. Coaches have five minutes to replace an injured player.

C. No out will be assessed to a team due to a player being removed due to illness, provided the team still has the minimum number of players to finish a game. Minimum number of players will be eight (8) for all divisions.

23. NO player will be added to a team roster after the initial draft without the approval of the League Commissioner. Players will be added to teams with the fewest players, if reported, then by draft rotation.

24. Coaches shall put not only the starting lineup in the score book prior to the start of the game but also the names of all team members that are eligible to play. Changes in the lineup during a game must be reported to the opposing scorekeeper as they are made.

25. Courtesy runners are permitted for the catchers, provided there are two outs. The courtesy runner will be the player making the last out.

A. Base runners that become ill or injured may be substituted for by any other player not currently in the game (Pinch Runner). If no eligible player is available a courtesy runner may be used for said ill or injured runner. Said courtesy runner will be the player making the last out. Ill or injured base runners must remain out of the game as stated in rule 22a. Pinch runners must remain in the game as stated in rule 21

26. The wearing of shoes with metal spikes is prohibited. Molded rubber cleated shoes are permissible.

27. The rules committee (chairman) and at least 2 Executive Board members must review any player wanting to move to another age division.

A. For players moving up to another age division, a request from the parents must be received by the league prior to the move.

The Rules Chairman or the Commissioner may make this decision without review of the player, after discussions with the parents and the coach of the team the player is currently on or was on the previous season.

B. Players wishing to move down must be reviewed as stated above.

1. There must be a concern about the player's ability to perform within an age division.

2. There is a concern about the well being, both physical and mental of the player.

3. There is a concern about the safety of the player in question or the safety of other players within the age division the player is in.

4. Both the player and the parents of the player must be reviewed and talked to prior to the move.

5. There must also be consideration of the division the player will be placed within prior to moving said player down.

28. All new coaches must attend coaches meetings on a regular basis.

29. In the event of a tie for league championship or league runner-up:

A. A one game play off will occur, with head to head regular season game or games counting for one game or if two regular season games will count as two.

B. If three or more teams are tied, a round robin play off will occur. If two teams are still tied then a one game play off will be held between the two teams.

30. No coaches can change or alter any rules of play contained within the official league and playing rules of STYBS during the regular playing season or in house tournaments.

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31. A coach can not request time out when the ball gets past the catcher or fielder, the play must be completed before time out is called.

A. The ball becomes dead when the umpire calls "Time." The umpire in chief shall call "Time" \_

1. When an accident incapacitates a player or an umpire;

1a. If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.

32. One warning per team per game for throwing the bat, next time after warning the batter will be called out.

33. TOURNAMENTS Boys and Girls.

A. If odd number of teams, the highest team gets a bye. If two teams are tied, then head to head regular season winner gets a bye.

B. A coin tosses will determine which team shall be home team throughout the tournament. Advantage seeding will be used for all tournaments.

34. A coach may only make one trip to the mound per pitcher per inning, the second trip to the same pitcher in one inning, or the third trip to the pitcher in any subsequent inning will result in that player being pulled as a pitcher. The only exception to this rule is in the event of an injury. See rule #8.06 section two (baseball)

35. Games must start on time, right after playing the national anthem or announced starting time, players must be ready to play when the umpire says play ball, any intentional act to delay the start of the game could result in a team losing their half of the inning, by having the umpire instructing the defensive pitcher to deliver the ball to the plate, with each pitch being called a strike, until a batter steps into the batters box. See rule 4.15 of section two.

36. No infield warm up will be allowed for either time slot. Teams may practice in the outfields or foul territory before the start of a game but must be off the field and ready to play when the umpire calls play ball. Between innings a team may toss the ball around, but all balls must be off the field and players must be ready when the umpire calls play ball.

37. LIGHTNING DETECTORS. When the sirens go off or lightning is sighted by an umpire or league official all play will be halted, and all players will immediately leave the playing field, and will be instructed as to what to do by the head officer at the park that evening. Umpires will keep ball, strike, and out counts. Home team will keep the official scorebook. When all clear is sounded, depending on the playing field conditions or the time remaining, the umpire or highest officer on duty will determine if play will continue

38. TOURNAMENT TEAMS

The S.T.Y.B.S. League will pay the entry fee for one (1) team from each of the in house divisions, Provided.

- A. All teams are notified of the formation of a tournament team in their division and have an equal opportunity to be represented on said team.
- B. Coaches wishing to coach the tournament team will be selected by a committee appointed by the officers of the league.
- C. The committee will acquire a list of at least three names from each coach in the division to be provided to the coaches and committee for placement on the team.
- D. The committee and coaches will devise a fair and equitable method for the placement of players on any tournament team.

39. HEAD FIRST SLIDES;

Runners will be called out on head-first slides except when returning to a base or in a run-down play.

40. ALL CARS SHOULD BE REMOVED THE PARK AS SOON AS POSSIBLE AFTER THE LAST GAME OF THE EVENING.

41. NO REFUNDS OF PLAYERS FEES AFTER THE FIRST LEAGUE GAME.

42. NO playing rules and regulations of the S.T.Y.B.S. shall apply to Travel Teams, except rule # 10, 21, 27, 36, 40,41, and

43. This is to include both baseball and softball.

## GENERAL COACHING RULES

ANY VIOLATION OF THE FOLLOWING GENERAL RULES, UNLESS DIFFERENTLY DENOTED, WILL BE REFERRED TO THE LEAGUE OFFICERS, LEAGUE COMMISSIONER, LEAGUE PRESIDENT AND THE REVIEW BOARD. VIOLATIONS MAY BE REPORTED BY LEAGUE OFFICIALS, COACHES, PLAYERS, PLAYERS PARENT / GUARDIAN, OR SPECTATORS. VIOLATION IS TO BE REVIEWED IN DEPTH BY THE ABOVE TO DETERMINE IF VIOLATION DID OCCUR. IF VIOLATION DID INDEED OCCUR, PROGRESSION OF PENALTY MAY BE AS FOLLOWS:

FIRST OFFENSE:	WRITTEN WARNING
SECOND OFFENSE:	ONE (1) GAME SUSPENSION
THIRD OFFENSE:	SUSPENSION FROM LEAGUE AS COACH

1. A coach is to be in control of his team, defined as all of its players, its assistant coaches, and himself.
2. A coach will set a high standard for his team, and will not tolerate misconduct by his team.
3. A coach will be a teacher. COACH YOUR TEAM, AS YOU WOULD WANT YOUR CHILD TAUGHT IN SCHOOL, WITH PATIENCE, DIGNITY, RESPECT AND A GENUINE INTEREST IN THE INDIVIDUAL.
4. Team players not engaged in play on the field shall be confined to the bench area or dugout. If replacement players are warming up, an assistant coach or an adult must supervise them.
5. Negative or derogatory comments by any team member toward opposing team while engaging in play will not be tolerated. (baseball chatter such as hey batter, batter etc, is allowed)
6. No tobacco products including, chewing tobacco, snuff, etc. or alcohol will be used or consumed, by players, coaches, or umpires on the playing field, bench area or dugout, or in the immediate vicinity of the backstop at any time during a game.
7. Coaches must clean up their areas after their games. If coaches do not clean up their benches and stand areas after games a fine of \$10.00 per occurrence will be imposed against the coach. This also includes putting back proper equipment, and field equipment. If fines are not paid before their next scheduled game the coach will receive a one game suspension.
8. Umpires of in house games for which win loss records are kept will present properly completed score cards to the coaches of both teams to obtain their signatures to signify they agree the final score is correct. Coaches should be certain the final score is correct before signing. Coaches must sign next to team name and score. Once signed the final score shall become official. Coaches refusing to sign because they feel the umpires did a bad job or other similar reasons may be cited for unsportsman like conduct. Umpires will turn in completed, signed score cards to the umpire room. Commissioners should collect these cards daily to compile statistics. Daily statistics should also be forwarded to the web master for posting
9. If a coach is ejected from a game then they may, depending upon the severity of the offence be brought before the review board. They will be suspended for the next game. Also any coach receiving a negative finding by the review board will be assessed a twenty-five dollar (\$25.00) reinstatement fee before being allowed on the field to coach. If it is the last game of the season the suspension may continue into the next season. Anyone ejected from a game must go to an area beyond the outfield fences immediately. Any delays may cause forfeiture of the game. We are looking for good sportsmanship from both players and coaches. Anyone ejected from a game and refusing to leave will be escorted from the park. Players ejected from a game will go before the review board and may be suspended from play.
10. We feel that our umpires are very competent and will not tolerate any abusive language, or actions by coaches, players, or fans. Umpires decisions are final, unless you want to file a protest. We feel that in order to make the STYBS more enjoyable for everyone we must set good examples and let the kids play the game on the field. Coaches will not tie up the game with arguments, causing delays. Failure to obey any of these rules will result in ejection from the game or park and or forfeiture of the game.
11. All coaches must use an appropriate amount of forethought when choosing the apparel they will wear to their games, and dress in a manner befitting the games of baseball and softball

## SPECIFIC COACHING RULES

GENERAL COMMENT: IT IS THE INTENT OF THIS ORGANIZATION TO INSTILL A SENSE OF RESPECT TOWARDS OTHERS, INCLUDING THOSE OF AUTHORITY. BE ADVISED THAT THE UMPIRING CREWS ASSIGNED TO GAMES WILL ENSURE THE INTEGRITY OF THE GAME, AND THAT ALL RULES ARE FOLLOWED. IT IS IMPERATIVE COACHING STAFFS INTERACT with the umpiring crew with dignity and high regard.

1. The questioning or verbal dissatisfaction of a judgement call will not be tolerated by any team member, as defined above. The first violation in a given game will result in a general team warning to the offending team. A second violation within that same game will result in the offending team member being ejected from said game.
2. The consumption of alcoholic beverages prior to or during any game or practice session is strictly prohibited by any team member. Any team member in violation of this rule will be subject to immediate expulsion from the league.
3. A coach is not allowed on the field to dispute a call. A coach has the right to confer with the umpire regarding a rule interpretation. The questioning coach will do this from the bench area.
  - A. Coach may only enter the playing field to dispute a call if directed to do so by the umpire.
  - B. A coach may not use a trip to the mound, injury time out, or base coaching as an opportunity to continue to dispute on the field.
  - C. The umpire may or may not recognize the dispute. If not recognized (this is reserved for coaches disputing to many calls), play will continue immediately. If recognized, coach will confer in a dignified manner. The umpire will announce his decision and terminate the discussion. The umpire's decision is final, and play will continue immediately unless game is protested, then follow procedures under protesting game section.
4. The first violation of any of the above will result in a general team warning to the offending team. A second violation within that game will result in the offending team member being ejected from the game.
5. CONCESSION STAND: It will be mandatory for every coach in the league peewee's through 13 - 14 age group for his or her team to work the concession stand throughout the season and playoffs. Also to help on league fundraiser tournaments. The league will set time schedules.
  1. It will be the coach's responsibility to have an adequate number of responsible people to work their time slot(s) even if this includes the scheduled coach.
  2. A one game suspension will result for those coaches who do not fulfill their obligation.
6. CERTIFICATION: It shall be mandatory for all coaches and assistant coaches to become certified to hold a coaching or assistant coaching position. Only sport specific certified persons will be allowed on the playing field.
  - A. Pee Wee Division teams may have non-certified persons on the playing field to assist the outfielders.
  - B. HEAD COACHES shall be certified prior to draft night to be able to participate in the draft.
  - C. ASSISTANT COACHES shall be certified prior to the first game of the season.

7. Any team losing players must report the players name to the proper commissioner

## STYBS MINOR LEAGUE BASEBALL RULES

1. Players ages 9 & 10 years of age prior to May 1st of the current year shall be placed in the minor league baseball division.
2. The minor league diamond shall be 46 feet from the back of home plate to the front of the pitching plate, baselines shall be 60 feet.
3. The bat shall not be more than 33 inches in length or less than 26 inches in length with a diameter not to exceed 2 1/4 inches on the widest part of the barrel, Bats must be taped or sleeved for a length not to exceed 16 inches from the small end. Metal and wood bats are approved, Softball bats are not allowed.
4. The balk rule is not in effect. The pitcher must be in proper contact with the pitching rubber at all times when delivering the ball to the plate. Otherwise, the pitch is a no pitch, and the ball is dead.
5. There is no leading off, runners may advance at their own risk after the ball crosses the plate, runners leaving early or leading off are out, advancing to home is NOT permitted under this rule. Only 1 (one) stolen base will be allowed per pitch.
  - A. Stealing first on dropped third strike is not allowed.
  - B. Walks; Once a batter is walked, and entitled to first base the batter/runner will not be allowed to advance to second base until after the next pitch as stated in above.
  - C. Runners advancing to home will be called out.
6. Bunting is permitted.
7. The INFIELD FLY rule is in effect. See rule 2.00; in section #2 rules.
8. When a runner (other than a batter runner approaching first base) is approaching a base where a fielder either has the ball or is about to catch the ball, it is the runner's responsibility to avoid contact with the fielder by either sliding or attempting to evade the fielder. A runner who fails to slide or attempt to evade the fielder may be called out even if he/she is not tagged or the ball is not held by the fielder. A flagrant attempt to crash into the fielder to break up the play may also result in the runner's being ejected from the game. see page 15 for explanation of this rule
9. All players present at a game will be placed in the batting order. Exceptions; See General Rule #21 "a"& "b"
10. All general rules apply to STYBS MINOR LEAGUE teams.
11. DEAD BALL CIRCLE AROUND PITCHERS MOUND
  - A. There will be an eight-foot circle around the pitcher mound. This is an automatic time out provided the pitcher has possession and control of the ball, except if the pitcher makes a play on the runner. If the pitcher makes no attempt to make a play, then play is stopped. Runners more than halfway to the next base will be awarded that base. UMPIRES DISCRETION
12. Except where stated in the STYBS General Rules, all other baseball rules are the same as “ 2000 Official Baseball Rules With Little League Rule Differences Inserted “

## STYBS MAJOR LEAGUE BASEBALL RULES

1. Players ages 11 and 12 years prior to May 1st of that season shall be placed in STYBS Major League Baseball Division.
2. The Major League diamond shall be 50 feet from the back of Home Plate to the front of the pitching plate, and baselines of 70 feet
3. The bat shall not be more than 33 inches in length or less than 26 inches in length with a maximum 2 3/4-inch diameter barrel; Bats must be taped or sleeved for a length not to exceed 16 inches from the small end. Metal and wood bats are approved, Softball bats are not allowed.
4. Leading off is not allowed. Runners may advance at their own risk after the ball leaves the pitchers hand. Advancing to home is permitted under this rule. Runners leaving early are out. No Warnings.
  - A. Stealing first on a dropped third strike is allowed provided first base is not occupied at the time of the pitch.
  - B. The third out must be made. Accordingly, a player may steal first on a dropped third strike even if first is occupied.
  - C. If no immediate attempt to steal first is made the batter shall be called out. UMPIRE JUDGEMENT!
5. When a runner (other than a batter runner approaching first base) is approaching a base where a fielder either has the ball or is about to catch the ball, it is the runner's responsibility to avoid contact with the fielder by either sliding or attempting to evade the fielder. A runner who fails to slide or attempt to evade the fielder may be called out even if he/she is not tagged or the ball is not held by the fielder. A flagrant attempt to crash into the fielder to break up the play may also result in the runner's being ejected from the game. See page 15 for explanation of this rule
6. There is no limit on the number of twelve-year-old pitchers in any one game or team. Any player moved down from an older age group will not be allowed to pitch.
7. All general rules apply to the STYBS Major League teams.
8. All players present at a game will be placed in the batting order. Exceptions; See General Rule #21 "a"& "b"
9. Except where stated in the STYBS General Rules, all other baseball rules are the same as " 2000 Official Baseball Rules With Little League Rule Differences Inserted "

## STYBS 7-8 GIRLS CUB SOFTBALL DIVISION

1. Player's (girls) ages 7 to 8 years prior to January first of the current year shall be placed in the STYBS 7-8 Girls Cub Softball Division.
  2. The official ball will be 11" in size.
  3. When ten players are on the field, four must be in the outfield. A team may play with 9 players with no penalty.  
For the purpose of this rule the outfield is defined as the area starting six feet behind the base lines.
  4. The distance shall be 30 feet from the back of home plate to the front of the pitching plate, and baselines of 60 feet.
  5. Stealing is not allowed.
    - A. stealing first base on a dropped third strike is not allowed.
  6. PITCHING RULE: section 1
    - A. Prior to the pitch, the pitcher shall take a position with: (1) the pivot foot on or partially on the surface of the pitchers plate; (2) the non pivot foot in contact with or behind the pitchers plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The hands must be apart.
    - B. Preliminary to pitching, the pitcher must take a position with the shoulders in line with first and third base with the ball in the glove or the pitching hand, with the hands separated.
    - C. While in this position, the pitcher shall take or simulate taking a signal from the catcher.
      - D. After completing "B" above the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
  - E. ABOUT THE PITCH:
    - a. The pitch starts when one hand is taken off of the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
    - b. Once the hands are brought together, the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.
- NOTE: Toward is interpreted as within or partially within the 24-inch length of the pitcher's plate.
- c. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
    - NOTE 1: It is not a step if the pitcher slides his foot in any direction on the pitcher's plate, provided contact is maintained.
    - NOTE 2: Techniques such as the "crow hop" and "the leap" are illegal.
- F. A LEGAL DELIVERY - shall be a pitched ball that is delivered to the batter with an underhand motion.
  - a. The release of the ball and the follow through of the hand and wrist must be forwarded past the vertical line of the body.
  - b. The hand shall be below the hip and the wrist not farther from the body than the elbow.
  - c. The pitch is completed with a step toward the batter.
- G. THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:
  - a. No motion to pitch is made without immediately delivering the ball to the batter.
  - b. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
  - c. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
  - d. The pitcher does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
    - NOTE: One revolution is interpreted as "not two revolutions", provided the pitching arm is dropped to the side and to the rear before starting the windmill motion.
  - e. The pitcher does not continue to windup after taking the forward step or after the ball is released.
    - NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

- H. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that may be distracting to the batter.
  - 1. **BATTING HELMET:** If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a nonglare surface.
- I. The pitcher shall not deliberately drop, roll, bounce, etc, the ball while in the pitching position in order to prevent the batter from striking it.
- J. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch, "after the umpire say play".
- K. If the ball slips from the pitcher's hand during the back swing or forward motion, a ball is called on the batter.

Section 2

- A. A catcher shall be inside the lines of the catcher's box when the pitcher takes a position to pitch and when the pitch is released.  
PENALTY: An illegal pitch is called.

8. PITCHING:

- A. Offensive coach will pitch from the pitching plate for the first two- (2) innings of a game.
  - 1. Balls and strikes will be called as normal, after ball 3 each pitch will count as a strike.
  - 2. Coaches must not interfere with a fielder attempting to field the ball or make a play on a runner.
  - 3. The defensive player/pitcher must be positioned within the pitching circle.
- B. Defensive player/pitcher will finish the remaining innings of the game.
  - 1. Pitchers will only be allowed to pitch for two (2) innings.
  - 2. Pitcher must pitch from the pitching plate.
- C. There are no walks. When there is a ball four on the batter, an offensive coach will come onto the field to pitch.
  - 1. Coach will pitch from the pitching plate.
  - 2. Coach does not have to use the windmill, but must have a similar pitch as the pitcher. NO ARCH
  - 3. Coach will finish out the strike count.
  - 4. Each pitch will count as a strike to finish the count.
  - 5. If a fair hit ball hits the coach the ball is dead and the pitch is called a no pitch. The coach must make an attempt to get out of the way of a hit ball. If no attempt is made the ball will count as a strike. If this is the third strike then the batter will be called out. This applies at all times an offensive coach is pitching.
  - 6. The pitcher must position themselves anywhere inside the pitching circle.
  - 7. Coaches must not interfere with a fielder attempting to field the ball or make a play on a runner. Penalty; Lead runner will be called out.

9. No bunting is allowed.

10. The infield fly rule is not in effect.

11. There is no leading off, no stealing. Only one base per runner will be allowed on an over throw, runners advancing under this rule advance at the risk of being put out. Once any or all runners advancing to the next base under this rule reaches said base or is put out, play will be stopped. PENALTY: One warning per team for leading off, after which runners will be called out. Runners stealing will be called out even if successful.

12. DEAD BALL CIRCLE AROUND PITCHERS MOUND

- A. There will be an eight-foot circle around the pitchers mound. This is an automatic time out. When the ball enters the circle and makes contact with the pitcher, play is stopped. Runners more than halfway to the next base will be awarded that base. UMPIRES DISCRETION

13. When a runner (other than a batter runner approaching first base) is approaching a base where a fielder either has the ball or is about to catch the ball, it is the runner's responsibility to avoid contact with the fielder by either sliding or attempting to evade the fielder. A runner who fails to slide or attempt to evade the fielder may be called out even if he/she is not tagged or the ball is not held by the fielder. A flagrant attempt to crash into the fielder to break up the play may also result in the runner's being ejected from the game. See page 15 for explanation of this rule

14. All players present at a game will be placed in the batting order. Exceptions; See General Rule #21 "a" & "b"

15. Free substitution will be allowed in the field.

16. One coach will be allowed against the backstop to help speed up the game, on passed balls to the catcher. The coach must remain in a position so as not to interfere with a player during live play. This coach will not be allowed to coach their team from within the backstop or from anywhere else within the live play area.

17. **BATTING HELMETS;** All batting helmets shall be equipped with an approved face mask. No helmet will be allowed in a game or practice without said approved mask.

18. Unless specified in the STYBS Playing Rules and Regulations All rules will be the 2006 USSSA FAST PITCH PLAYING RULES.

## STYBS MINOR LEAGUE SOFTBALL DIVISION

1. Players (girls) ages 9 to 10 years prior to January first of the current year shall be placed in the STYBS Minor League Softball Division.
2. The official ball will be 11" in size. Bats must be ASA approved.
3. When ten players are on the field, four must be in the outfield. A team may play with 9 players with no penalty.  
For the purpose of this rule the outfield is defined as the area starting six feet behind the base lines.
4. The minor league diamond shall be 35 feet from the back of home plate to the front of the pitching plate, and baselines of 60 feet.
6. There is no leading off, runners may advance at their own risk after the ball crosses the plate, runners leaving early or leading off are out. Advancing to home is NOT permitted under this rule. Only 1 (one) stolen base will be allowed per pitch.
  - A. Stealing first on dropped third strike is not allowed.
  - A. Walks; Once a batter is walked, and entitled to first base the batter/runner will not be allowed to advance to second base until after the next pitch as stated in above.
  - B. Runners advancing to home will be called out.
  - C. No Stealing on Coach Pitch.
7. PITCHING RULE: SECTION 1
  - A. Prior to the pitch, the pitcher shall take a position with: (1) the pivot foot on or partially on the surface of the pitchers plate; (2) the non pivot foot in contact with or behind the pitchers plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The hands must be apart.
  - B. Preliminary to pitching, the pitcher must take a position with the shoulders in line with first and third base with the ball in the glove or the pitching hand, with the hands separated.
  - C. While in this position, the pitcher shall take or simulate taking a signal from the catcher.
  - D. After completing "B" above the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
  - E. ABOUT THE PITCH:
    - a. The pitch starts when one hand is taken off of the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
    - b. Once the hands are brought together, the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.

NOTE: Toward is interpreted as within or partially within the 24-inch length of the pitcher's plate.

  - c. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
    - NOTE 1: It is not a step if the pitcher slides his foot in any direction on the pitcher's plate, provided contact is maintained.
    - NOTE 2: Techniques such as the "crow hop" and "the leap" are illegal.- F. A LEGAL DELIVERY - shall be a pitched ball that is delivered to the batter with an underhand motion.
  - a. The release of the ball and the follow through of the hand and wrist must be forwarded past the vertical line of the body.
  - b. The hand shall be below the hip and the wrist not farther from the body than the elbow.
  - c. The pitch is completed with a step toward the batter.
- G. THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:
  - a. No motion to pitch is made without immediately delivering the ball to the batter.
  - b. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
  - c. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
  - d. The pitcher does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
    - NOTE: One revolution is interpreted as "not two revolutions", provided the pitching arm is dropped to the side and to the rear before starting the windmill motion.
  - e. The pitcher does not continue to windup after taking the forward step or after the ball is released.
    - NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

- H. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that may be distracting to the batter.
  - 1. BATTING HELMET: If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a nonglare surface.
- I. The pitcher shall not deliberately drop, roll, bounce, etc, the ball while in the pitching position in order to prevent the batter from striking it.
- J. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch, "after the umpire say play".
- K. If the ball slips from the pitcher's hand during the back swing or forward motion, a ball is called on the batter.

SECTION 2

- A. A catcher shall be inside the lines of the catcher's box when the pitcher takes a position to pitch and when the pitch is released.
    - PENALTY: An illegal pitch is called.
8. There are no walks. When there is a ball four on the batter, an offensive coach will come onto the field to pitch.
    - A. Coach will pitch from the pitching plate.
    - B. Coach does not have to use the windmill, but must have a similar pitch as the pitcher. NO ARCH
    - C. Coach will finish out the strike count.
    - D. Each pitch will count as a strike to finish the count.
    - E. If a fair hit ball hits the coach the ball is dead and the pitch is called a no pitch, The coach must make an attempt to get out of the way of a hit ball. If no attempt is made the ball will count as a strike. If this is the third strike then the batter will be called out.
    - F. The pitcher must be positioned within the pitching circle.
    - G. Coaches must not interfere with a fielder attempting to field the ball or make a play on a runner. Penalty; Lead runner will be called out. UMPIRES DISCRETION
  9. Bunting is allowed.
  10. The infield fly rule is not in effect.
  11. DEAD BALL CIRCLE AROUND PITCHERS MOUND
    - A. There will be an eight-foot circle around the pitchers mound. This is an automatic time out provided the pitcher has possession and control of the ball, except if the pitcher makes a play on the runner. If the pitcher makes no attempt to make a play, then play is stopped. Runners more than halfway to the next base will be awarded that base. UMPIRES DISCRETION
  12. When a runner (other than a batter runner approaching first base) is approaching a base where a fielder either has the ball or is about to catch the ball, it is the runner's responsibility to avoid contact with the fielder by either sliding or attempting to evade the fielder. A runner who fails to slide or attempt to evade the fielder may be called out even if he/she is not tagged or the ball is not held by the fielder. A flagrant attempt to crash into the fielder to break up the play may also result in the runner's being ejected from the game. See page 15 for explanation of this rule
  13. All players present at a game will be placed in the batting order. Exceptions; See General Rule #21 "a"& "b"
  14. Free substitution will be allowed in the field.
  15. BATTING HELMETS; All batting helmets shall be equipped with an approved face mask. No helmet will be allowed in a game or practice without said approved mask.
  16. Unless specified in the STYBS Playing Rules and Regulations All rules will be the 2006 USSSA FAST PITCH PLAYING RULES.

## STYBS 7-8 BOYS CUB BASEBALL DIVISION

1. Players ages 7 & 8 years of age prior to May 1st of the current year shall be placed in the Cub League Baseball Division.
2. The distance shall be 40 feet from the back of home plate to the front of the pitching plate, baselines shall be 60 feet.
3. The bat shall not be more than 33 inches in length or less than 25 inches in length with a diameter not to exceed 2 1/4 inches on the widest part of the barrel.
4. The balk rule is not in effect. The pitcher must be in proper contact with the pitching rubber at all times when delivering the ball to the plate. Otherwise, the pitch is a no pitch, and the ball is dead.
5. There is no leading off, no stealing. Only one base per runner will be allowed on an over throw, runners advancing under this rule advance at the risk of being put out. Once any or all runners advancing to the next base under this rule reaches said base or is put out, play will be stopped. PENALTY: One warning per team for leading off, after which runners will be called out. Runners stealing will be called out even if successful.
6. Bunting is not permitted.
7. The INFIELD FLY rule does not apply.
8. Any player moved down from a higher age group will not be allowed to pitch.
9. When a runner (other than a batter runner approaching first base) is approaching a base where a fielder either has the ball or is about to catch the ball, it is the runner's responsibility to avoid contact with the fielder by either sliding or attempting to evade the fielder. A runner who fails to slide or attempt to evade the fielder may be called out even if he/she is not tagged or the ball is not held by the fielder. A flagrant attempt to crash into the fielder to break up the play will also result in the runner's being ejected from the game. see page 15 for explanation of this rule
10. All players present at the start of a game will be placed in the batting order. Players arriving late will be placed at the end of the batting order.
11. PITCHING:
  - A. Offensive coach will pitch from the pitching plate for the first two- (2) innings of a game.
    1. Balls and strikes will be called as normal, after ball 3 each pitch will count as a strike.
    2. Coaches must not interfere with a fielder attempting to field the ball or make a play on a runner.
    3. The defensive player/pitcher must be positioned within the pitching circle.
  - B. Defensive player/pitcher will finish the remaining innings of the game.
    1. Pitchers will only be allowed to pitch for three (3) innings.
    2. Pitcher must pitch from the pitching plate.
  - C. There are no walks. When there is a ball four on the batter, an offensive coach will come onto the field to pitch.
    1. Coach will pitch from the pitching plate.
    2. Coach must pitch overhand to the batter.
    3. Coach will finish out the strike count.
    4. Each pitch will count as a strike to finish the count.
    5. If a fair hit ball hits the coach the ball is dead and the pitch is called a no pitch. The coach must make an attempt to get out of the way of a hit ball. If no attempt is made the ball will count as a strike. If this is the third strike then the batter will be called out. This applies at all times an offensive coach is pitching.
    6. The pitcher must position themselves anywhere inside the pitching circle.
    7. Coaches must not interfere with a fielder attempting to field the ball or make a play on a runner. Penalty; Lead runner will be called out.
12. One coach will be allowed against the backstop to help speed up the game, on passed balls to the catcher. The coach must remain in a position so as not to interfere with a player during live play. This coach will not be allowed to coach their team from within the backstop or from anywhere else within the live play area.

13. There will be ten (10) defensive players on the playing field, four of which shall be in the outfield playing outfield positions.
  14. A team may play with nine (9) players, provided no other roster players are present at the game.
  15. DEAD BALL CIRCLE AROUND PITCHERS MOUND
    - A. There will be an eight-foot circle around the pitcher mound. This is an automatic time out. When the ball enters the circle and makes contact with the pitcher, play is stopped. Runners more than halfway to the next base will be awarded that base. UMPIRES DISCRETION
  18. All general rules apply to STYBS CUB LEAGUE teams.
  19. Except where stated in the STYBS General Rules, all other baseball rules are the same as “ 2000 Official Baseball Rules With Little League Rule Differences Inserted “
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### **STYBS PEE WEE LEAGUE DIVISION**

1. Players (boys and girls 5-6) prior to August 1st. for boys and girls of the current year shall be placed in the STYBS Pee Wee League Division.
2. A game shall consist of 1 hour. Start time will be 6:00 PM for all early games and the game will end at 7:00P.M. the second game will start at 7:15 PM. and shall end at 8:15 P.M. or as determined by the scheduling committee or executive board. Stalling will not be tolerated. Games will end at the ONE HOUR limit, regardless of where you are in the batting order, the at bat batter will be allowed to finish their time at bat.
3. The PeeWee League field shall be 35 feet from the back of home plate to the front of the pitching plate, and baselines shall be 60 feet.
4. The bat shall not be more than 29 inches in length or less than 25 inches in length, with a maximum diameter of not more than 2 1/4 inches on the widest part of the barrel. All bats must have Little League approval or Tee Ball approval stamped on or indicated on the bat being used,
5. The PeeWee league will use a soft surface ball. The size will depend upon availability, with final approval made by the STYBS Executive Board.
6. All coaches for the defensive team will be confined to the area the length of their dugout and two coaches allowed in the outfield behind the outfielders. One coach will be allowed against the backstop to help speed up the game, on passed balls to the catcher. The coach must remain in a position so as not to interfere with a player during live play. These coaches will not be allowed to coach their team from within the backstop.
7. The infield fly rule is not in effect for the PeeWee division.
8. All players in attendance will bat and play in at the field unless incapacitated or ejected from the game by the umpire. Incapacitation is defined as any illness or injury. Late players are added to the end of the line up if they arrive before the end of the game.
9. When the last batter of each team comes to the plate, the coach of that batter must declare to the umpire and opposing coaches that the “LAST BATTER IS UP”.
10. A maximum of three pitches will be allowed for each batter, unless the third pitch is a foul ball. If the batter has not hit the ball after three pitches, the batter will have two (2) attempts at hitting the ball off of a tee. A batted ball that hits the coach pitching will be declared a dead ball, unless it touches a defensive player first. The offensive coach who is pitching must try to get out of the way of the ball without obstructing any defensive players. A dead ball will count in the three pitches. A hit batter is a NO PITCH. There are no walks.
11. Coaches of the team batting will handle all pitching. The pitching distance will be at the coaches discretion, with the pitching plate being 35 feet from the rear of home plate. The defensive team pitcher must remain within five (5) feet of the pitching rubber and cannot move from this area until the ball is hit by the batter.

12. No bunting is allowed. All bunted balls will be counted as a pitched ball and runners cannot advance.
13. All runners must stay on the base until the ball is hit. There is no stealing. Any team violating this rule will receive one warning per game. Thereafter, the runner leaving early will be sent back to the bench with no out being charged.
14. There is no leading off, no stealing. Only one base per runner will be allowed on an over throw, runners advancing under this rule advance at the risk of being put out. Once any or all runners advancing to the next base under this rule reaches said base or is put out, play will be stopped. PENALTY: One warning per team for leading off, after which runners will be called out. Runners stealing will be called out even if successful.
15. Infielders must play what is normally termed infield positions with one additional infield position allowed (including pitcher and excluding catcher). They are not to position themselves in the outfield, and are not allowed to retrieve a ball from the outfield unless it is being thrown to the infielder by an outfielder. For the purpose of this rule the outfield is defined as the area starting six feet behind the base lines. DON'T BE STUPID!
16. Any team having a player throwing a bat will be given one warning per game. The next violation will result in the batter being declared out.
17. Touching any base in front of the last batter makes the last out of the inning. All runs scored prior to the last out will count. DON'T BE STUPID!!!!
18. All general rules apply with the exception of rules 12 through 30.

## **MANDATORY SLIDE OR AVOID CONTACT RULE EXPLANATION**

The intent of this rule is to avoid injury. If a fielder has the ball and is waiting to make the tag, the runner must slide, return toward his previous base, or attempt to run around the fielder. This will prevent the fielders being blindsided by the runner or the ball.

Please note that the rule does not say that the runner must slide. The runner must slide or attempt to avoid contact which can be done by trying to return to a previous base or run around the fielder. Of course, in these instances, rules about running out of baseline to avoid the tag still apply. There are going to be times that the runner is going to be out and there isn't much that he/she can do about it,

Even between bases a runner must still attempt to avoid a contact; he/she may not run into a fielder who has the ball, or who is attempting to field the ball.

If the fielder neither has the ball nor are they trying to play the ball then the fielder must move out of the runner's way. Otherwise "obstruction" may be called.

In all cases the invocation of this rule is a judgement call by the umpire and cannot be disputed. Umpires should be instructed to call this rule as firmly and consistently as practical, but it remains within the umpire's discretion not to invoke this rule when there is negligible, incidental contact.

In most cases where a play is about to be made on a runner, the runner is more likely to be safe if he/she slides, so the rule encourages good play as well as safe play. In any case, if players are instructed to slide at a base when there is any possibility that a play may be made on them, there will be very few instances of controversy.

## **EXPLANATION OF USE OF THE DOUBLE FIRST BASE:**

THE BATTER-RUNNER IS OUT.

A. If when using the double base, and there is a play on the batter-runner, the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base. This is treated the same as missing the base.

EXCEPTION:

1. If the ball is thrown from the foul side of first base line, or
2. When an errant or missed throw pulls the defensive player into foul ground.

B. If when using the double base, and there is a force play by an infielder on the batter- runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

EFFECT: Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

## STYBS DRAFT RULES 13-14

1. A minimum of six (6) players from each team roster from the previous year will be kept as protections. All extra players protected will count as draft picks.
2. New teams will be allowed to pick four (4) 14 year olds and two (2) 13 year olds, if possible (otherwise three (3) each).
3. Any existing team losing players to another existing team may pick same quantity players from said team from players selected by the rules committee.
4. Any player presented the night of the draft will be picked on a lottery basis after all other players are picked in the draft.
5. No player shall be put in the draft after the draft starts. The rules committee and the commissioner shall place any and all players presented after the draft starts.
6. All coaches must declare their first assistant coach the night of the draft.
7. Only 14 year olds on a team before the draft picks start are PROTECTED PLAYERS.
8. Any team not at six (6) players will pick from available 14-year-old players until at six (6).
9. Draft picks will be according to order of finish from the previous year last place picks first and so on. New teams will pick last.
10. When you pick two players at the same time, ie: brothers or sisters you will lose your next draft round pick.
11. All teams shall pick a player when it is their turn in all rounds of the draft. No team will be allowed to PASS a draft round and not pick a player.
12. Only players registered with the S.T.Y.B.S. League prior to the draft will be allowed to be considered as a protected player on any team.
13. Travel Players.
  - A. Any team with returning travel players will not be allowed to draft or protect any new travel players until all teams have an equal number of travel players.
  - B. All travel players will be clearly noted on all draft lists, so there can be no question about which players are currently on travel teams.
  - C. New teams and teams not at six players will not be allowed to pick more than the maximum number of travel players returning to existing teams.

*EXAMPLE:* All existing teams have one (1) travel player returning and protected except team number two, which has two (2) returning and protected travel players. No new team or any team not at six will be allowed to pick more travel players than Team Two already has.

## STYBS DRAFT RULES MAJOR LEAGUES

1. A minimum of six (6) players from each team roster from the previous year will be kept as protections. All extra players protected will count as draft picks.
2. New teams will be allowed to pick four (4) 12 year olds and two (2) 11 year olds, if possible (otherwise three (3) each).
3. Any existing team losing players to another existing team may pick same quantity players from said team from players selected by the rules committee.
4. Any player presented the night of the draft will be picked on a lottery basis after all other players are picked in the draft.
5. No player shall be put in the draft after the draft starts. Any and all players presented after the draft starts shall be placed by the rules committee and the commissioner.
6. All coaches must declare their first assistant coach the night of the draft.
7. Only 12 year olds on a team before the draft picks start are PROTECTED PLAYERS.
8. Any team not at six (6) players will pick from available 12 year old players until at six (6).
9. Draft picks will be according to order of finish from the previous year last place picks first and so on. New teams will pick last.
10. When you pick two players at the same time, ie: brothers or sisters you will lose your next draft round pick.
11. All teams shall pick a player when it is their turn in all rounds of the draft. No team will be allowed to PASS a draft round and not pick a player.
12. Only players registered with the S.T.Y.B.S. League prior to the draft will be allowed to be considered as a protected player on any team.
13. Travel Players.
  - A. Any team with returning travel players will not be allowed to draft or protect any new travel players until all teams have an equal number of travel players.
  - B. All travel players will be clearly noted on all draft lists, so there can be no question about which players are currently on travel teams.
  - C. New teams and teams not at six players will not be allowed to pick more than the maximum number of travel players returning to existing teams.

*EXAMPLE:* All existing teams have one (1) travel player returning and protected except team number two, which has two (2) returning and protected travel players. No new team or any team not at six will be allowed to pick more travel players than Team Two already has.

## STYBS DRAFT RULES MINOR LEAGUES

1. A minimum of six (6) players from each team roster from the previous year will be kept as protections. All extra players protected will count as draft picks.
2. New teams will be allowed to pick four (4) 10 year olds and two (2) 9 year olds, if possible (otherwise three (3) each).
3. Any existing team losing players to another existing team may pick same quantity players from said team from players selected by the rules committee.
4. Any player presented the night of the draft will be picked on a lottery basis after all other players are picked in the draft.
5. No player shall be put in the draft after the draft starts. Any and all players presented after the draft starts shall be placed by the rules committee and the commissioner.
6. All coaches must declare their first assistant coach the night of the draft.
7. Only 10 year olds on a team before the draft picks start are PROTECTED PLAYERS.
8. Any team not at six (6) players will pick from available 10 and 9 year old players until at six (6).
9. Draft picks will be according to order of finish from the previous year last place picks first and so on. New teams will pick last.
10. When you pick two players at the same time, ie: brothers or sisters you will lose your next draft round pick.
11. All teams shall pick a player when it is their turn in all rounds of the draft. No team will be allowed to PASS a draft round and not pick a player.
12. Only players registered with the S.T.Y.B.S. League prior to the draft will be allowed to be considered as a protected player on any team.
13. Travel Players.
  - A. Any team with returning travel players will not be allowed to draft or protect any new travel players until all teams have an equal number of travel players.
  - B. All travel players will be clearly noted on all draft lists, so there can be no question about which players are currently on travel teams.
  - C. New teams and teams not at six players will not be allowed to pick more than the maximum number of travel players returning to existing teams.

*EXAMPLE:* All existing teams have one (1) travel player returning and protected except team number two, which has two (2) returning and protected travel players. No new team or any team not at six will be allowed to pick more travel players than Team Two already has.

## STYBS DRAFT RULES CUB (7-8) LEAGUES

1. A minimum of six (6) players from each team roster from the previous year will be kept as protections. All extra players protected will count as draft picks.
2. New teams will be allowed to pick four (4) 8 year olds and two (2) 7 year olds, if possible (otherwise three (3) each).
3. Any existing team losing players to another existing team may pick same quantity players from said team from players selected by the rules committee.
4. Any player presented the night of the draft will be picked on a lottery basis after all other players are picked in the draft.
5. No player shall be put in the draft after the draft starts. Any and all players presented after the draft starts shall be placed by the rules committee and the commissioner.
6. All coaches must declare their first assistant coach the night of the draft.
7. Only 8 year olds on a team before the draft picks start are PROTECTED PLAYERS.
8. Any team not at six (6) players will pick from available 7 and 8 year old players until at six (6).
9. Draft picks will be according to order of finish from the previous year last place picks first and so on. New teams will pick last.
10. When you pick two players at the same time, ie: brothers or sisters you will lose your next draft round pick.
11. All teams shall pick a player when it is their turn in all rounds of the draft. No team will be allowed to PASS a draft round and not pick a player.
12. Only players registered with the S.T.Y.B.S. League prior to the draft will be considered as a protected players on any team.
13. Travel Players.
  - A. Any team with returning travel players will not be allowed to draft or protect any new travel players until all teams have an equal number of travel players.
  - B. All travel players will be clearly noted on all draft lists, so there can be no question about which players are currently on travel teams.
  - C. New teams and teams not at six players will not be allowed to pick more than the maximum number of travel players returning to existing teams.

*EXAMPLE:* All existing teams have one (1) travel player returning and protected except team number two, which has two (2) returning and protected travel players. No new team or any team not at six will be allowed to pick more travel players than Team Two already has.

**S.T.Y.B.S. 2010 RULES COMMITTEE**

**Corey Griss/Scott Lannen**

Greg Daniels

Scott Lannen

*None present*

John Clark

*Corey Griss*

*Jason Grow*

Tom Anderson

Vickie Kolb

Gary Leasure

**Chairman**

Umpire Chairman/President

Coach Pitch

*7-8 Girls*

9-10 Girls

*7-8 Boys*

*9-10 Boys*

11-12 Boys

Secretary

Township Rep.