

***Baseball & Softball Rules - Table of Contents***

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***Sylvania Recreation  
Baseball/Softball Program***

VISIT OUR WEBSITE AT [WWW.SYLVANIARECREATION.ORG](http://WWW.SYLVANIARECREATION.ORG) FOR INFORMATION ON ALL OF OUR PROGRAMS AND FACILITIES!

The programs in this rule book were made possible through the combination of four area groups: the City of Sylvania, Sylvania Township, the Sylvania Area Joint Recreation District (SAJRD), and the Sylvania School Board of Education, with their support of Sylvania Recreation Corporation (SRC). The SARC (Sylvania Area Recreation Council) is a division of the Sylvania Recreation Corporation.

**SARC PROGRAM GOAL & PHILOSOPHY**

The purpose of the SARC program is to provide a recreational opportunity for all Sylvania area youth to learn, develop, and improve their athletic skills and sportsmanship by experiencing a competitive athletic environment. Under the supervision of School Representatives, teams will be constituted by an unbiased method to achieve a competitive balance.

**SARC Coach's Pledge**

**I, \_\_\_\_\_, having volunteered to serve as a coach, realize the grave moral and ethical responsibilities of an adult involved in working with children. I pledge myself to carefully observe all rules of the game, to be at all times an example of fair play and good sportsmanship before the players, other coaches, umpires and spectators. This includes observing the no smoking rule. I will not tolerate foul language or harassment of players or umpires. I pledge myself to see that my players learn the rules and mechanics of the game, play the best game they are able, and take their losses in good spirit. Our good sportsmen today will be our leaders tomorrow toward tolerance and understanding in all walks of life.**

**I hereby pledge myself to do my best to instill in my team principles of good fellowship, fair play, and sportsmanship.**

\_\_\_\_\_  
**Signed**

\_\_\_\_\_  
**Date**

**Note to the Parents**

Dear Parents,

Another summer recreation season is here and we of the association will do our best to help your child have an instructive, as well as enjoyable summer of baseball or softball. This is a volunteer program for the most part and needs parental cooperation, as well as juvenile enthusiasm. In other words, we are asking parents to assume responsibility for getting children to practice sessions whether singly or in carpools for their youngsters. Many coaches must forego their dinner hour until after games in order to be with their team at the proper times. Coaches are happy to help, however we can not ask them to pick up and deliver an entire team each time they play or practice. Coaches donate willingly a tremendous amount of time and effort as it is. Bring your youngsters, then stay for the game. You will enjoy it and your child will appreciate your interest.

Parents must also remember that they are adults and are expected to behave as such. Perhaps you will not always agree with a call made by an umpire or a coaches decision, but they are all doing the best job possible and need your support. Remember children learn through adults as examples whether we realize it or not, besides it is just a game and the children still have fun, win or lose.

Come out, enjoy the games, help support you child's team as well as the Sylvania program.

**School District Colors**

<b>Central .....</b>	<b>Green-White</b>
<b>Hill View .....</b>	<b>Maroon-White</b>
<b>Highland .....</b>	<b>Red-White</b>
<b>Maplewood .....</b>	<b>Blue-Gold</b>
<b>Stranahan .....</b>	<b>Orange-Black</b>
<b>Sylvan .....</b>	<b>Green-Yellow</b>
<b>St. Joseph's .....</b>	<b>Navy-White</b>
<b>Whiteford .....</b>	<b>Royal-White</b>

**The SARC Board strongly recommends uniforms consist of no more than a shirt and cap of appropriate colors and of a reasonable price.**

### **Program Eligibility**

- All participants must live within the Sylvania School District boundaries and will play with the school he or she attends or the elementary district in which they reside.
- Must have attended last year or will attend next year, a school within the above guidelines.
- St. Joseph's and St. Francis teams may be comprised of eligible participants who are parish members or St. Joseph's or Sylvania Franciscan Academy students. **Parish members that attend a Sylvania Public school, must participate on their home elementary school team.**
- In the case of insufficient registrants in a school district, transfers will be made across school districts by the Recreation Department to form teams.
- Late registrants will be assigned to school districts at the discretion of the Program Director.
- Exceptions to any of the above stated guidelines, must be appealed to the SARC Committee.
- Questions of interpretation will be referred to school representatives.
- Games in which ineligible participants play will be automatically forfeited.
- Children who participate on a team in the City of Toledo League, SAAB, Maverick's or NWOBAL team are **not** eligible for the SARC program.
- Children who are not currently in Kindergarten are not permitted to participate in the program.

### **Divisions**

<u><b>Division</b></u>	<u><b>Grade</b></u>
Boys Tee Ball	K
Boys Lob Ball	1 & 2
Modified Pitch	3
Minor C	4
Minor B	5
Minor A	6
Major A & B	7 & 8
Girls Tee Ball	K & 1
Girls Lob Ball	2 & 3 (Separate)
Novice Girls	4
Junior Girls	5 & 6

## **Team Formation**

*The following team formation rules will apply to all divisions in the program.*

1. Each elementary school district will divide the registrants according to grade (not age) and will place children on teams in their respective grade divisions. This will be completed by the school representative from each elementary school within the Sylvania School District. Refer to the last page of this book for your school representative's contact information.
2. Teams will consist of no more than 15 players. Teams may only exceed the 15 player maximum if the coach approves it with the Program Director and the SARC School Representative from his/her district.
3. Schools that do not have enough registrants to form their own team will be placed with other schools in the Sylvania School District to form complete teams. No guarantees can be made that all of the participants from the school that does not have enough registrations to form a team will be placed on the same team.
4. If from any school, there are too many players for one team, and not enough for two teams, the latest registrants will be placed on teams from other districts where room is available. If the latest registrants are on of the coaches "freezes" from the previous season, this rule may not apply to certain individuals who have registered last.
5. A coach may "freeze" up to and not more than 5 players from their pervious year's team regardless of sign up date. If a particular school has gone from 1 team from the previous season to two team for the current season, the coach of last year's team will still have 5 freezes from last year and the "new coach will pick the first five players in the draft. It is recommended that if there multiple team scenarios, that an evaluation be conducted with all coaches and the school rep present in order to form teams of equal caliber.
6. A coach's 5 "freezes" include his/her child and one assistant coaches child. Freezes do not apply to the Major A and Minor A program due to the tryout process.
7. Children must participate for the school which they attend. Crossing from one district to another is not permitted. The only reason that a child will play for a team outside of their home district, is strictly based on whether his/her home district team already has 15 players on the roster.
8. After teams have been selected, the coach is required to submit a team roster to the program director at the MANDATORY coaches meeting to be held for each division.
9. Each team will be issued equipment (bats not included), to use for the season that must be returned to Sylvania Recreation at the completion of the season.
10. The Program Director will place late registrants on teams where room is available Coaches have no say in this matter!

11. All teams in the Major and Minor Divisions will be formed using the following format:

- \* The School Representatives will choose the coaches after the tryouts are held.
- \* The twenty six (26) boys selected after the tryout process, shall constitute a 2 separate teams in the A league for each Junior High. Since St. Joe's will only be entering one A team, the roster size shall be no more than thirteen.
- \* During tryouts, boys will be picked first for the A team from all the boys eligible to play from their Junior High School District.
- \* Players not selected to the A team, will participate on a recreational team from their Junior High School District. These teams will consist of no more than 15 players.

### ***General Program Rules***

1. All games will start at the scheduled time. If at game time, a team is unable to field 9 players, this shall constitute an official forfeit. If neither team can field 9 players, this shall constitute a loss for each team. Game times that appear on your league schedule will not be changed, and should not be rescheduled for any other reason than inclement weather.
2. Time limits for each league are as follows:

Tee Ball	1 1/4 hrs.
Lob Ball & Rookie	1 1/2hrs.
Softball	1 1/2 hrs.
Minor C	1 1/2 hrs.
Minor B	1 1/2 hrs.
Minor A	2 hrs.
Major B	2 hrs.
Major A	2 hrs.

The visiting team and the home team will share available time prior to the start of the game for infield practice. The home team will be last to take infield practice and remain on the field for the start of the game.

There are usually two games per night on each field. The second game of the night will start on time, or at a time no later than ten (10) minutes following completion of the first game. In the event of a delayed start, **there will be no official infield warm up.** Both teams should warm up outside the playing area and complete their scorebooks in order to begin immediately following the completion of the first game.

3. The first team listed on the schedule will be the home team and use the third base side bench. **After each game, it is each team's responsibility to clean up their bench area.** Please help us keep our parks clean!

4. **SCOREKEEPING**

**A. Tee Ball, Lob Ball and Rookie League**

The scorebook for kindergarten through third grade boys and girls divisions will simply be used as a way to keep track of the batting line up. There are no standings kept for Kindergarten through third grade divisions.

**B. Minors, Majors, Novice and Juniors**

The home team scorebook will be the official scorebook and each manager shall furnish their lineups to the official scorekeeper prior to the start of the game. Each team is required to have a scorekeeper and should report to one another and the ump, after each inning, in order to keep accurate score. A scorecard, as kept by the umpire will be the official score for the game.

5. **Umpires**

At least one umpire will be assigned per game by the Recreation office. For 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> grade boys divisions, two umpires will be assigned per game if possible.

Umpires will have full control of each game. Please remember, that although you, your players and fans may not agree on all of the calls that an umpire makes, it is your responsibility as the coach to keep full control of your team.

If the assigned umpire for the game does not show up, coaches should agree on a neutral umpire in order to play the game and avoid a reschedule. If this situation does occur, please make sure that the game begins time. The time limit rules will still apply if your game begins later than the scheduled time.

6. **Make Ups**

**A. Inclement Weather Make ups**

All games postponed due to inclement weather or darkness will be re-scheduled by the recreation office for 4 - 8 grade divisions. Make ups for K- 3 divisions will be optional and may be scheduled by calling the recreation office after you have agreed with the opposing coach on a date to re-schedule that game. Either the home team or the visiting team may contact the office to reschedule a ball game for the K - 3 divisions.

**B. Extra Curricular Make ups**

Scheduled games that have been cancelled due to other activities such as school activities, cedar point trips, etc. will not be a priority re-schedule by the Recreation office. The coach of the team that had to cancel the game will be responsible for contacting his opponent and working out a date for a re-schedule. This must all be done prior to the originally scheduled game. Please note that the Recreation office needs to know if your game will not be played 5 days prior to the scheduled game day. We need notice of a cancellation of this nature well in advance, so that we can cancel the umpire for that night as well as re-issue your field for other games that need to be made up. Please try to stick to your schedule

## *Coaches, Coaching “Staff” and Players*

1. All coaches and assistant coaches present at each game and practice are expected to serve as a positive role model to the children who are involved with our program, whether they are on your team or not. Showing good sportsmanship in all situations will eventually be learned by the players program wide. Remember, that children learn through our actions and we should always be conscious of that. The children of today’s baseball program will be our leaders of tomorrow with the help of a positive summer baseball experience.
2. Base coaches can not leave the coach’s box area. Only one coach may occupy each coaches box and may only be on the field during the team’s at bat. Players may not serve as base coaches during league games.
3. While on defense, all coaches and players not currently playing in the field for your team may not leave the dug out. If a coach or a player comes onto the field for any other reason than an injury, he/she will receive one warning and the next infraction will result in an ejection with a one game suspension.
4. It is recommended that each team have two coaches, so that if one coach can not be there for games or practices, the other may cover the team.
5. During the regular season and post season tournaments, calling players “UP” will be permitted on a game by game basis within the same school district. Players may not transfer from one team to another within the same division. If there is no team in the lower division, transfers may come from the next lower division.
  - A. Players so transferred may not pitch.
  - B. Players so transferred must play two (2) innings.
  - C. Players so transferred remain on their regular teams and may play in all games scheduled for their team. Please inform coach of the transferred player.

## **Run Limits & Playing Time**

1. There will be a 5 run limit per half inning for all teams. After the fifth run is scored, the half inning is over. **This rule does not apply to Tee Ball.**

2. Innings played per league game will be as follows:

<u>Division</u>	<u>Grade</u>	<u>Innings</u>
Boys Tee Ball	K	4
Boys Lob Ball	1 & 2	6
Rookie league	3	6
Minor C	4	6
Minor B	5	6
Minor A	6	6
Major A & B	7 & 8	6
Girls Tee Ball	K & 1	4
Girls Lob Ball	2 & 3	6
Novice Girls	4	7
Junior Girls	5 & 6	7

3. In the event that a game is called due to inclement weather or darkness, the complete game policy for each league will be in effect when applicable. For Softball, if the home team is leading after 4 ½ innings, the game will be considered an official game. For Baseball, the game will be considered an official game if the home team is leading after 3 ½ innings of play.
4. Each player must agree to play with only one team in the SARC program, with the exception of being called up to play for another team within his/her school district. Violation of this rule will result in an automatic forfeit.
5. Each player must play, two (2) innings per game in 6 inning Baseball games or three (3) innings per game in Girls 7 inning Softball games, not necessarily consecutive if they make regular practice. Coaches have the prerogative of withholding a player for disciplinary reasons. Players on the bench who will not play must be reported to the opposing manager prior to the start of the game. In the event that a short game occurs, an eligible player may be prevented from playing two (2) or three (3) innings due to time limit. In this case such a player must start in the next game.
6. All players present at each game will bat in the line up for all divisions and the lineup will not change at any point during the game unless injury takes a player out of the game. If this happens, the scorekeeper will simply remove that player's name from the scorebook and the line up will remain the same.
7. All game participants must wear a number for identification purposes, plainly visible on the back of the uniform. Players who are not so identified, will not be permitted to participate. Teams shall follow their school colors for uniforms, see page 2.

8. All Games tied after regulation amount of time shall count as 1/2 game won and 1/2 game lost for each team. Extra innings shall be played if the games has not gone over the time limit. In no event shall the final inning of a game be permitted to start at a time later than the time allotted for each league.
9. No player shall be added to a team roster after the registration deadline without the approval of the school representatives and no player shall be added to a team roster after the season begins without the approval of the Recreation Office. Violation of this rule will result in an automatic forfeit.
10. Rule for filing protest:
  - A. Umpire and opposing coach must be informed of protest by manager prior to the next pitch and such point of the game shall be clearly marked in the official scorebook.
  - B. A formal letter must be submitted to the Recreation office and the school representatives for each team within 24 hours of the incident. All decisions made by the SARC committee are final.
11. Any batter, who in the judgment of the umpire, intentionally throws a bat, shall be automatically declared out and ejected from the game. Any player who, in the judgment of the umpire accidentally throws a bat shall be warned once. Upon the next occurrence the batter shall be declared out. Any other player or coach who intentionally throws any equipment, shall be ejected from the game. If the player is a base runner, they shall be declared out.
12. The fake tag play is not allowed.  
**Penalty:** Offended player is awarded one base.
13. When the defensive player has the ball or has reasonable chance of receiving the ball to make a play based on the umpire's judgment, the base runner must make every attempt to avoid contact with the defensive player. A runner may not deliberately make contact with a defensive player.  
  
**Penalty:** The runner is declared out. If it in the umpire's judgment, the contact seems to be malicious, the umpire has the authority to eject the base runner from the game.  
  
**Defensive Obstruction:**  
If the defensive player does not have the ball, and in the umpire's judgment will not have a play on the ball, he/she may not block the base path. Defensive obstruction will be called. In any event, this does not give the base runner the right to make contact with the defensive player. The base runner should run around the defensive player even if they must go out of the baseline to avoid a collision.
14. If any player is ejected from a game for unsportsman-like conduct, that player will serve a one game suspension for the next playable game.

15. Any **player or coach who is bleeding or has an open wound** shall be prohibited from playing in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time considered reasonable is the umpire's judgment. If there is an excess amount of blood on the uniform, it must be changed or cleaned before that individual participates again.

**COMMUNICABLE DISEASE PROCEDURES:**

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from a proper dilution of household bleach or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels, and other sharp instruments and devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need or emergency mouth to mouth resuscitation, mouth pieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic coaches/trainers with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards, and other articles containing bodily fluids.

## *Tee Ball Rules*

1. The bases will be set at 50 feet.
2. The pitcher area will be set at 40 feet from home plate.
3. Four (4) innings shall constitute a regular game: no extra innings.
4. A protective helmet must be worn by each batter, base runner, and defensive catcher.
5. Ten (10) players shall play in the field at one time. All players must be in conventional fielding positions during each inning. The 10th player must play in the outfield. The outfield is defined as the area of the fair playing field beyond lines drawn fifteen (15) feet outside and parallel to the base lines.
6. All players must play at least two (2) innings in the field each game, not necessarily consecutive.
7. Each half inning shall consist of 6 outs, with the bases cleared after each series of 3 outs, or until all team members have batted, whichever limit is reached first.
8. There will be no strikeouts. Foul balls will be counted as strikes.
9. A foul ball results: 1) when the ball is batted into foul territory or 2) when the ball is batted into fair territory but fails to travel at least 15 ft. from home plate, 3) a batted ball travels past the required 15 ft. arc then bounces back inside the arc without first being touched by a fielder.
10. The ball must be hit off the tee at all times. Some part of the tee must be in contact with home plate. The batter must be in the batter box while attempting to hit the ball and must take a conventional set stance including a stride if desired. Stepping out of the batters box or on home plate while hitting the ball results in an immediate dead ball.
11. Bunting is not permitted.
12. Base runners can not leave their bases until the ball is hit.
13. On any overthrow, there will be no advance by the base runner. The base runner(s) will be awarded the base they are trying to reach. **Exception:** an over throw in to the outfield, will remain a live ball.
14. There is no infield fly rule.
15. A home plate attendant, usually a parent, must remove the tee after the ball is hit fairly for each batter.

16. The last counted batter each inning shall be ruled out, and the inning ends: they are put out in a conventional manner or, when the ball is in the possession of an infielder (pitcher and catcher included) within the confines of the base paths. Time will be called and all runners will be awarded the base which they are attempting to reach. **EXAMPLE:** If a runner is around third base when time is called, he will be awarded home.
17. If both teams do not have the same number of players, the team with the greater number of players will bat all their players one time each inning. The opponents will bat the same number of batters as the opposing team each inning. Some players for the team with fewer players may bat more than one time. The team with fewer players will start their next at bat where they left off the previous inning.
18. The umpire shall call "TIME" after all play has been completed, or an infielder has control of the ball within the confines of the base path. The ball will then be returned to the catcher for placement on the tee. (Reminder: players may request "TIME" but only the umpire may call "TIME")
19. \* 1 1/4 Hr. time limit applies to Tee Ball games. If the visiting team is at bat when the time limit occurs, they will complete the set of three outs or bat through the order, whichever comes first. The home team will then be allowed the same number of outs or bat through the order, whichever comes first in the bottom half of the inning.
20. There is no run limit for the tee ball program. **We do not keep score!**
21. Infielders may not play more than 5 feet in front of the base path and outfielders may not play any closer than 15 feet behind the base path. This is intended to keep teams from crowding the infield.

**Points of emphasis to Coaches:**

- \* Coaches should instruct hitters to take only one practice swing when they are at bat and the ball is on the tee ready to be put in play.
- \* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. This is an instructional league and the goal of the program is to teach children about baseball, softball and sportsmanship. Remember to have fun!

## **LOB BALL RULES**

1. The playing field shall be 60 feet base lines for boys, 50 feet for girls.
2. A pitcher's area shall be established 40 - 46 feet from home plate.
3. If a batted ball makes contact with the coach/pitcher, the ball is foul.
4. When a thrown ball makes contact with the pitcher, the ball is in play.
5. If the pitcher intentionally interferes with a thrown ball, the lead runner shall be declared out, the ball is dead and other runners can not advance except those forced to advance by the batter. The batter will be awarded a single.
6. The player who is designated to occupy the pitching position must stay on the white chalk line on either side of the pitching rubber until the pitched ball is hit.
7. There will be no walks from a pitched ball. If a batter is hit by a pitch, the batter will not be awarded first base.
8. The batter is out after 3 swinging strikes or 7 pitches, if the seventh pitch is a foul ball, the batter shall be declared out.
9. Each team manager shall select an individual who will be designated to pitch to players of their own team.
10. The (coach) pitcher cannot leave his position to give instruction to the players on his team. **Penalty:** After one warning for a violation, the pitcher shall be removed from the pitching position and returned to the bench. He or she can not pitch again during the game.
11. Bunting is not permitted.
12. Runners cannot leave the base until the ball has been hit.
13. The umpire shall call "Time" after all play has been completed, or when an infielder has control of the ball within the confines of the base paths and the play has come to an end.
14. The infield fly rule will not apply.
15. 10 players shall play in the field at one time. All players must play in conventional fielding positions during each inning. The tenth player must play in the outfield. **A game cannot be played with less than nine players.**
16. All players must play at least 2 innings in the field per game, not necessarily consecutive.

17. Six innings shall constitute a regular game. No extra innings. No team may score more than 5 runs per inning. There will be three outs per half inning.
18. All batters and base runners in boys and girls lob ball must wear a protective helmet. Catchers must wear a catcher's helmet and face mask issued by the Recreation office.
19. In boys and girls lob ball, **one** defensive coach will be permitted in the outfield.
20. Infielders may not play more than 5 feet in front of the base path and outfielders may not play any closer than 15 feet behind the base path. This is intended to keep teams from crowding the infield.

**Points of emphasis to Coaches:**

- \* Coaches are encouraged to pitch the ball to each batter how they are most comfortable hitting. Pitchers may throw overhand or underhand.
- \* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. Remember that this is an instructional league and have fun.

**Modified League Rules**

1. Bases will be set at 60 ft.
2. The pitcher's mound will be set at 40 feet.
3. Pitchers may pitch a maximum of two (2) innings per game. There are no walks for this division, unless a batter is hit by a pitch.
4. Each batter is to receive a maximum of 5 pitches, thrown by a player, unless a normal three swing strike out has occurred first. If the ball has not been thrown over the plate or hit into fair territory by the fifth pitch, the pitcher will be replaced by a coach who will throw up to three (3) more pitches. The coach will assume the strike count **only**, since there are no walks for this division. The batter is out after 3 swinging strikes, or 8 total pitches, (5 from player, 3 from coach). If the 8th pitch is a foul ball the batter is out.
5. Bunting is not permitted.
6. The umpires shall call "Time" after all play has been completed, or when an infielder has control of the ball within the confines of the base paths.
7. Runners may not leave their base until the ball has been hit. There will be no stealing of bases or advance by base runners on passed balls. Each pitch not hit becomes dead.
8. The infield fly rule will not apply.

9. Ten (10) players shall play in the field at one time. All the players must play in conventional fielding positions during each inning. The tenth player must play in the outfield.
10. All players must play at least two (2) innings in the field, not necessarily consecutive.
11. Six innings will constitute a regular game. NO extra innings. No team may score more than five runs in one inning. Three outs per inning.
12. All batters and base runners must wear a protective helmet. Catchers must wear a mask, catcher's helmet, chest protector, and shin guards as provided by the Recreation office. Catchers must also wear protective cup.

**Points of emphasis to Coaches:**

- \* Be supportive of all the players during the game, *especially the pitchers*. Since this is the first opportunity for children to pitch, they will need a lot of encouragement from all adults and players present at each game. Show good sportsmanship at all times.
- \* Please remember to display good sportsmanship during games. Excessive running of the bases will not be permitted. Remember that this is an instructional league and have fun.

### **General Baseball Rules (Grades 4-8)**

National Federation High School Rules apply except for the following additional league rules.

1. Metal spikes are prohibited and only molded rubber cleats will be acceptable.
2. A protective helmet provided by the league must be worn by each batter and base runner.
3. Bats may be taped for a space not to exceed 16 inches from the small end. Metal, fiberglass, composite material, and wood bats are approved. There is no barrel size restriction and there is no length to weight ratio restriction.
4. A pitcher shall not pitch more than a total of two (2) innings in any game in league or tournament competition. **Exception:** Minor A and Major A & B may pitch three (3).
5. All players present at each game will bat in the batting order.
6. All players must play two innings in the field, not necessarily consecutive.
7. The delivery of one pitch to a batter by the pitcher shall constitute having pitched in one full inning. There is no 1/3 or 2/3 innings for a Minor League pitcher. Relief pitchers will be charged with a full inning with the delivery of one pitch.
8. Pitchers will be limited to five (5) warm-up pitches each inning. Players warming up catchers (players) in the middle of innings **MUST** wear a catcher's helmet with a mask.
9. A pitcher, having been removed from the mound, is not eligible to pitch again in the game.
10. If a pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.
11. When the catcher for the offensive team is on base with two outs, a pinch runner will be substituted for him so that he may begin to put on his catcher's equipment for the next inning.
12. Athletic supporters of the metallic fiber or plastic type (cup) **must** be worn by all baseball catchers.
13. The hidden ball trick is prohibited. Players offended will remain on the base they occupy.

14. The infield fly rule is in effect for all leagues.

**DEFINITION of INFIELD FLY RULE:** An infield fly is a fair fly ball ( not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second base or first, second, and third bases are occupied before the two are out. The pitcher and catcher shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If near the baseline, the umpire shall declare “Infield Fly if fair”. The ball is live and runners may advance at the risk of the ball being caught, or retouch their base and advance after the ball is touched, the same as any fly ball. If the batted ball becomes a foul ball, it is treated the same as any foul ball.

15. Children who participate on non - Sylvania Recreation sponsored teams, in the City of Toledo League, SAAB, or NWOBAL are **not** eligible for the SARC program. The Sidewinders players are required to play in both the Sylvania Recreation program and the tournaments that they are registered to participate in.
16. Players who have been “called up” may not pitch.

**Base, Pitching Distances, Stealing**

<b><u>DIVISION</u></b>	<b><u>BASES</u></b>	<b><u>MOUND</u></b>	<b><u>STEALING</u></b>
Minor C (4 <sup>th</sup> grade)	60 FT	46 FT	NONE
Minor B (5 <sup>th</sup> Boys)	70 FT	50 FT	Yes, see below
Minor A (6 <sup>th</sup> Boys)	70 FT	50 FT	Yes, see below
Major A/B (7 <sup>th</sup> & 8 <sup>th</sup> Boys)	80 FT	53 FT	Yes, see below

***Stealing and Lead Offs***

- Minor C - There is no stealing or leading off. Pass balls are ruled dead.
- Minor B - Full lead offs and stealing apply.
- Minor A - Full lead offs and stealing apply.
- Majors - Full lead offs and stealing apply.

## **Girls Softball Rules (Grades 4, 5 & 6)**

1. Ten (10) players play in the field.
2. The girls softball rules shall be the same as ASA rules except:
  - A. The infield fly rule will not be in effect for 4<sup>th</sup> grade and 5<sup>th</sup> & 6<sup>th</sup> grade girls.
  - B. A game will be played and counted if a team is able to field at least 9 players.
  - C. Foul balls after 2 strike are unlimited unless caught.
  - D. Catchers must wear a helmet and mask.
  - E. The 10th player must play in the outfield.
  - F. A.S.A. re-entry rules do not apply. Pitchers may not re-enter at the pitcher position.
  - G. In the Girls softball leagues, all players present will bat in the bating order.
3. **PITCHING DISTANCES:**

<u>Novice - 4th grade</u>	<u>Junior - 5<sup>th</sup> &amp; 6th grade</u>
35 feet	38 feet
4. Bases for all girls softball will be set at 60 ft.
5. Batting helmets with chin straps are mandatory for all divisions.
6. Runners cannot leave the base until the ball has been hit.  
**Penalty:** There will be one team warning and after that, runner is out if leaving early.
7. A legal pitched ball must arc a minimum of 6 ft from the ground while not exceeding a height of 12 ft.
8. Girls who participate on a Fast - Pitch team are not eligible for the program.

### **SARC School Representatives**

Central	Rai Jennings	841-9801
Highland	Marcia Deiley	824-6215
	Greg Stalter	885-4767
Hill View	Greg Weislak	475-7141
Maplewood	Rob Conover	882-1500
Stranahan	Andy Ziemkiewicz	843-7871
	Jeff Wertz	841-2616
Sylvan	Dale Spratt	882-6780
St. Joe's	Jeff Seemann	882-0661
	Les Brieninger	882-4222
Whiteford	Ray O'Lenic	882-1500

**We would like to thank all of the School Representatives for all of their hard work and effort that will make this season a success.**

For information on all of the Sylvania Recreation programs and Facilities, visit our website at [www.sylvaniarecreation.org](http://www.sylvaniarecreation.org)

