





# YELLOW SPRINGS YOUTH BASEBALL MINOR LEAGUE

## 2009 GENERAL INFORMATION AND GUIDELINES

This goal of this league is to introduce and instruct the young player to the fundamentals of baseball, teach good sportsmanship and, overall, have fun. The Program's priorities are:

1. Player safety
  2. Good Sportsmanship
  3. Development of fundamental baseball skills
  4. Player self esteem
  5. Healthy competition
- Boys and girls who have turned age 6 by January 1, 2009 or not turned 12 by June 1, 2009 are welcome and eligible to participate.
  - 2009 fees are \$25 per player. While fees are collected to help cover minimal operating costs, no eligible child will be turned away if payment of fees presents a hardship.
  - Games will be played Monday, Wednesday and Friday evenings, and Saturday mornings. Each team will generally play either 2 weeknight games **OR** 1 weeknight and 1 Saturday game each week.
    - Weeknight games start at 7:00 PM.
    - Saturday games are at 10:00 AM and 11:45 AM. First games should end by 11:30 to allow teams for 11:45 game to warm up.
    - The first game of the season will be played Friday, June 5 at 7:00 PM
  - All games will be played at the minor league field at Gaunt Park (field on far east side of the park with no bleachers)
  - Each player will receive a T-shirt and a hat. Baseball pants are not provided nor required, but you may purchase them yourselves. Players' should have their own glove. If a player cannot be provided their own glove, see one of the league coordinators.
  - Siblings will be placed on the same team. While every effort will be made to assign returning players to the same team they played on last year, the total number, age and experience of all participants and the availability of coaches will impact the total number and make up of teams, and if necessary as determined by the league coordinators, may result in assignment of returning players to a different team than on which they have previously played.
  - Players may not switch team assignment without the agreement of and written permission from the Program coordinator and the coaches of both teams involved.
  - The Home team occupies the first base line dugout and is responsible for getting out and putting away the equipment. For Saturday games, the first game's Home team gets it out and second game's Home team puts it away.
  - Each team cleans up own dugout after a game (trash bags are in the equipment locker).
  - Team coaches are responsible for notifying their players and parents if and when any game is postponed due to rain or unacceptable field conditions. Every effort will be made to reschedule any game postponed for any reason.
  - Coaches from both teams will confer and make joint decisions as to if and when any game in progress should be suspended due to adverse weather or other conditions. Any game suspended after play of 4 full innings will be considered a complete game.

2009 League Coordinators: Tim and Jennifer Sherwood, 767-8702 or sherwt@woh.rr.com



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## 2009 LEAGUE RULES

1. An adult coach from the batting team pitches overhand to their own team. Underhand pitches may be made to younger players at the coach's discretion.
2. A continuous batting order will be used. All players present will bat in a regular rotation throughout the game.
3. A batter may be called out when failing to get a hit after a maximum of ten pitches.
4. No called balls and strikes. Three missed swings is an out for older players. First year or very young players get 4 strikes before it counts as an out.
5. A foul ball is considered a strike, except a foul will not be counted as the third (or fourth) strike.
6. No walks will be awarded and no bunting is permitted.
7. A team's turn at bat is over after three outs, when 10 players have had a turn at bat or, during the first three innings a maximum of six (6) runs have been scored. No scoring limit applies during the final two innings.
8. Players must wear helmets when batting and base running. Catchers must wear chest, head and shin protection.
9. Batters may run through first base if they do not plan to advance.
10. Players must remain in the dugout during a game when they are not batting or playing in the field. Only one player is allowed to be in the on deck circle swinging a bat.
11. No infield fly rule is in effect.
12. No base stealing or leading off. Base runners must remain on base until ball is hit into play by the batter. Runners may advance only when a pitched ball is hit in fair territory.
13. Runners hit by a batted ball while not on base are out.
14. Base runners can advance only one base if an overthrown or uncaught ball is ruled out of play
15. A player at third base can not score on an overthrow. The player can only score from third on a batted ball.
16. Coaches can be in the playing field when their team is on defense.
17. There are 6 defensive players allowed on the infield, the remainder must play in the grass part of the outfield.
18. Any defensive player may call time when holding the ball only in the infield and by holding the ball straight up with one hand and calling "Time!"
19. Any base runner who has not reached a point half-way to the next base when time is legally called by the opposing team must return to the previous base.
20. Whenever time is called and the ball is dead, the ball is not considered back in play until the next pitch.
21. A ball returned to the pitcher by the catcher following a pitch or at the end of a play is a dead ball and no base runners may advance.
22. Game length: 5 innings or 90 minutes. A new inning will not start after a game has gone 90 minutes or if there is another scheduled game ready to start
23. Games will end if a team leads by Fifteen (15) run rule after 2 1/2 innings or Ten (10) runs after 3 1/2 innings.
24. If teams are tied and time has expired, the game ends in a tie. However, if the teams are tied at the end of 5 innings and time remains, they will play until the tie is broken or the time limit has expired. Once an inning begins the home team will be allowed to bat unless leading.
25. Coaches from both teams make consensus rulings on plays and all other game-related issues, and may consult privately on sensitive decisions.
26. If fewer than seven players on a team do not arrive by 10 minutes after the scheduled start time, the team forfeits the game. Any agreement between coaches to play by a loan or swap of players will be considered a scrimmage, the results of which are not considered a valid, official game.
27. Only players officially assigned to a team may play in a game for it to count.
28. If a team has only seven or eight players present, a coach or a player from another team may play catcher (but not bat).
29. As a safety precaution, players may not wear metal spikes at any time, and should not wear any jewelry, including wristwatches, necklaces, neck chains, rings or bracelets.