



SYB Minors League Rules

Updated March 2024



- I. Age Requirements
 - a. The Minors league is open to both boys and girls meeting the indicated age/grade requirements. Age/grade requirements are determined as of May 1 of the season year. For the Minors league the grade requirements are 3rd through 4th grade. If a child is not enrolled in public or private school, their eligibility for a particular league shall be based on the age and grade requirements in effect for Sycamore Community School District 427.
- II. General
 - a. Sportsmanlike conduct must be observed. No arguing or yelling at umpires, coaches, parents, or players.
 - b. Coaches and parents should reflect positive and constructive direction, tempered with patience.
 - c. No smoking or alcohol is allowed on the playing field, benches, or dugouts.
 - d. Each team is responsible for picking up litter from the dugouts, field and stands.
 - e. The use of bat boys and bat girls are not permitted.
 - f. All players must wear their team uniforms provided by the league to all games. Team hats are also required to be worn at all practices.
 - g. Coaches are responsible for crowd control. If a parent or spectator becomes unruly, they will be asked to leave the park. If they refuse, their team will forfeit the game. In the event that a dangerous or threatening situation develops, please contact the police (911) immediately. Please advise the commissioner of any of these situations at your earliest convenience.
 - h. While their team is at bat, coaches may be in the coach's boxes along the baselines.
 - i. Regulation games are 6 innings in length. In the case of rain or darkness, 4 innings will be considered a complete game, or 3 $\frac{1}{2}$ if the home team is ahead.
 - j. The visiting team is listed first on the schedule and will take the field for warmups 30 minutes before game time. The home team is listed second and takes the field 15 minutes before game time. Visiting team occupies the first base dugout and the home team occupies the third base dugout.
 - k. The home team will set up the field prior to the game. The visiting team is responsible for putting the equipment in the storage boxes and locking them after the game.
 - l. The home and visiting team each must give one new baseball to the umpires prior to the game.
 - m. Official scores and standings will be kept.
 - n. All players will be drafted by grade level. All 4th Graders will be drafted first followed by all 3rd graders. The only exception will be if a 3rd grader is a coach's kid.
 - o. The "Runowiecki Rule" – Any player with an evaluation score resulting in a 4th round or lower draft ranking, may automatically be placed on a team only because of rideshare needs. Limit one player per team.
- III. Field Dimensions
 - a. The playing field has base paths of 60 feet in length. The pitching rubber is 44 feet from home plate.
- IV. Rosters
 - a. Rosters are made up of a minimum of 9 players.
 - b. A team will be allowed to field 8 players and still be a legal team. Failure to field a legal team constitutes a forfeit.
 - c. In the event that there are only 8 players, the 9th players spot will **NOT** be an automatic out.
 - d. If a team begins a game with 9 players and loses a player during the game due to injury or ejection. The 9th spot will **NOT** be an automatic out.

- e. If a team starting with 9 players loses 2 players for any reason during the game, that team will forfeit the game.
- f. If a player is injured during an at-bat, the player that made the last out will continue the at bat from its current status.
- g. No player may be added or deleted from any team by a coach. As soon as a team loses a player, the manager must notify the commissioner. New players will be added as available. Any coach playing or practicing with ineligible players will forfeit the next game. Ineligible players are those who have not registered to play in the lower in-house/rec leagues or are on a full-time travel league.
- h. No new players may be added in the last 2 weeks of the season.
- i. If it is necessary to bring a player up from a lower league, the following rules apply:
 - i. No player will miss a game with their current team to play up a level.
 - ii. The coach of the player's current team must be notified of a player playing up a level.
 - iii. If a player is brought up to play and the game is suspended for any reason and enough of the team's players return for the make-up game, the player being brought up, will not be eligible to play in the make-up game.
 - iv. If a player is needed. The League commissioner must be notified. Both league commissioners will coordinate the player being brought up.
 - v. No coach may contact a player to play up. If so, the game will be considered a forfeit.

V. Game Play

- a. During the first month of the season, games start promptly at 5:30 pm. Forfeiture time is 10 minutes after the scheduled start of the game.
- b. After the first month of the season games start promptly at 6:00 pm. Forfeiture time is 10 minutes after the scheduled start of the game.
- c. All games that are not in the last inning after 1-hour and 40-minutes will play the next inning as the last inning in the game. That last inning will be played under California rules as stated below.
 - i. Each team will start their half of the inning with one out; the batter when the last out was made from the previous inning will be placed on 2nd base.
 - ii. Every batter will start with a 1 ball, 1 strike count.
 - iii. If after the inning is complete, and the score is tied, it will be recorded as a tie.
- d. If after the last inning, the game is tied, one additional inning will be played under California rules.
- e. In tournament play, there is no time limit. A game can only be called because of darkness.
- f. Playoff seeding will be determined by regular season records. Playoff seeding tie breakers are as follows:
 - i. Head to Head record
 - ii. Total runs allowed
 - iii. Run differential
- g. A maximum of 9 players are allowed on the field at once.
- h. Each player must play a minimum of 4 complete innings in the field during a 6-inning game. Those 4 innings do not have to be consecutive. Failure to follow these rules will result in a forfeiture of the game.
- i. Players must play at least two (2) innings on the infield every game, and those two (2) innings must be within the first four (4) innings of the game. If there are any players that both the Coach and Parents agree should not play an infield because of safety concerns (i.e. ADHD), they do not have to meet the 2 inning infield requirement. Coaches must provide the name(s) of players that meet this condition before the regular season games start.

- j. There is a limit of 4 runs per one half inning. If there are not 3 outs when 4 runs have been scored, the teams still change sides. In the 6th inning, or the last inning as called by the umpire due to time limit, there is no run limit.
- k. One head coach and no more than 3 assistant coaches are allowed in the dugout during games. When batting, at least one coach shall remain in the dugout with the team in order to maintain order. The coaches must not leave the dugout or coaches box to address the umpire unless recognized by the umpire.
- l. Mercy Rule:
 - i. A 15-run mercy rule will be in effect after 4 complete or 3 ½ innings if the home team is ahead.
 - ii. A 10-run mercy rule will be in effect after 5 complete innings, or after 4 ½ innings if the home team is ahead.
- m. There is no infield fly rule.
- n. There is no dropped 3rd strike rule.

VI. Batting

- a. All players will bat in a continuous batting order. If a batter bats out of order, that batter shall be called out and any runners that have advanced during that at bat shall return to where they were before that at bat.
- b. Bunting is allowed. A batter may not square around to bunt then pull back to indicate an attempt to swing. Once a batter squares to bunt, they must make an attempt to bunt or pull the bat back on the pitch. The first time this happens, the team will receive a warning, the second time this happens; the batter will be called out.
- c. A thrown bat will result in one (1) verbal warning given to the team. A second offense will result in a dead ball, the batter will automatically be called out and runners may not advance. A third offense will result in the batter being ejected from the game.

VII. Base Running

- a. Players must remain on the base until the ball is hit or crosses home plate. If the runner leaves early and is seen by the umpire, he will be asked to return to the base from which he came from, and the team will receive a warning. The next player called for leaving early will be called out.
- b. Stealing is permitted at any base (including home) once the ball crosses home plate.
- c. The base runner(s) attempting to steal can only advance to the base they are attempting to steal regardless of an overthrow by a defensive player.
- d. Intentionally running into a catcher or any other player constitutes an automatic out. No fielders, including catchers, shall stand in the base path unless they already have the ball. If a runner is unable to reach the base because he/she was obstructed by a fielder, the umpire shall declare the runner safe.
- e. Runners must slide feet first when a play is being made on them. A play means there is a legitimate chance of making an out. No headfirst slides unless returning to a base on a play. The umpire shall award the runner the next base if the runner is restricted by a fielder.
- f. Courtesy runners will be allowed for injured base runners.
- g. Courtesy runners will also be allowed for the catcher of the next inning when there are two (2) outs.
- h. Courtesy runners shall be the last player to make out.
- i. Overthrows: Runners can advance 1 base per every overthrow in play and out of play. Overthrows out of play (dugout, over fence, out of play lines/dugout fence line), are dead balls and all base runners advance 1 base automatically. Overthrows in play are still live balls, and runners can

advance 1 base for each in play overthrow. Overthrows include the catcher returning the ball to the pitcher between pitches.

- j. Walked batters may not advance to 2nd base before the 1st pitch is thrown to the next batter, **NO EXCEPTIONS**.
- k. Delayed Steals are allowed. Baserunners may attempt to steal base after pitch crosses plate and is being returned to the pitcher. Once a pitcher is in possession of the ball, runners may not advance to the next base unless the pitcher makes an attempt to pick them off.
- l. Running through 1st base: Runners may run through 1st base and turn to the left or right without being tagged out. If a runner turns left and makes an aggressive move towards 2nd base they are in play and can be tagged out. If there is not an aggressive move towards 2nd base made by the runner, or if the runner turns right, they are not in play and cannot be tagged out.
- m. Batters running to first base must go to the orange base except in the following situations:
 - i. No play is being made at first base
 - ii. The ball is coming to first base from foul territory outside of first base (fielder can use orange bag to avoid collision)
 - iii. A wild throw pulls the fielder into foul territory past first base **before** the runner touches first base (fielder can use orange bag to avoid collision)

VIII. Pitching

- a. Pitchers are only allowed to pitch the maximum number of pitches allowed based on the SYB website.
 - i. If a pitcher reaches the pitch count maximum during an at bat, the player will be allowed to finish the at bat before being removed.
- b. Each team must have a 3rd grader start as pitcher for at least one inning between innings 1 through 3. The inning chosen is at the discretion of the coach, but the information must be indicated to the opposing coach. Failure to do so will result in a game forfeiture. The 3rd grade pitcher can be removed after allowing 2 runs or 4 walks. 3rd graders do not have to pitch in playoff games.
- c. There will be no more than 10 warm up pitches when a new pitcher enters the game and 5 warm up pitches in between innings.
- d. Once a pitcher is removed from a game, he/she cannot return as a pitcher in that same game.
- e. There will be no intentional walks or "pitching around" a batter.
- f. If a pitcher hits two (2) batters in any 1 inning they **MUST** be removed. If a pitcher hits three (3) batters in a game, he **MUST** be removed.
- g. Past balls: A past ball/wild pitch is a live ball until the umpire calls the play dead.
- h. Mound visits will be limited to 1 minute. On the second visit to the defense with the same pitcher on the mound, the pitcher **MUST** be removed. Exceptions shall be for injuries to players other than the pitcher.
- i. Pitchers who pitch less than 50 pitches in a game will be allowed to play the catcher's position in the same game.
- j. Pitching restrictions and rest requirements are detailed on the SYB website.

IX. Equipment

- a. Only approved equipment is to be used. Equipment will be checked out to each coach at the start of the season and must be returned within 2 weeks of the end of the season.
- b. Bats must be USA stamped and the barrel cannot exceed 2-5/8" in diameter.
- c. Before each game the opposing coach will inspect all of the bats from the other team. Any illegal bats will be removed from the playing field before the game can begin.

- i. If there is suspicion that a player has brought an illegal bat into the game after the game begins, he/she will approach the umpire and ask for a bat check.
 - 1. If an illegal bat is discovered, the batter will be called out and no runners will advance if a ball was put into play.
 - 2. If there is a second offense, the player and the head coach will be ejected from the game.
 - ii. Bats can be spot checked by any member of the SYB board.
 - 1. The same disciplinary actions will be enforced if an illegal bat is found by a SYB board member.
- d. Equipment is not to be modified and only equipment approved by one of the National Youth Baseball Organizations is approved. Broken equipment that needs to be replaced must be turned in before new equipment will be issued.
- e. Contact the league commissioner for any replacements.
- f. It is mandatory to wear a protective cup.
- g. No metal cleats are allowed.

X. Weather

- a. Coaches and the umpire will decide whether or not a game should continue in the event of rain or darkness. The Umpire has the final decision. Under no circumstances should a game be played when the wind-chill is below 40 degrees.
- b. In the event of lightning, play will be stopped immediately, and all players will be removed from the field. Thirty (30) minutes must elapse with no sign of lightning before a game can continue.
- c. Please move to your cars and not under any of the pavilions. Our fields get flooded quickly and lightning striking the wet ground is extremely dangerous.
- d. In the case of a rain out, coaches will communicate with the commissioner as to when the game will be made up. Every attempt will be made to communicate the status of games by 4:00 pm on game day.
- e. If a game is called in the middle of an inning because of rain or darkness after four (4) complete innings (or 3-½ innings if the home team has the lead) it will be considered a complete game. If there hasn't been four (4) complete innings (or 3-½ innings if the home team has the lead), the game is not considered a complete game and must be made up from the start of the game.

XI. Make-up Games

- a. Rain outs will try to be made up on Saturday or Sunday of the same week of the rain out. Commissioners will set times of makeup games based on field availability.
- b. Make up games can be scheduled to be played under the lights at the Majors Fields on Saturday nights with prior notice. The Commissioner(s) of the Minors League will communicate with the Commissioner(s) of the Majors League and the Sycamore Park District to ensure availability of the fields. The Majors League has precedence over the fields. Notice to play a make-up game on the Majors Fields must be no less than 1 week in advance.

XII. Conduct & Discipline

- a. Coaches are responsible for the conduct of their fellow coaches, players, and fans. If a Coach, player, or fan is ejected, the following suspensions apply:
 - i. 1st Offense – 1 game suspension to be served the following game and will not be allowed to be near the fields. You may be in the parking lot.
 - ii. 2nd Offense – Remainder of the season.
 - iii. These penalties are a minimum and any dismissal from a game will be reviewed by the board with corrective action to follow.
- b. If a parent or fan becomes unruly, they will be asked to leave the facility. If they refuse to leave; the team will forfeit the game.

***All rules are established for the safety, development and betterment of the players and the game. All rules are expected to be strictly followed as established. Any rules intentionally broken by a coach will be given one verbal warning. A second infraction will result in disciplinary action from the league, including, but not limited to, censure, suspension, revocation of league privileges, or ejection from the league. The Executive Committee shall be responsible for investigating and enforcing the League rules, including the Code of Conduct, bylaws, and constitution. Coaches and parents, please let the league commissioners know of any intention violations.*