

Changes are highlighted in yellow below

GAMES

Starting games:

- Please arrive early for games and submit your line-up to the umpire.
- Teams are required to be in the correct dug-out.
 - For fields with scoreboards, take the dug-out based on home and visitor location on the scoreboard or based on how the dugouts are marked.
 - The only exception, if a team is scheduled a double header, the team is not required to change dug outs for the second game.

Pre-Game:

- Managers, please walk the field and if you find any issues with the field, please notify the site director.
- No practice or warm-up on the infield is allowed, teams may warm up in the outfield prior to games.
- Soft toss is not allowed into any league fences.

Game Conduct:

- Managers and coaches are responsible for knowledge of all rules and regulations pertaining to USSSA baseball. Teams playing in league agree to abide by all USSSA Rules and FYB Local League Rules of Play.
- Managers are responsible for the conduct of their Players, Coaches, and Spectators prior to, during and after each baseball game.
- Profanity, vulgarity, unsportsmanlike conduct, or unsafe acts of any nature will not be tolerated for any reason and may result in expulsion from the game.
- Consumption of alcoholic beverages by participants or spectators is prohibited.
- Any participant who physically attacks or verbally threatens a Game Official, FYB League Official or employee, may be charged with assault and suspended indefinitely from all league activities.

Game Time / Timekeeping / Score:

The Umpire will start official game time immediately after manager plate meeting.

- If the scoreboard is in use, the scoreboard clock is the official time.
- If scoreboard is not in use, then umpire will keep official time.
- The Umpire keeps the official score card, any questions regarding the score of the game should go through the Team Manager to the Umpire.
- All managers are required to sign the scorecard at the end of the game. Refusal to sign the scorecard will not invalidate the scorecard.



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Umpires:

There is a current shortage of umpires and game officials nationwide. FYB will do everything in our power to have 2 umpires for each league game, but there may be times when we have a single umpire for leagues games.

Coaches:

- Only four (4) coaches allowed on field and dugout during a game in all leagues regardless of number of coaches who are on the official USSSA team roster.
- No youth batboys allowed on the field at any time.
- No coaches are allowed under the age of eighteen (18) allowed.

Chatter:

For all leagues, no "chatter" will be allowed. Chatter is defined as noise designed to bother the opposing team including chatter from dug out or field.

Boom Boxes:

Walk-up music is allowed. Music must be turned off once batter enters the batter's box. No offensive or vulgar lyrics allowed. If anyone opposes the music or deems offensive, umpire will ask that music be turned off. Failure to turn off music could lead to manager of the team being ejected.

Noise Makers:

Will be allowed, discontinue usage after batter enters batter box. Failure to comply, may result in removal from fields.

Post-Game:

Please clean up the trash from the dug-out.

USSSA RULES AMENDMENTS

Frenship Youth Baseball (FYB) will follow the USSSA National rules edition dated 8/1/24. If rule not covered in the USSSA national rules or FYB Local Rules, FYB will defer to **Major League Baseball Rules**. Our local league rules make amendments to the following USSSA rules:

USSSA Rule 3.00

All rules apply as written unless amendments are noted below.

• 3.05.A Amendment – Players Eligibility for League



Changes are highlighted in yellow below

- Illegal Players: If an opposing team protests a player's eligibility (see rule 15.00 below) and
 it is determined that the player is not a legal player on the roster, then the game will be
 forfeited, and the Manager will be ejected for the next game.
- **3.06.G Amendment**-Guest players for league will only apply to Open teams in League play to avoid forfeits and game reschedules.
 - Draft League teams will not use guest players.
 - o FYB will only allow guest players in our Open League following USSSA Guest Player rules.
 - Open teams may only use a guest player if they fall below 9 players on their own roster.
 - Open teams may use 3 guest players for a single game and all guest players must play outfield only and bat in the last three positions.

USSSA Rule 7.00

All rules apply as written unless amendments are noted below.

- **7.02.A Amendment** Home Team
 - o The home team will be determined by the league schedule.
 - Teams are required to be in the correct dug-out for games. Refer to the scoreboard and or dug out to determine which dug-out is home and visitor.
- **7.02.D Amendment APPROVED TEAM LINE-UPS,** FYB League will observe 7.02.D.1(c) for league play only.
 - All teams will bat the line-up of all present players in all leagues, for all league games and for all league end of season tournament play.
 - If opposing team protests (see rule 16.00 below) team not batting the line-up, manager must correct immediately during the game.
 - If a second occurrence happens during the game, game will be scored a forfeit and manager will be ejected for the next game.
 - It is required that all players play a minimum of one (1) defensive innings per game. The
 only exception to this is if a team is run ruled in the first inning.
 - Penalty for breaking the rule. If a player does not meet the requirement, he will start and play the full next scheduled game.
 - A manager or coach not following this rule will be given a warning for the first offense. He will be ejected for one game on the second offense.
 - o FYB will only count an out if a team falls below 9 players in all leagues.
- 7.02.G Amendment
 - o Teams must have eight (8) players at official game time, or a forfeit will be called.



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- o If a team falls below eight (8) players at any point in a game for any reason, a forfeit will be called.
- 7.03 Amendment League Game Schedules
 - Game Changes For league changes
 - FYB will update our website as soon as a determination is made that the fields are not playable.
 - It is the team's responsibility to review the website for any schedule changes.
 - League reserves the right to change any scheduled game at any time for any reason.
 All schedule changes will be posted on the FYB website.
 - Requested Game Changes It is FYB's intent to play all league games.
 - If a team cannot field enough players for a game and the coaches knows in advance, please work with other managers in your league to reschedule games.
 - Contact coach of other team, if opposing team cannot reschedule, then a forfeit will ensue if you cannot field the minimum required number of players.
 - If team agrees to move, find another time in the schedule, and see if the other managers would be willing to move games, if all managers agree, then all managers must e-mail league director at ldfyb3@gmail.com to facilitate schedule change.
 - Schedule changes are not official until the league has updated the League schedule on the FYB website.
- 7.03A Amendment Below are league innings and game times.
 - 6U 5 innings or 60 minutes, whichever is less.
 - 7U and 8U 5 innings or 75 minutes, whichever is less.
 - 9U and 10U 6 innings or 90 minutes, whichever is less.
 - 12U 6 innings or 90 minutes, whichever is less.
 - 13U and 14U 7 innings or 105 minutes, whichever is less.
 - A new inning begins immediately after the third out is made by the home team unless time has expired.
- **7.03.B Amendment** League Mercy rules
 - o 6U & 8U
 - A team may score a maximum of seven (7) runes per inning.
 - The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.
 - If the losing team has not batted thru their lineup, all remaining players will get an "unofficial at bat" ensuring all players get at least one "at bat" in the game.
 - o 10U-12U-14U
 - 20 runs after 1 complete inning
 - 20 runs after 2 complete innings



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- 12 runs after 3 complete innings
- 8 runs after 4 complete innings
- If a team exceeds a 20-run lead at any point during a game, then the game will be scored as final.
- If the losing team has not batted thru their lineup, all remaining players will get an "unofficial at bat" to make sure every player gets at least one "at bat" in the game.

Tie Breakers

- 4U: Since no score is kept, no extra innings.
- 6U-14U: One (1) extra inning beyond official game or past allotted innings. If a team does not win after extra inning, game will result in a tie.
- All extra-inning games will be California Rule. Each team will start with 1 out and the last player to record an out will start on second base.

• 7.03.C Amendment – Suspended games

- If a game is suspended due to rain or other weather conditions the following is how FYB will proceed:
 - If game time is less than 50% completed, the game will be suspended, and a makeup time will be assigned, and the game will resume where it left off for remaining time.
 - If a game has completed over 50% of game time, the final score will be the score of the last complete inning.

USSSA Rule 8.00

All rules apply as written unless amendments are noted below.

6U Coach Division

• 8.04.A Amendment –

- FYB will allow the pitching coach to pitch from
 - 20' to 42' for Draft league only.
 - 30' to 42' for Open League.

• **8.04.B Amendment** - Coach pitcher:

- During dead ball, may align the player for hitting.
- Once the ball is in play, no coaching allowed, and coach should exit the field behind the batter running to first base until dead ball is called by Umpire.
 - Failure to comply may result in verbal warning from umpire.
 - Second time may result in removal of pitcher for remainder of game.
- **8.06 Amendment** FYB will allow teams to choose either a player catcher or an adult catcher.
 - Player Catcher (6U Open):



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- Player catcher must be in full catcher gear, catcher's mitt, and cup for protection.
- Adult coaches will stand at the back of fence for passed balls to speed up the game.
- May assist with lining up batter as needed.
- o Coach Catcher and Player Catcher Combo (6U Draft). Coach catcher duties:
 - Must be a coach from defensive team.
 - Monitor the location of the player catcher and ensure his safety.
 - Catcher must stand up, be opposite side of the batter and off center of the plate.
 - Catcher may not be directly behind the plate or squatting to catch ball unless in full catcher gear.
 - After ball hit, pick-up bat and remove from the area.
 - When the ball is in play no coaching at any time.
 - May assist with lining up batter as needed.
- 8.07 Amendment Defensive players
 - All players will play in the field on defense.
 - Defensive team must field normal infield.
 - All remaining players on team will be in outfield which is defined at least 15 feet behind infield dirt.
 - No coaches will be allowed on the field during play.
- 8.11.A Amendment Starting a game
 - Teams may start a game with 8 players.
 - o If a team falls below 9 players, the 9th batting position will be an automatic out.
- **8.17 Amendment** Courtesy Runners
 - The only time a courtesy runner will be used is for an injured player. The courtesy runner will be the player that made the last out.
- **8.20 Amendment** Calling time.
 - The Umpire will call time after determining that the **lead runner** is no longer attempting to advance. The umpires will determine the status of the non-lead runners:
 - If base runner is over halfway to next base in umpire's judgment, then runner will be awarded next base.
 - If base runner not halfway to next base in umpire's judgment, then runner must return to original base.
 - This is an umpire judgment call and cannot be argued.



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8U Draft League Coach Pitch

- 8.07 Amendment Defensive players
 - All players will play in the field on defense.
 - Defensive team will field normal infield.
 - All remaining players on team will be in outfield.
 - Outfield is defined as 15 feet behind infield dirt.
- 8.17 Amendment Courtesy Runners
 - The only time a courtesy runner will be used is for an injured player. The courtesy runner will be the player that made the last out.
- 8.20 Amendment- Calling Time
 - The Umpire will call time after determining that the lead runner is no longer attempting to advance. The umpires will determine the status of the non-lead runners:
 - If base runner is over halfway to next base in umpire's judgment, then runner will be awarded next base.
 - If base runner not halfway to next base in umpire's judgment, then runner must return to original base.
 - This is an umpire judgment call and cannot be argued.

7U and 8U Open League Coach Pitch

- 8.07 Amendment Defensive Players
 - Team must bat a continuous line-up with all players.
 - Defensive team will field normal infield and have 4 outfielders.
 - o Outfield is defined as 15 feet behind infield dirt.
 - All players must play 2 defensive innings per game.
- 8.17 Amendment Courtesy Runners
 - The only time a courtesy runner will be used is for an injured player. The courtesy runner will be the player that made the last out.
- 8.20 Amendment- Calling Time
 - The Umpire will call time after determining that the **lead runner** is no longer attempting to advance. The umpires will determine the status of the non-lead runners:
 - If base runner is over halfway to next base in umpire's judgment, then runner will be awarded next base.
 - If base runner not halfway to next base in umpire's judgment, then runner must return to original base.
 - This is an umpire judgment call and cannot be argued.



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USSSA Rule 10.00

FYB T-ball league does not follow any of the USSSA t-ball rules. See below for FYB T-ball League Rules:

- 4-year-old players only.
- No score will be kept.
- No umpires for games.
- All players on team will play defense.
- Two inning game.
- Each offensive player will bat through the lineup and advance one base.
- Last batter will be the home run batter.
- Coaches and parents are allowed on the field play to assist team on defense.

USSSA Rule 11.00

FYB will use this rule for our **10U Draft League only**. All rules in effect except the following.

- 11.04 Amendment is not in effect in this league. Runners may steal all bases.
- 11.06 Amendment is not in effect in this league. Runners may steal all bases.

USSSA Rule 13.00

All rules apply as written plus additional safety rules note below.

Additional Safety Rules

Lightning

Player and fan safety are paramount. FYB has a subscription to Pocket Perry to monitor all storms. FYB will follow two options for weather:

Delay Game:

- If a game is delayed for lightning, all players and fans must vacate the complex and go to their cars to wait out the lightning (see box below).
- To return to the game, please monitor the Perry Weather alarm system on the roof of the Wolfforth complex or the FYB website that has a link showing the countdown time for resuming games due to lightning delays.

Go Home:

- Everyone leaves the complex and go home.
- See 7.03.C for above for suspended games scoring or rescheduling.

In the following box is information from the National Weather Service on Lightning Safety:

Safe Buildings



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- A safe building is one that is fully enclosed with a roof, walls, and floor, and has plumbing or wiring. Examples include a home, school, church, hotel, office building or shopping center. Once inside, stay away from showers, sinks, bathtubs, and electronic equipment such as TVs, radios, corded telephones, and computers.
- **Unsafe buildings** include car ports, open garages, covered patios, picnic shelters, beach pavilions, golf shelters, tents of any kinds, **baseball dugouts**, sheds, and greenhouses.

Safe Vehicles

- A safe vehicle is any fully enclosed metal-topped vehicle such as a hard-topped car, minivan, bus, truck, etc. While inside a safe vehicle, do not use electronic devices such as radio communications during a thunderstorm. If you drive into a thunderstorm, slow down, and use extra caution. If possible, pull off the road into a safe area. Do not leave the vehicle during a thunderstorm.
- Unsafe vehicles include convertibles, golf carts, riding mowers, open cab construction equipment and boats without cabins.

USSSA Rule 14.00

FYB will follow all rules listed. ADDITIONAL LEAGUE RULES ON SPORTSMANSHIP and consequences for breaking rules are listed below:

Umpires:

- The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
 - Each umpire has authority to order a player, coach, manager, sponsor, or spectator to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.
 - Each umpire has the authority to disqualify any player, coach, manager, or spectator for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.
 - Each umpire has the authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.

Approaching an umpire:

- Either the Manager or a coach may respectfully approach an umpire by first calling time out.
 - Once the umpire grants the time out, that coach from the team may approach and discuss his concern with the umpire.
 - There will be no rushing of onto the field or ganging up on an umpire.



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- Judgment Calls: Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.
- Requesting Help on a call:
 - o A manager or coach may ask the umpire who made the original call for help.
 - The umpire has the right to deny the request or ask his partner for help.
 - No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making the original call.
 - The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help.
- Immediately following a game, the umpire shall report to the league / tournament officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach, spectator, or manager and the reasons, therefore.

FYB Prescribed Penalties for Sportsmanship Violations and Ejections of USSSA Rule 14.00

- If an Umpire requests a player, manager, or coach to go to the dugout for the remainder of the inning, that is considered your first and final warning. The next issue may result in the person being ejected and asked to leave the complex (field 1-4, complex is defined as outside gate entrances, Field 5 is considered past the outfield fence on Field 5)
- If an Umpire requests a spectator to take their seat in the stands that is considered the fan's first and final warning. The next issue may result in an ejection from the game and the fan will be asked to leave the complex.
- If anyone (player, coach, manager, or fan) is ejected, the game will be stopped until the ejected person exits the ballpark (which is outside the outer fences). Failure to exit the ballpark, the league reserves the right to contact local law enforcement.
 - o If a coach is ejected for the game, the team will not be allowed to add another coach during the game.
 - If two coaches are ejected in the same game from the same team, then the game will be forfeited at that time.
 - o If ejected, the coach, player or spectator will be required to sit out the next game and not allowed into the park.
 - o If anyone is ejected twice in one season, <u>including FYB hosted tournaments</u>, they will not be allowed to enter the complex during any games for the remainder of the season.
 - Anyone who is ejected for the remainder of the season, must petition the board before being allowed to play in the league again.



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- The use of vulgar language, offensive or threatening statements will be prohibited and grounds for immediate ejection from the park.
- The league (Executive Board and League Director) has the right to eject or require a player, coach, manager, or spectator to leave the park for inappropriate behavior or for actions observed by the league that may not have been observed by the umpire.
- Umpires will report the name of ejected person/s to League Director for tracking.