

# TYBA GENERAL RULES AND REGULATIONS

These rules and regulations apply to all age groups for both league play and tournament play. Refer to the age specific section for rules and regulations that apply to only that age.

**ALL COACHES AND UMPIRES WILL BE SUBJECT TO A BACKGROUND CHECK BEFORE THEY WILL BE ABLE TO PARTICIPATE IN ANY TYBA EVENTS.**

## TYBA SANCTIONING

- There will be a sanction fee charged for each team that competes in TYBA sanctioned events or league play.
- **Rosters:**
  - A. Sanctioned Rec League Division:** Rosters will be sent to each sanctioned league to complete and return before league play begins. (on or before April 12). In order to be eligible to play in a TYBA sanctioned league tournament, the team must play in a TYBA sanctioned league, and play in 66 2/3 of scheduled league games, and the roster turned in by April 12.
  - B. State Rosters:** A roster will be sent to each sanctioned team to complete and return before state tournament play begins.
- **Birth Certificates:** Coaches must have a copy of the birth certificate of every player on their roster. Hospital/Bible records or legal documents will be accepted. Any attempt to alter birth certificates will result in disbarment of coaches.
- **Insurance:** Each team will be responsible for their own team

insurance. Proof of insurance will be required to play in a TYBA sanctioned event. This includes medical and liability. If a team has no insurance, they may purchase through TYBA. The policy is in effect for 1 year, March 1- February 29.

- **Eligibility of Players:** Players may play up in any division, but they cannot play down. All age divisions allow for both male and female players except the girls softball divisions. Refer to specific age section for age eligibility and birthdate cutoffs.
- **Time Limits:** Refer to each age division for time limits for both league and tournament play.

### **THE GAME**

- **Regulation Game:** A regulation game will consist of 6 innings. A regulation game may not end with a tie. Extra innings will be played as needed to determine the winner. If the game is tied at the end of 6 innings or time has expired the **International Tie Breaker Rule** will apply. Starting with the top of the 7<sup>th</sup> inning or the top of the inning after the time has expired, the offensive team will begin with the player who made the last out in the previous inning being placed on 2<sup>nd</sup> base. If an 8th inning is required, runners will be placed on 2<sup>nd</sup> and 3<sup>rd</sup> base. The 9<sup>th</sup> inning runners will be placed on 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> until a winner is determined. The base runner can be substituted for in accordance with the substitution rules. If an incorrect runner is placed on the base, this error should be corrected immediately. There is no penalty.

- **Called Game:** The game will be called when it is numerically impossible for the losing team to win or tie, or time expires.
  - A. Time is called after the completion of a full inning. The time will start for the next inning as soon as the 3<sup>rd</sup> out of the previous inning is made.
- **Fair/Foul Ball:**
  - A. Fair Ball: If ball touches 1<sup>st</sup> or 3<sup>rd</sup> base, no matter where the ball lands. **B.**
  - Fair Ball: If ball passes 1<sup>st</sup> or 3<sup>rd</sup> base in the air and lands in fair territory. **C.**
  - Fair or Foul: will be declared on a rolling ball that quits rolling before getting to the base. On or inside chalk line is fair.
  - D. Foul Ball: If the ball passes 1<sup>st</sup> or 3<sup>rd</sup> base in the air but lands in foul territory.
- **Foul Tip:** A foul tip is a batted ball which goes directly from the bat not higher than the batter's head, to the catcher's hands, and is legally caught by the catcher. An out will be called on the foul tip **only** on the third strike. Legal catch will be defined as maintaining control of the ball before it touches the ground or other object. (ie:) fence, bat etc. A caught foul tip 3<sup>rd</sup> strike is a **live ball**; if runners are on base, they can advance at their own risk.
- **Batter:** A batter will be called out if he does not make contact with the ball on the third swing.
- **Chatter Rule:** Players may chatter and even say the word "swing". Players may not be derogatory toward the batter.

Air horns, Bull Horns, Drums and the like are not permitted.

## **PLAYERS AND SUBSTITUTIONS**

- **Player:** Any tardy player arriving after the first pitch of a game must be used as a substitute. **Exceptions:** continuous batting order is in effect. State Tournament Line-up rules apply. Any player that is not listed as a starter or substitute on the line-up prior to coin toss for a tournament game cannot be added for that game nor may he enter that game for any reason. He is an ineligible player for that game.
- **Batting Order:** The batting order is the official listing of offensive players in the order in which they must come to bat. The line-up card shall include the **full name** and uniform number for each player prior to submission to the umpire/official scorekeeper.
  - A. Player cannot change position in the batting order at any time, player may change defensive position at any time on the field. Exception is a courtesy player.
  - B. Once a substitute enters the game and leaves, he must re-enter the game in the same spot in the batting order as previously occupied.
- **Batting out of Order:** Except for a wrong batter at bat, batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits it's right to

appeal batting out of order when one legal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to dugout.

**A.** If the error is discovered while the incorrect batter is at bat, the correct batter may take the batter's position and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. The offensive team may correct a wrong batter at the plate with no penalty.

**B.** If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout:

1. The player who should have batted is out. (batting position)
2. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to 1<sup>st</sup> base as a result of obstruction, base hit should be nullified.
3. The next batter is the player whose name follows that of the player called out for failing to bat.
4. If the batter declared out under these circumstances is the third out; the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

**C.**

If the error is discovered after the first legal pitch to the next batter, or after the pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their

way to the dugout, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat.

Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order. No runner shall be removed from the base occupied except the batter runner who has been taken off the base by the umpire as in B. above to bat in his proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter. **Note:** In Tournament play, the official scorekeeper will notify umpire if the incorrect batter is at the plate!

• **Batter:**

**A.** The batter must be completely in the lines of the batter's box when they make contact with the ball. If contact is made when the batter is outside the batter's box in any way, the batter is out.

**B.**

Slinging of the bat will be at the discretion of the umpire.

Penalty: An out can be called.

**C.** A team must finish the game with the same number of players in the line-up that started the game. The penalty for this is forfeiture of the game. To avoid problems, teams should have extra players on the roster that can play if needed. These players need not be on the field or in uniform, but can enter the game in an emergency. However, they must be listed on the line-up card for each game. Only players listed on the

official line-up card for that game are eligible to play.  
(example: batboy or batgirl could enter game in case of injury.)

**D.** Any substitute must be reported to the home plate umpire who will then report to the official scorekeeper. The report of a substitute must be made prior to the first pitch to the substitute. Batter will be declared out if not reported to home plate umpire before the first pitch. **E.**

Any defensive player that has not been reported to the home plate umpire, head coach will receive a warning by the home plate umpire. The second offense will result in the removal of the head coach for the duration of the game. This rule does not apply for the player-pitcher substitutions. Refer to the player-pitch substitution rules for player-pitchers.

**F. Illegal Substitute:** A player (offensive or defensive) that has entered the game without being reported to the head umpire. Applies to player-pitch only, as coach-pitch is continuous .

- **Courtesy Player:** A player that may enter the game only in the case of an injured player. The courtesy player will not be required to be used a substitute until the injured player's next turn at bat. At this point the courtesy player becomes a substitute or the injured player returns to the line-up. The head umpire will note a courtesy player. NOTE: This rule is written for the benefit of the players that do not get the opportunity to start a game. If a player is forced to be a substitute for a slightly injured player (blood rule, etc), they would be replaced in the line-up as soon as possible. This

could render them ineligible for the balance of the game, other than returning for the injured player. This rule will allow the coaches to play them later, and allow more playing time.

- **Ejected Player Rule:**

**A.** If a team has 10 or more players (Player-Pitch and Girls Softball), and has substituted all eligible players and a player is ejected from the game, the opposing coach will be notified and will designate the player that will re-enter the game only to replace the ejected player. **B.**

If a team has only 10 players (coach-pitch) 9 players (player-pitch and girls softball) and a player is ejected from the game for any reason, the team will forfeit the game.

- **Blood Rule:** A player, coach, or umpire that is bleeding or has blood on his uniform shall be prohibited from further participation in the game until the appropriate action is taken. A reasonable amount of time shall be allotted. The umpire will determine if and when a player or coach shall re-enter the game.

- **American Disability Act Rule:**

**A.** This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, he can play either offense or defense. **B.**

This player has the same re-entry status as any other player.

**C.** This player could be assisted by a coach at bat and base running, without any interference with the defense. Players that fall into the ADA category cannot be negotiable between

coaches. They cannot be used as an advantage! ie: ADHD. Presidents will receive a form to be filled out by the parent on each child that has a Disability and it will be turned in to TYBA to have on file.

**D.** This player can be assisted with a coach on the field. The coach can only assist this player and not other players.

Note: This special rule has been adopted by TYBA to accommodate the athlete that is physically challenged. This intent is not to change the game, nor to deprive any player from playing.

- **Time:** The term used by the umpire to order suspension of play.
- **Injury Time Out:** Time suspended for injury will not be considered game time. An umpire calling an injury time out will not be considered a charged conference to either team.
- **Delay of Game:** Any intentional delay of the game will result in a warning being issued to the head coach at the discretion of the umpire. The next infraction will result in the ejection of the head coach for the remainder of the game. Game time may be adjusted at the umpire's discretion.
- **Interference:** A live ball that touches equipment, players or coaches outside of the dugout area, will result in the ball being declared dead with the exception of players of the offensive team being in the on deck circle. If the equipment or player is on the offensive side, the lead runner will be called out. If the equipment or player is on the defensive side, all runners will

be awarded the base he occupies plus one extra base.

Exception: If live ball hits a coach that is in the coach's box and he does not interfere, the ball is considered live. If the player in the on-deck circle deliberately interferes with the ball (ie: picks up the ball) it will be considered interference.

- **Head Coach:** The head coach must have control of his players, assistant coaches, parents and fans at all times. Disruptive behavior will not be tolerated. Air Horns, bull horns, drums and the like are not permitted.
- **Coaches:** Each team will be limited to 4 coaches in the dugout. Head Coach and 3 assistants for coach-pitch and Head Coach and 2 assistants for player-pitch. The coaches on defense must remain in the immediate vicinity of the dugout. Offensive coaches must be in their designated coach boxes. Coaches that leave the dugout to go outside to coach may not be allowed to return to the playing field. All questions or conferences with the umpire must be made by the head coach, or in his absence, acting head coach. All other coaches must remain in the dugout. You must be granted a timeout by the head umpire prior to going into the field of play. Any coach or any other person that has not been granted time out before coming into the field of play will be ejected from the game.
- **Coach Ejection:**
  - A. League Play: Any coach ejected from the game must leave the park for the remainder of the game. He will not be allowed to coach the team's next game but may sit in the stands as a spectator. If a coach is ejected after completion of the game,

he will not be allowed to coach in the next 2 games. A coach that has been ejected from games on 2 different occasions in a season must appeal to the league officials to continue to coach. **Disciplinary Form for said Coach will be filled out.**

**B. Tournament Play:** Any coach ejected from the game must leave the game and be escorted by a tournament official to a designated area for the remainder of the game. If proper behavior is displayed at the end of the game, the coach may be allowed to return to their next game. This decision is made by a Tournament Director.

## **BASE RUNNING**

- **Helmets:** Every offensive player that is on the field must wear a batting helmet for safety reasons. This also applies to anyone on the field under 18 years of age.

**Removal of Helmet:** Unintentional: If helmet accidentally falls off, the play can continue until runners are stopped or play is dead. Intentional removal of a helmet by a base runner results in dead ball and all runners return to last base occupied.

**At the discretion of the Umpire:** The umpire will issue a warning to player involved and notify head coach and official scorekeeper and a second violation will result in the player being called out. **Any player that throws a helmet or bat can be subject to ejection.**

- **Base Runner:**

**A.** A base runner must touch bases in order. If a base is missed, the runner must touch bases in reverse order. Head

coach must appeal to home plate umpire regarding a player missing the base. If runner is deemed to have missed the base, runner is out. **B.**

A base runner must tag the base before leaving on a fly ball after the fielder touches the ball. Runners can advance on legally caught foul ball, but must tag the base before leaving.

**C.** A base runner must stay within an imaginary 3 ft. direct path from one base to another, only in the case of a forced tag, or during a run down.

**D.** No two base runners can occupy the same base at the same time. The lead runner will be entitled to the base. The other base runner can be put out by being touched with the ball.

**E.** A base runner will be called out if he passes the lead runner before that runner has been put out. **NO PASSING.** This is considered a dead ball and everyone must return to base.

**F.** A base runner will be called out if hit by a batted ball before the ball passes an infielder, with the exception of the player-pitcher. **G.**

No one may intentionally touch the base runner as long as the ball is in play. **The penalty is the base runner touched will be called out. Exception:** An out of the park home run is not a ball in play, the runner will not be called out if touched by the coach prior to crossing home plate.

- **Appeal Play:** An appeal play is a play on which an umpire may not make a decision until requested by a head coach. The appeal may not be made after any one of the following has occurred: **A. A**

legal pitch.

- B.** The pitcher and all infielders have left fair territory.
- **C.** The umpires have left the field of play.  
**Note:** The proper procedure for an appeal play: After time is called, the head coach must notify the home plate umpire that he is appealing the play and state the infraction. The home plate umpire will make a decision at that time.
- **Defensive Team:** The ball will be declared dead if it enters the dugout or is thrown out of the playing field. The penalty for this is the runners will be awarded the bases occupied plus one extra base if thrown by an infielder, but will be awarded the bases occupied plus two extra bases if thrown by an outfielder.
- **Slide Rule:** There is not a mandatory slide rule. Players are encouraged to slide or avoid contact with another player. Normal baseball contact will be allowed at the discretion of the umpire. Any **apparent flagrant** (ie: intentionally trying to harm player) act by a player or coach will result in the player being called out. The player and/or coach may be ejected from the game at the umpire's discretion.
- **Interference:** The act of an offensive player or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Penalty for this act is the lead runner will be called out.
- **Obstruction:** The act of obstruction is:
  - A.** A catcher which hinders or prevents a batter from striking at or hitting a pitched ball. If this happens, the offensive head

coach has the choice of taking the play or batter being awarded 1<sup>st</sup> base.

**B.**

A fielder that is not in possession of the ball,(ie: fake tag) in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of the base runner. Bases will be awarded per umpire discretion.

## **EQUIPMENT**

- **Bat:** All bats should not exceed 33”length or 3 1/8”in diameter. Bats must be stamped BPF 1.15. Bats that do not meet these specifications will be removed from the game. Umpires may check bats prior to and/or during play in both league and tournament games. The head coach is responsible for making sure all his players have/use legal bats. BBCOR applies **only** to 13/18 age.
- **Illegal Bat:** Any bat that does not meet the above specifications or is altered or damaged. If a bat is found to be damaged, league officials should document and report to UIC. If the same bat is found again, the coach will be ejected. This decision is to be decided by league officials and UIC.
- **Balls:** An approved college level ball must be used for all games. Vision impaired players can use an approved baseball or softball of a different color.
- **Uniforms:** All players on a team must wear numbered uniform shirts that are alike in color. Players of the same team may not wear the same number. Exceptions in the event of an accident or blood rule, a shirt may be taped or a different shirt

worn at the discretion of the umpire. Teams may wear shorts or pants. **TOURNAMENT ONLY:** uniforms will be at the discretion of Tournament Director.

- **Hats:** Hats are optional at the discretion of the player. If a hat is worn, it must be worn properly. No backwards or sideways hats are allowed. Visors are acceptable. Hats may not be thrown at the ball during play on the field.
- **Jewelry:** Jewelry is not allowed. This includes necklaces, bracelets, earrings or any other item deemed harmful by the umpire. **Medical alert devices are not considered jewelry.**
- **Gloves:** Players may use any regulation size glove in any position of play. Gloves may not be thrown at the ball on the playing field during play.
- **Helmets:** Helmets are required for all batters, base-runners, on deck players and batboy or batgirl, and any base coaches under the age of 18. Face shields are not required, but are highly recommended.
- **Cleats:** Cleats are not required but may be worn by all players. No metal or screw-in hard plastic cleats are allowed. **Exception:** 13/18 Baseball and 18 U Girls softball are allowed to use metal cleats.
- **Misc Equipment:** All equipment must meet safety standards. Equipment such as ball buckets, stools, and warm up-equipment is not allowed on the playing field once the game begins. If any equipment causes interference or obstruction in play, the runners can be advanced or called out. Exception is a

bat weight which can be left in the on- deck circle during play but will cause a dead ball situation if hit by a live ball.

## **ACTS OF DISBARMENT**

- **Disbarment:** **A.**  
Knowingly competing in league or tournaments with an altered birth certificate or playing with or under an assumed name. **B.**  
Any physical attack on any umpire, coach or other acting official during or following a game.  
**C.** Anyone involved in fighting, poor sportsmanship, abusive or condescending acts, or any other unbecoming or criminal behavior will not be tolerated. Length of disbarment will be determined by TYBA and league officials based on severity of the infraction. Criminal acts can be prosecuted.

## **PROTEST**

- **Protest:** No protest will be considered if it is based on a decision of judgment by the umpire. Examples of protest that **WILL NOT** be considered are: **A.**  
Fair or Foul batted ball  
**B.** A base runner that was safe or out.  
**C.** A base runner leaving too early on a foul ball.  
**D.** If a base runner did or did not touch a base.  
**E.** Whether there was obstruction or interference.  
**F.** Whether the field is fit to continue or resume play.

### **Protests that WILL be considered:**

- A.** Failure of an umpire to apply the correct rule to a given

situation.

**B.**

Misinterpretation of a playing rule.

**C.** Failure to impose the correct penalty for a given violation.

- **Written Protest:** League Play- The official written protest must be filed within a reasonable amount of time: Within 48 hours after the time of contest. An official written protest must contain the following:
  - A.** Date, time and place of the game
  - B.** Names of the umpires and scorekeepers
  - C.** The section and rule from the official rules under which the protest is made
  - D.** The decision and conditions surrounding the making of the decision
  - E.** All essential facts involved in the matter

Protest matters will be handled by league and/or community officials.
- **Protests During Game:** Intent to protest must be made before umpires leave the field during Tournament play. A protest during a game must be made before the next pitch. The head coach or acting head coach must notify the umpire that the game is being played under protest.
- **Birth Certificate Protest:** There will be a \$25.00 fee for the protest of each birth certificate.
- **Tournament Protest:** An Official protest during a TYBA tournament must be accompanied with a **\$250.00** protest fee. If protest is **denied** the fee is **Non Refundable**. If the protest

is **awarded** the fee is **Refunded**.

- **Rec League Protest:** An Official protest fee for Rec League is \$100.00 and is non refundable if protest is denied, or refunded if awarded.



If you're a Champion, you must have it in your heart.