

2012 TYSL DIVISION 1 RULES

General Rules and Field Setup:

- 1) Each regular game will be five (5) innings.
 - a) A game may end in a tie.
 - b) An inning cannot start eighty (80) minutes after the actual game start time. If rain or storm conditions last for a period of twenty (20) minutes the game will be called. Any lightning and/or thunder will automatically stop the game for 15 minutes.
- 2) All games will start at times shown on the schedule. A grace period of ten (10) minutes will be allowed. Any team not able to field eight (8) players at the end of the grace period will forfeit the game. However, it's desired that the game still be played, even if the forfeiting team needs to borrow players from the opposing team.
- 3) There will be no Umpires. The coach currently pitching in the field will serve as the umpire.
- 4) Only the manager or designated coach may talk to the opposing coach about a complaint.
- 5) Dead ball:
 - a) Any foul ball that is not caught.
 - b) If a fair ball strikes a runner before being touched by a fielder, the runner is out and the batter is awarded first base.
- 6) Play will be stopped when the ball is in the infield and under control. If a runner is more than halfway to a base they will be allowed to continue, otherwise they must return to the previous base.
- 7) A manager can keep a player out of a game for a good reason (this must be explained to the opposing coach). In case of an injured player that comes back into the game, he/she must play an inning in the field before being allowed to bat.
- 8) The intent of Division 1 is to give all players' opportunities, therefore the following player participation rules are in effect.
 - a) Each player must play in the infield at least 2 innings and
 - b) Each player must play in the outfield at least one inning and
 - c) The total number of innings that any one player can play pitcher and first base (inclusive) is 3 innings.
 - d) The pitcher must be positioned 1/2 way between the coach pitching and second base.
 - e) No player can sit the bench during consecutive innings unless they are injured.

- 9) No infield fly rule will be in effect.
- 10) Sunglasses may be worn during sunny days on defense only. No jewelry can be worn while playing.
- 11) Players are to sit on the bench when not playing, with the exception of one batter in the on-deck circle.
- 12) No heckling the other team.
- 13) NO SWEARING, NO ALCOHOLIC BEVERAGES ON PREMISES WHILE PLAYING. SMOKING IS PROHIBITED on the playing area by coaches.
- 14) Base coaches cannot intentionally touch players while the game is in play (base runners will be called out).
- 15) The home team is responsible for setting up and taking down the field
- 16) Field Setup:
 - a) Pitchers mound = 30' (coaches pitch) Bases = 55'
 - b) The batters box is 3' wide and 7' long
 - c) No bases are to be tied down. Hollywood's may be used.
- 17) Coaches should meet before the game to discuss ground rules and mutually agreed upon rule exceptions.
- 18) NO METAL SPIKES OF ANY KIND ARE TO BE WORN.
- 19) End of an Inning - A team will take the field when they get three (3) outs or "n" players have batted. Where "n" is the highest number of players on either team. Coach must announce last batter.

Defense:

- 20) MINIMUM OF EIGHT (8) PLAYERS
 - a) Division 1: 10 players will be used (6 infield, 4 outfield). Outfielders to play a minimum of 10 feet behind the baseline.
- 21) Gloves will not be intentionally thrown at the ball or another player.
- 22) The catcher must wear protective equipment provided (a chest protector, shin guards and catchers helmet with face mask and throat protector). Athletic supporters with a cup are recommended for boys.
- 23) If the catcher holds a third (3rd) strike foul tip, the batter is out. Any ball hit higher than the batter's head is considered a fly ball and if caught, the batter is out.

Pitching:

- 24) The offensive team's coach shall do pitching. The coach must pitch from the mound. Back-spin pitching is prohibited.
- 25) The arc of a pitched ball will be no higher than 6 feet above the ground. There is no minimum arc. The intent of a flat pitch is to prepare the players for fast pitch.
- 26) Batter is out after three strikes or a maximum of six (6) pitches.
- a) Last pitch exception: A player can not strike out by hitting a foul ball unless it's a foul tip caught by the catcher.
- 27) There are no walks.

Offense:

- 28) A regular order of batting shall be maintained at all times. All players on each team will bat in order, whether or not they are playing in the field at the time. NOTE: Anyone that comes late for a game must be inserted at the end of the batting line up.
- 29) All bats must be of softball specifications but do not require the ASA certification stamp.
- 30) BUNTING IS NOT ALLOWED
- 31) Throwing the bat:
- a) First time player throws bat he/she will receive a warning unless another person is hit by the bat, then the batter is out.
- b) Second time player throws the bat he/she is out.
- c) If a player intentionally throws bat he/she is out of the game. Ejections are at the coaches' discretion.
- 32) Stealing - no stealing of bases is allowed.
- 33) Sliding - No sliding is allowed.
- 34) Runners are allowed to advance one (1) base on overthrow.
- 35) Base runners may not leave the base until the pitched ball crosses the plate.
- 36) No tagging up on a fly ball.
- 37) Both teams should have a scorekeeper; however, the home team will be the official scorer of the game. Scorekeepers should check with each other after each inning throughout the game.
- 38) HAVE FUN!!!!!!!!!!!!!!!