

**TYSL 2012 Division 2 Rules****General Rules and Field Setup:**

- 1) Each regular game will be a maximum of five (5) innings. The umpire will declare the last inning after 90 minutes of play. If the 90 minute rule is declared during an inning, such inning will be completed and the last inning will follow. However:
  - a) If the score is tied after 5 innings and the 90 min. time has not been declared, the game will continue until conclusion. This rule will not apply if more than 90 minutes have elapsed. If so, the game will remain a tie. The 90 minute rule will apply after each extra inning played as well.
  - b) In the event of rain, a game will be considered complete if three (3) full innings have been played. 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 fifteen (15) minutes.
  - c) If at the end of the fourth (4th) inning the leading team is ahead by fifteen (15) runs, the game is over.
  - d) Maximum 6 runs per inning (excluding last inning).
- 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) Once the game starts **THE UMPIRE IS IN CHARGE**.
- 4) Only the manager or designated coach may talk to the **UMPIRE**. All umpire decisions are final and arguing, intimidating and/or disrespecting of an umpire is **ABSOLUTELY PROHIBITED**. All coaches are responsible/accountable for the actions of their respective team players and player parents/guardians. The TYSL Board takes this issue very serious and is be prepared to take action including but not limited to requesting a coach to step-down.
- 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) Stopping Play:
  - a) We want to encourage the players to make plays at this level. Therefore umpires should not automatically grant time-out if requested by a player unless they feel the play is stopped.

- b) When the ball is in the pitcher's hand within the 8 foot pitching circle, a runner must either advance to the next base or must return to the previous base. Once they commit one way or another they must not stop or change directions unless the pitcher makes a play on them. If they do stop or reverse direction without the pitcher making a play, they will be called out.
- 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 2 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) No player can sit the bench during consecutive innings unless they are injured.
  - d) No pitcher can throw more than 9 outs in any one game. You can remove a pitcher and have the same pitcher return if they have not yet exceeded this limit.
- 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) Players are encouraged to cheer / chatter as long as it's not directed to the opposing 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' (players pitch); Bases = 60'
  - b) The batters box is 3' wide and 7' long
  - c) No bases are to be tied down. Hollywood's may be used.
  - d) 8-foot radius circle should be drawn around the pitcher's mound.
  - e) A 5-foot power strip from the center of the pitching mound toward home plate.

17) Umpires & 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 6 runs scored.

- a) There is no limit on number of runs during the last inning.
- b) The Umpire will declare last inning and coaches will abide.

20) Both teams should have a score keeper, but the HOME TEAM will be the official score. Scorekeepers should check with each other throughout the game.

**Defense:**

21) MINIMUM OF EIGHT (8) PLAYERS

- a) 10 players will be used (6 infield, 4 outfield). Outfielders to play a minimum of 10 feet behind the baseline.

22) Gloves will not be intentionally thrown at the ball or another player.

23) The catcher must wear protective equipment provided (a chest protector, shin guards and catchers helmet with face mask and throat protector).

24) 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:**

25) The pitchers will use fast pitch techniques.

26) 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.

27) The strike zone will be liberal – borderline pitches will be called strikes.

28) There will be no intentional walks.

29) Relief pitchers will be granted up to 8 warm-up pitches.

30) Coaches are allowed 2 visits to the mound per inning. The pitcher must be replaced on the 3<sup>rd</sup> visit, but can remain in the game at another position.

**Offense:**

31) 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.

32) All bats must be of softball specifications but do not require the ASA certification stamp.

33) BUNTING IS PERMITTED and ENCOURAGED. Coaches, be prepared to show your players how to defense a bunt.

34) 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 umpire's discretion.

35) Base runners can leave the base once the ball is released by the pitcher but cannot advance from 1<sup>st</sup> to 2<sup>nd</sup> unless the ball is put in play or a forced walk (see stealing rule below).

36) Stealing - Stealing of 3<sup>rd</sup> base is allowed. No base runner may steal 2<sup>nd</sup> or home.

37) Sliding - Sliding is optional. However a player must avoid stand up collisions or they can be called out.

38) Runners are allowed to advance one (1) base on overthrow.

39) Players can tag up on a fair or foul ball fly out.

40) Courtesy Runner. A courtesy runner may be used for:

- a) the catcher if there are two outs;
- b) an injured base runner;
- c) the pitcher if there are two outs;

(The courtesy runner shall be the girl who made the last batted out.)

41) 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.

42) HAVE FUN!!!!!!!!!!!!!!!