POWDER SPRINGS YOUTH BASEBALL ASSOCIATION PLAYING RULES

Updated Spring 2023

General

• The home team will line the fields and put out bases. Bases are located in the field house.

• The home team is responsible for the official score book.

• The visiting team will be responsible for providing a volunteer to man the scoreboard

 controller.

• The last visiting team will replace all bases and associated field equipment including but not

limited to wheelbarrows, rakes, drags, line markers and scoreboard controller.

• Each team is responsible for cleaning up their dugout and stands after each game.

• Only one manager and three coaches will be allowed in the dugout during the game. (Parents

 and siblings are not allowed.)

• Every player must be in full uniform including team hat and team shirt tucked in.

• Their league director must first approve any team rules used by managers.

• Managers shall have the responsibility for the conduct of their players, coaches, parents and

 fans.

• Only players on team roster may play during game – NO EXCEPTIONS

• Any game called for bad weather after three (3) complete innings will be considered a

 complete game.

• In league play all ground rules must be given on paper to the visiting manager and coach.

 only those rules will be honored.

• Any player who arrives late must be added at the end of the batting order. They will not be

 considered an out if they are skipped until they arrive. If he is in the middle of the line-up

 and not present it will be an out. He does not have to play the field before he/she bats.

• Tennis shoes or baseball shoes with rubberized cleats may be worn. NO METAL OR

 PLASTIC CLEATS if player is 12 years or younger. No metal cleats on the pitchers mounds.

• Any player who leaves a game due to illness or injury will not be considered an out. Once

 skipped in order they may not re-enter game.

• Tobacco, alcohol, and abusive language will not be allowed during games or practice.

 Tobacco use is also discouraged around the dugouts during games and practice times.

• Teams using the game fields for practice prior to scheduled games cannot use the infield.

• Catchers will be required to wear a catcher’s mask and helmet whenever warming up a

 pitcher and are always required to wear a protective cup.

• Do not put chalk on the outfield lines. Paint must be used.

• Brick dust should only be used on the infield; sand can be used in the outfield and grass areas.

• Batting Team is responsible for retrieving foul balls

• Game balls are in the concession stand. The umpires will provide two (2) game balls

 with P/S logo at the start of game.

Order of Rules

PSYB park rules and bylaws

Dizzy Dean Baseball Rulebook

Official MLB Baseball Rules

**Pinto:**

**General**

* The Farm League Division of Dizzy Dean Baseball, Inc. has been organized as a baseball program for youth whose 7th or 8th birthday falls on or before April (30th) of the current year.
* All players will participate (100%) in the batting order. No player can sit the bench more than 1 inning per game unless the game goes into extra innings then it is the coach’s discretion.
* The game will have a time limit of 1hour 20 minutes. Any inning starting before 1 hour and 20 minutes will be completed.
* Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning • An inning is complete after 5 runs have been scored or 3 outs have been made.
* Mercy rule – Game will be called if the points are spread by 15 runs after the 4th inning, or 10 runs after the 5th inning.
* Games may be started with 7 players.

**Defense**

* Catchers must wear complete catchers’ equipment.
* Pitcher must wear a facemask.
* 10 defensive players with the 10th player as a fourth outfielder.
* The fourth outfielder will only play: (1) left field; (2) left center field; (3) right center field; (4) right field. Consequently, the fourth outfielder will not be allowed to play directly behind second base.
* 2 coaches are allowed out of dugout while team is on defense or within 3 feet of the gate. (bucket) No standing on the infield or outfield fence coaching.
* The fielding pitcher must stand with 1 foot in the pitching circle

**Offense**

* All players must be in the batting order.
* Each batter is allowed 5 pitches from their pitching coach or 3 strikes, whichever comes first. If the 5th pitch is a foul, it is ruled foul. If the 65h pitch is foul on a bunt, it is ruled out.
* Any player who leaves the game due to illness or injury will not be considered an out. Once the player is skipped in the batting order they may not re-enter.
* During the coach pitch portion of each at bat, the coach must stand on the line between the pitching circle and the arch. The coach must pitch over handed. No kneeling, squatting or crouching is allowed.
* Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (in the umpire’s judgment) allows the ball to hit him, the batter will be out and a dead ball called. No runner may advance.
* The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter’s bat. The offensive coach (pitcher) that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners advance.
* There will be no leading off base or stealing bases. The runner will be called out if he/she leaves the base prior to the ball being hit. There is NO Infield Fly and NO Walks.
* Coaches cannot touch players running to base or on the base while the ball is in play. If a coach touches a runner, that runner will be out and all other runners must return to the last base occupied before the infraction.
* The pitching coach can only talk to players running from Home to 1st, or 3rd to Home.
* Courtesy runners will be allowed for the catcher with two outs. This substitute runner must be the player who made the last out.
* Each team is allowed only one warning if a batter throws the bat, after which any batter who throws a bat will be declared out.

**Pinto Offense (Cont.)**

* All batters and runners must wear batting helmets. Any batter who

Steps into the batter’s box without his headgear is awarded a strike. Any

Player running the bases who deliberately removes his headgear is out. EXCEPTION: Home run over the fence or time out.

* The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
* An appeal play will be handled in this manner. The manager will make his appeal to the plate umpire who will consult the base umpire. The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base. If he is correct, the base runner is out. Appeal must be made before the next pitch is thrown.
* Any player absent for a suspended game must bat at the end of the order if present at time of make-up.
* Ball must roll past arch. If the ball is touched while rolling inside the arch, it will be considered a foul ball
* No Fake Bunting. Once bunt is shown, no swing is allowed. Fake bunting will be a strike.
* Sliding is allowed. Headfirst sliding is discouraged, no head first sliding into home plate.