**POWDER SPRINGS YOUTH BASEBALL ASSOCIATION PLAYING RULES**

**Updated Fall 2025**

**General**

* The home team will line the fields and put out bases. Bases are 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**

**Shetland:**

**General**

* The Farm League Division of Dizzy Dean Baseball has been organized as a baseball program for youth whose 5th or 6th 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 2 consecutive inning per game unless the game goes into extra innings then it is the coach’s discretion.
* Length of game will be 1 hour and 15 minutes. Any inning starting 1 hour and 15 minutes will be completed.
* Maximum of 6 innings per game. 5 runs per inning 10 Runs in the 6th inning Each team at bat is allowed three outs or 5 runs per inning, whichever comes first.
* 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 start with 7 players.

**Defense**

* There will be a normal infield with a catcher. All infielders must be within 3 feet on either side of the baseline.
* The exception will be if a team starts with less than 8 players. If you have less than 8 defensive players, the defensive coach can

 act as a catcher. The coach cannot interfere with the play of the game.

* The outfielders will be required to stand in the outfield grass.
* Only two Outfield coaches. Coaches must stay in the grass-foul territory while the ball is in play.
* 1 other coach is allowed out of dugout while team is on defense or within 3 feet of the gate. (bucket)
* The pitcher cannot advance towards home plate until the ball is hit. If the pitcher moves toward home plate before the ball is hit, it is a dead ball.
* No roll throws will be allowed- A roll throw is defined as any ball that first lands 5feet away from first base while being thrown by the pitcher.

 If a roll throw occurs the runner will be awarded the base.

* The fielding pitcher must stand with 1 foot in the pitching circle.
* In an umpire’s decision If a runner’s ability to safely secure the base is hindered by a defensive player without the ball they should be awarded the base.

**Offense**

* All batters must bat square to the plate. Positioning of batters will not be allowed after the second week of the season. For example, batters may not be positioned to hit the ball to the first base side of the field, etc. If a coach positions a batter, the batter will bat again.
* Each batter is allowed three coach pitches and two chances off the tee. The first three will be pitched by one of the coaches. The next two will hit off the tee. The coach has the option to throw all 5 pitches to a batter and not use a tee. A coach can also pitch 4 and have 1

 off the tee. Each batter will be allowed 5 swings to get on base regardless of strikes. If a batter has not reached base after five attempts, the batter is out.

* 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 while standing upright. Kneeling, squatting or crouching is not allowed.
* If the 5th pitch is a foul, it is ruled foul (but only if pitched, this does not apply if hit off the tee). If the 5th swing off the tee is a foul it is an out.

**Shetland Offense (Cont.)**

* 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.
* 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.
* Late arriving players must be put at the last spot on the batting order. If the player does not show up before his turn at bat it will not be considered an out. If the player is in the middle of the line-up and does not show it will be considered an out. He does not have to play in the field before his turn at bat.
* Ball must roll past arch. If the ball is touched while rolling inside the arch, it will be considered a foul ball
* No Bunting Allowed
* Sliding is allowed. Headfirst sliding is discouraged, no headfirst sliding into home plate.
* 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.
* When the ball is hit over the fence on one or more bounces, the batter will advance two bases, one if the ball becomes stuck in the fence.
* All batters and runners must wear batting helmets. Any batter who

Steps into the batter’s box without his headgear and they are 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.