

St. Patrick's Youth League
National League Baseball Rules

- 1) All teams are expected to be at the assigned field 15 minutes before game time. Each team is entitled to at least 5 minutes use of the field for practice before each game. All games must be started within 10 minutes of the assigned time. Ten minutes before game time, the team managers shall exchange line-ups and batting orders.
- 2) All players who appear for a game must be included in the batting order for the entire game unless the player has to leave early or is removed because of injury. Managers may substitute freely without requirement to notify either the umpire or the opposing coach. **No player can sit out two consecutive innings.**

Exceptions:

Any player who appears after the umpire has called out "Play Ball" will be considered late and may or may not play at the discretion of the manager because of disciplinary reasons. If the player is inserted in the line-up, the player must be added at the bottom of the batting order. The manager shall notify the umpire and the opposing manager of his decision.

When a manager decides not to allow a player to participate for disciplinary reasons, the Commissioner must be notified 24 hours prior to game time. In the event that disciplinary action is taken during a game, the opposing manager and the umpire shall be notified immediately, and the Commissioner shall be notified within 24 hours.
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- 3) **Ten (10) players will play on the field. No team may start a game with less than eight registered players. A team not able to field eight registered players will forfeit to the team they are scheduled to play.**
- 4) A game called for any reason by the umpire shall be considered official provided that at least four (4) full innings are completed unless the home team is ahead at the end of 3 ½ innings. Suspended games will be rescheduled and replayed provided they impact the determination of the league champion.
- 5) Games ending in ties:
 - A. Extra innings will be played to a maximum of 9 innings.
 - B. Pitching rules shall apply.
 - C. The umpire will suspend the game or extra innings game 15 minutes prior to the starting time of a following game and the score will revert to that of the last completed inning.
 - D. Tie games will be rescheduled and replayed provided they impact the determination of the league champion.
 - E. A game called for any reason by the umpire after 4 innings will be replayed provided the result impacts the determination of the league champion.

- 6) The home team score book is the official book.
- 7) Managers are required to keep all players in the dugout except when in the field, at bat, on deck, or in the coach's boxes. Only one batter is allowed on deck. *Umpires will be instructed to not allow the pitcher to pitch if players are out of the dugout or if bats or other equipment are on the playing field.*
- 8) Each team must supply a new ball at the start of each game and an equal number that may be needed to complete the game. The latter need not be new balls, but must be in good and playable condition.
- 9) The umpire at 8:00 p.m. sharp must terminate all evening games. Rules 4 and 5 will apply as necessary.
- 10) The players will wear no metal spikes.

11) Pitching rules:

- A. A pitcher must not pitch in more than 3 innings in any one game. Innings need not be consecutive. In the case of extra innings, a pitcher may pitch 4 innings.
- B. A pitcher may not pitch in more than 6 innings in any week. The week for the purpose of this rule is Saturday through and including Friday. In a week containing extra innings games a pitcher may pitch a maximum of 8 innings.
- C. One pitch constitutes having pitched an inning.
- D. There will be no balk rule.
- E. Pitchers must be in contact with the pitching rubber or equivalent.
- F. A maximum of 4 walks are permitted each inning. In succeeding at bats the batter must either hit the ball or be called out on strikes.**

- 12) The infield fly rule will not apply.

13) Overthrows:

- A. Overthrows into foul territory shall permit a maximum advance of one base beyond the base towards which all runners are advancing at the time of the overthrow, at the runner's risk.
- B. Overthrows into fair territory shall permit unlimited advancing of all runners at their own risk.
- C. All advances under overthrow conditions are made at the runner's risk. When the overthrow ball enters an area or obstacle designated in pre-game agreed to ground rules as out of bounds, each runner will be allowed a one base advance beyond the base to which he was advancing at the time of the overthrow. Umpire's judgement in all cases will be final.

14) Stealing:

- A. Base runners may leave the base only after the ball has passed the batter. If the runner does not comply, he will be returned to the base and warned. Such warning will be given to the player and the manager. There will only be one warning per team and the second time a runner on that team leads off before the pitch, the umpire will call him out. This out shall precede any other play.
- B. On a play where the base runner leaves early, steals second or third, and is warned, he shall be returned to first or second base respectively. In the case of a batted fair ball, any advance will be allowed and the warning will be given to both the player and the manager after the play is completed and time is called.
- C. On a catcher's overthrow a maximum of one base is permitted, the base which the runner is advancing to at the time of the overthrow, regardless of whether the ball is thrown into foul or fair territory. All advances are at the runner's risk.
- D. On a stolen base, the pitched ball must be a strike or a ball touched by the catcher's glove (on a bounce or a fly). If the pitched ball is not a strike or a ball which does not touch the catcher's glove the runner will be returned. Umpire's decision on whether the ball touched the glove is final.
- E. Runners interfering with fielders fielding a ball will be called out.
- F. Runners may not intentionally make contact with the catcher on a play at the plate and must slide into home plate. Runner will be called out for a violation of either part of this rule.
- G. Stealing of second or third base is allowed. Stealing home is **NOT** allowed.
- H. Tagging up is allowed.

15) If the catcher drops the ball on a third strike, the batter is out but the ball remains in play. If this occurs with two outs, the side at bat is automatically retired.

16) Protests:

- A. Protests may not be made on umpire judgement calls.
- B. Protests may be made on rule interpretation.
- C. Protests must be made within 48 hours after the game, in writing, to the Commissioner. A protest will be considered only if the protesting manager advises the umpire and the opposing manager after the play occurs and before the next pitch.

17) The length of the game shall be 6 innings.

18) An inning shall continue until the side at bat has accumulated 3 outs or accumulated 6 runs. A maximum of 6 runs will be counted for the first 5 innings. In the 6th inning and succeeding innings (in the case of tied games), an unlimited number of runs may be accumulated.