

Field Rules for JYSF Baseball

JUDSON YOUTH SPORTS FOUNDATION (JYSF) has implemented a zero tolerance policy for language and parents, behaviors of coaches and players. Please respect the game, respect the boys who are all out there, respect the umpires, and respect the others attending, and respect yourself. Teams, individuals, coaches, and players not adhering to this policy will be asked to leave the premises. Each incident will be reviewed by the JYSF board to determine additional sanctions, up to and including be dismissed from the league.

Home team: The home team is responsible for chalking and dragging the field. Each time is responsible for cleaning up their dugout after each of their games. The home team is responsible for the scorebook and keeping the official score. Coaches can keep the book or ask a parent, keeping the official scorebook does not count as volunteer hours. Parents can help keep the park clean by cleaning up the trash after the game, this will be counted as volunteer hours.

Visitor team: The visiting team is responsible for going to the concession stand for the water coolers and cups for each dugout. Each team is responsible for cleaning up their dugout after each of their games. Parents can help keep the park clean by cleaning up the trash after the game, this will be counted as volunteer hours.

Playing with 8 Players: Teams will be allowed to play a game with an 8-players in their lineup. Should the 9th player arrive late, the player shall assume the 9th position in the batting line up. If the team, for any reason, shall have less than 8 eligible players, the game is forfeited after 15 minutes past the original start time. Any team reduced to 8 players due to an ejection will forfeit the game. Any player that gets ejected from a game will be subject to further disciplinary action. No team is allowed to pick up players from another team to make 8 in their lineup. Players can play for only one team throughout the season. There will be no moving up or down players to fill a roster after the season has already started. If a protest is requested and substantiated, the game will be a forfeit and the umpires will not call that game.

Dress Code: Players are to be in full uniform to be allowed to play. Full uniform means team hat, team jersey, baseball pants, socks, belt, and cleats. Coaches are expected to present themselves in a professional manner. Coaches are to wear their team hat, baseball pant or mesh athletic shorts (matching their uniforms), socks, and shoes (preferably baseball shoes or tennis shoes). Coaches are not allowed to wear flip flops, crocs, or any other type of shoe. Coaches are not allowed to wear jeans, denim shorts, or khakis. If players or coaches do not adhere to the dress code, they will be removed from the game and will not be allowed on the field.

5 Run per Inning: A 5 run rule has been put into effect for Bronco and Mustang. After a team has scored 5 runs in one inning without surrendering 3 outs, the team will switch offense to defense.

Jumping over another Player: No player will be allowed to hurdle or jump over another player who is in the act of making a play. The ball is immediately dead, time is called. The player is called out regardless of the outcome of the play. All other players will return to the last base legally occupied at the time of this act.

Sliding at home: If there is a play at home plate, the runner must slide. Running over or into the catcher will not be allowed. The ball is immediately dead, time is called. The player is called out regardless of

the outcome of the play. All other players will return to the last base legally occupied at the time of this act.

Bats: Any player found using an illegal, altered, or unapproved bat shall be immediately ejected from the game. The player will serve a one game suspension, the next schedule league play game.

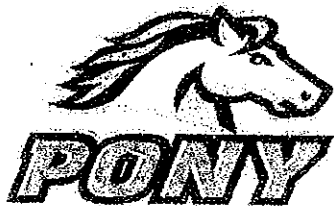
Courtesy Runners: You can use a courtesy runner for your pitcher and catcher at anytime. You must use a courtesy runner for your catcher when there are 2 outs. Such courtesy runner can run for only one player in an inning. The courtesy runner must be an available substitute from the bench. Meaning, someone who has not batted or taken defensive position; or a starting player who has been removed from the game but remains eligible to re-enter. If no substitutes, the last out will be the player deemed as the courtesy runner.

Tie-breakers: If time remains and game has completed in innings, last batter goes to second with two outs. Both teams play one inning. If tie remains after one additional inning, then a coin toss will determine the winner. (No drop dead time, finish inning).

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COLT and PALOMINO House Rules

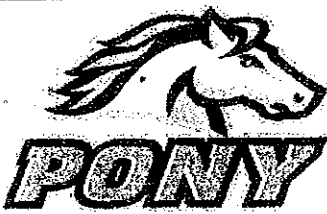
- 1) A regulation game shall be seven (7) innings or two (2) hours, which ever comes first. In the event of a double header game during the week, the first game shall be seven (7) innings or one (1) hour and forty-five (45) minutes, which ever comes first.
- 2) No new inning shall start after two (2) hours of game time has passed, or one (1) hour and forty-five (45) minutes for first game in a double header game during the week.
- 3) If the game is tied at the completion of seven (7) innings but before completing two (2) hours of play, or one (1) hour and forty-five (45) minutes for first game in a double header game during the week, the game will continue until the tie is broken, not to exceed one inning after the two (2) hour time limit or the one (1) hour and forty-five (45) minutes for first game in a double header game during the week.
- 4) Game may end in a tie.
- 5) The game must be terminated after the completion of five (5) innings if either team is ahead by ten (10) runs.
- 6) Games called for inclement weather by the umpire revert to the score of the last full inning. Games must have 4 complete innings to be official. Less than 4 inning games will be completed at a later date.



Softball Interlocking League Rules

Shetland Slow Pitch Softball (SSP) T-Ball

- No new inning can start after 55 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- TIE games will be called when time has expired and inning in progress is completed
- Five run limit per inning or three outs thru four complete innings. Unlimited runs after fourth inning. Ten (10) run mercy rule after three innings (2 ½ if home team is ahead)
- All players present at start of game will bat in rotation. Players arriving late will be moved to the bottom of the batting lineup and will not count as an out.
- Home team will furnish a 11" softball as required by Pony rules, white is ok for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The missing 9th player *will not* be considered an out.
- Scorebooks: each team will bring their own scorebooks for game recording. Host league will furnish official site scorebook. Officials to sign official book after each game.
- Scorekeeping: The home team shall provide a scorekeeper for the official book; the visiting team will provide a parent to operate the scoreboard, if any.
- No changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for first game only and second game only if second has started.
- No sizing up ball once placed on tee. Counts as a strike
- Two defensive coaches are allowed in field to direct the defense. Must stay behind the base path.



Softball Interlocking League Rules

Pinto

- No new inning can start after 55 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- TIE games will be called when time has expires and inning in progress when time expires is completed
- Five run limit per inning or three outs thru four complete innings. Unlimited runs after fourth inning. Ten (10) run mercy rule after three innings (2 ½ if home team is ahead)
- All players present at start of game will bat in rotation. Players arriving late will be moved to the bottom of the batting lineup and will not count as an out.
- Each batter gets 4 pitches.
- Home team will furnish a 11" softball as required by Pony rules, white if for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The missing 9th player *will not* be considered an out.
- SCOREBOOKS: each team will bring their own scorebooks for game recording. Host league will furnish official site scorebook. Officials to sign official book after each game.
- No changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for first game only and second game only if second has started.



Softball Interlocking League Rules

Mustang-Bronco-Pony Fast Pitch

- No new inning can start after ⁸⁰70 minutes, but the inning in progress when time expires will be completed UNLESS the home team is batting and ahead, then the game will be called
- TIE games will be called when (a) time has expired (b) inning in progress when time expires is completed
- Five run limit per inning or three outs thru four complete innings. Unlimited runs after fourth inning. Ten (10) run mercy rule after three innings (2 ½ if home team ahead)
- Standard Pony Softball substitution rules apply in Mustang, Bronco and Pony Fast Pitch
- Home team will furnish a 11" or 12" softball as required by Pony rules, white if for interlock play, but high visibility yellow recommended
- Participation rules (2 innings defensively and 1 at bat) recommended but individual league guidelines apply
- All other standard Pony Softball rules apply. There are NO protests in interlock play.
- Games can start with eight (8) players to avoid forfeits, but if a team falls below eight players, the game will be called a forfeit. The 9th player *will not* be considered an out
- SCOREBOOKS: Each team will bring their own scorebooks for game recording. Host league will furnish site scorebook. Officials to sign official book after each games
- Schedule Changes no changes will be considered without 48 hours advance notice. All forfeits will be logged in scorebooks as a forfeit and be deducted from required 12 games.
- 4:00 pm deadline Monday thru Friday and 7:30am deadline for Saturday games will apply to notify officials concerning cancellations caused by weather. After these deadlines, if games called for weather, officials would be paid for first game only and second game only if second has started.