

2017 PYBSA Sweetees Rules

Section 1: Playing Field

- 1.1 The playing field shall be laid out as follows:
- a) The distance between all bases shall be fifty (50) feet.
 - b) The distance between the point of home plate and the front side of the pitching rubber shall be forty (40) feet. An (8) foot RADIUS circle shall be drawn around the pitcher's mound. A line shall be drawn across the circle at the half way mark.
 - c) The batting tee shall sit on home plate.
 - d) The batter's box shall be regulation, 6 feet long and 3 feet wide.
 - e) An arc reaching from the first base line to the third base line and measured ten feet (10') from the point of home plate toward the infield shall be drawn to determine when ball is in play.
 - f) A line, beginning at the ten feet (10') point behind first (1st) base, extending from the first (1st) baseline to the ten feet (10') point behind second (2nd) base and further extending from the ten feet (10') point behind second (2nd) base ending at the third (3rd) baseline at the ten feet (10') point behind third (3rd) base

Section 2: Equipment

- 2.1 The bat shall be labeled "Official TeeBall" or it may be a DSI approved bat. No bat can be longer than 31".
- 2.2 The batting tee must have a flat surface, not to exceed seventeen (17) inches in width. It must be adjustable with a rubber base at the top, with not less than six (6) inches unobstructed. Tee may be the new tripod type.
- 2.3 The ball shall be a Dixie approved 11 inch RIF 5.
- 2.4 The catcher and pitcher MUST wear a batting helmet with the facemask attached. Additional catching equipment is optional.

Section 3: The Game

- 3.1 It shall be a regulation game when:
- a) Game time reaches the 1 hour 15 minute limit or completed five (5) innings. A minimum of 3 innings shall be played.
 - b) The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.
 - c) The home team scores the winning run in the last half of the fifth (5th) inning before the tenth (10th) batter.
 - d) Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half (2½) innings of play. NOTE: Games called because of rain, darkness or other reason before they become regulation shall be resumed from the point of termination.
 - e) One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

3.2 It shall be a tie game when:

- a) The score is even after three (3) or more complete innings.
- b) After two and one-half (2½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

3.3 The Defense:

- a) All players will play on defense with only six (6) players in the infield with all being at least forty feet (40') from home plate at the point of time the ball is hit by the batter. NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.
- b) All outfielders must be at least ten feet (10') behind the base lines at the point of time the ball is hit by the batter. NOTE: If any fielder is not at the proper distance when the batter hits the ball, the offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
- c) Play will stop:
 1. When the player-pitcher or any other player is within the eight-foot RADIUS circle and has possession of the ball.
 2. When a ball is thrown into the circle (or through it when the intent is to return the ball to the eight-foot RADIUS circle).
 3. When the umpire declares that play is dead because a base runner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to.
 4. On the tenth (10th) batter, any base runner that is in front of the base runner being held up by a fielder shall be allowed to advance as many bases as they can safely reach.
 5. NOTE: THE PLAYER-PITCHER OR A DEFENSIVE PLAYER DOES NOT HAVE TO HAVE POSSESSION OF THE BALL INSIDE THE EIGHT FOOT (8') RADIUS CIRCLE IN ORDER TO STOP PLAY.
 6. This rule will be within the umpire's judgment and cannot be protested.
- d) The player-pitcher must be inside the eight-foot (8') RADIUS circle and have both feet in contact with the pitcher's plate at the point of time the ball is hit. **Penalty:** The offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

3.4 The Offense:

- a) The batting line-up will be made up of the entire team roster. In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty.
- b) An inning shall be ended with the end of play of the tenth (10th) batter in that inning. NOTE: PYBSA will use the 10 batters rule. After 3 outs the bases will clear and the team batting will continue. Subsequent runs will continue to count.
- c) **When the tenth batter comes to bat, it will be as if there are two outs.** The tenth batter of an inning is a free runner when he hits the ball. To complete his turn at bat, one of the following must occur:
 1. The batter or a runner is put out.

2. The ball is returned by any defensive player who must touch home plate. PYBSA encourages the coach to use the catcher. (If the out is made before any runner reaches home plate, the runs will not be scored. Runs will be scored until the offense is declared out.)
- d) The manager shall notify the plate umpire of the 10th batter, and the umpire shall announce this to the defensive team. PENALTY: If the manager does not notify the umpire of the 10th batter, the batter shall be declared out and no runs shall score.
 - e) The next batter in the line-up will begin the next inning.
 - f) There will be no bunting. If a batter is ruled to have bunted the ball by the umpire, the batter shall be called "OUT".
 - g) The batter will be given three (3) swings in which to hit the ball. NOTE: In order for a batted ball to be considered as a hit ball the bat must have struck a portion of the ball and the ball must touch or go past the (10') arc in fair territory. NOTE: Whether the bat hit the ball is an umpire's judgment call. NOTE: If, on the third (3rd) swing, the ball does not pass the ten foot (10') arc, or is fouled off, the batter is out. To satisfy this rule, hitting just the batting tee will be considered missing the ball.

3.5 BASE RUNNING

- a) The base runner shall not steal a base or take a lead off the base being occupied. Base runners shall advance only when the ball has been hit past the ten-foot (10') arc into fair territory.
- b) If a base runner leaves her base before the ball is hit by the batter, the base umpire shall signal "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation. NOTE: If the base runner leaves her base after the bat breaks the plane of the batting tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the ten foot (10') arc, there will be no penalty. The ball is ruled "dead". NOTE: The bat coming in contact with the ball or the bat breaking the plane of the batting tee or home plate is within the judgment of the umpire. NOTE: If both the offensive and defensive teams are in violation of a rule on the same play, then the ball is ruled "dead".
- c) The INFIELD FLY rule does not apply.
- d) Any batted ball not going past the ten-foot (10') arc shall be ruled "foul". 3. Any batted ball touched by a defensive player before it crosses the ten-foot (10') arc shall be ruled "foul".
- e) On overthrows, base runners can advance only one base. An overthrow is any throw that gets past a base that the defense is throwing the ball to.
- f) Base runners caught between bases when the pitcher or player-pitcher gains possession of the ball inside the eight foot (8') RADIUS circle, must stop at the next base, or return to the last base she was legally entitled as judged by the umpire. If the runner stops or hesitates they will be returned to the previous base.

- g) A head first slide will result in an automatic out.

Section 4: Managers and Coaches

- 4.1 The offensive team may have 3 coaches on the field. A coach at 1st base, a coach at 3rd base and a coach behind the plate.
- 4.2 The coach behind the plate is responsible for moving tee. The coach also may place the batter one time in the batter's box. Once the batter is in her position in the batter's box the coach may no longer instruct her where to hit the ball. If the player hits a foul ball the coach may reposition the batter. If the batter swings and misses the coach may not reposition the batter.
- 4.3 Base coaches must remain in the coaching box.
- 4.4 Remarks to base runners shall only be from the base coach. Coach behind the plate may not coach base runners.
- 4.5 Base coaches will keep their hands off the base runners (if a coach assists a base runner with his hands to avoid a play being made on the runner, **the runner is out.**)
- 4.6 The manager and the dugout coach will be responsible for keeping players in the dugout with the exception of the batter and the on-deck batter. The on-deck batter must remain in the batter's circle.
- 4.7 A team may have 2 defensive coaches on either side of the field in foul territory. All other coaches **must** remain close to their team's dugout. The umpires shall give one warning per team. Any further violation shall result in the loss of this privilege for that team for the remainder of the game.
- 4.8 ONLY Managers will be permitted to ask the umpire for clarification of a rule. He/She will not appeal a judgment call.

UNSPORTSMANLIKE CONDUCT will not be tolerated. The manager or coach shall be warned by the umpire that his or her conduct is not acceptable. Should this behavior continue or reoccur, the umpire shall eject the manager or coach from the game.

All rules not covered will be covered by the official Dixie Youth Rules & Regulations.

Please gather all equipment and exit quickly at the end of each game; post-game team meetings should be held outside of the field.

In order to protest a game, you must let the umpire know you are protesting the game and it should be noted in the official score book. The game will continue to be played. You must submit your protest in writing within 24 hours and include a \$50 protest fee. If you win your protest, the \$50 will be refunded back to you. If you lose your protest, the \$50 will be donated to the Dixie Scholarship Fund for boys and girls.