

TAYBS Summer Sandlot League Rules

ROSTERS

1. Rosters must have a minimum of 8 and a maximum of 15 players.
2. All players must be league age 8U. (8U on or before 4/30 of current year)
3. Birth Certificates will not be collected. Honor system is in place.

THE GAME

1. The home team must provide umpires and game balls for each hosted game.
2. No new inning shall be started with less than 30 minutes remaining before the start of another scheduled game at the same field. Please see "The Game", rule 3 for the definition of a new inning.
3. No new inning shall start after 8:00 pm. For the purpose of these rules, the start of a new inning shall be defined as the moment the side is retired in the bottom half of the preceding inning. The umpire and/or Tournament Director shall have authority to waive this rule when convinced that either side has deliberately attempted to delay or accelerate an inning to use this rule to their advantage.
4. Innings that are not completed due to darkness, weather, or any other cause shall be voided and the score will revert to that of the last completed inning. The umpire and/or Tournament Director shall have authority to order completion of a game, at a later date, when convinced that either side has deliberately attempted to delay or accelerate an inning to use this rule to their advantage. Continued games shall resume exactly where they were discontinued per Little League rules.
5. Each half inning ends when 3 outs are recorded, or 4 runs have scored, whichever occurs first. If the 4-run limit is exceeded during the final play of the half inning, the excess runs shall not be counted unless they are the result of an out of the park homerun.
- 6. In the final inning, if the visiting team is losing by 4 runs or more, they may score unlimited runs until they tie the game. If they tie the game, the Home team will have a chance to hit and win the game. If the game is called due to darkness, the score will revert back to the last inning. If the Home team does not score, the game will end in a tie. The final inning must be declared before the 1st pitch of that inning is thrown (does not have to be the 6th inning). In the playoffs, extra innings will be played in the event of a tie.**
7. The mercy rule is waived. However, teams shall play with courtesy and be considerate of the opposing team in all games.
8. A hit batsman may elect to stay at bat or take first base, unless the pitch is also ball 4. If the batter stays at bat, the offending pitch shall be called a ball.
9. No arguing with the umpires will be allowed under any circumstances by any player, coach or fan. If any such incidents occur, the coach of the respective team will be warned (or ejected) to maintain control of the incident. Any further occurrences will result in forfeit of the team causing the problem. The team manager(s) ONLY may approach the umpire(s) between half innings to quietly discuss a disputed call. The discussion will be kept low key and out of earshot of any player. Judgment calls may not be challenged. The discussion shall be confined to rule interpretation only and be intended to avoid any further misunderstanding.
10. No un-sportsmanlike conduct will be allowed by any player, coach or spectator under any circumstances.

SUBSTITUTIONS

1. Players may be freely substituted. Except for pitchers, the opposing team need not be notified of position changes unless the opposing manager requests notification pursuant to "Substitutions", rule 3 & 4.
2. Continuous batting order is used. All players present are in the batting order each inning regardless of their fielding position. Players arriving after the first pitch must be added to the end of the batting order.
3. All players must play 2 of the first 4 innings of a game and 4 of the 6 in a complete game.
4. All players must play at least 2 innings in the infield every game unless there is a fear of injury. Requests to waive this rule due to possible injury may only be made by a non-coaching parent(s) of the child involved to the umpire(s) and opposing manager. The rule is also waived in the event of a shortened game.

PITCHING

1. A pitcher must be removed when he/she hits 3 batters in one inning, or 4 batters in one game. It is the umpire's discretion to not count as hit batsman, batters who step into a pitch, fail to move from a pitch, are hit with a bouncing, slow pitch, or any other situation where there is minimal danger of injury or lack of wildness on the pitcher's part.
2. If a pitcher walks more than 4 in a row in one inning, the pitcher may stay in to complete the inning but may not return for another inning
3. Pitchers are limited to 2 innings per game and 6 per week.
4. Pitcher rest periods will be in full compliance with current Cal Ripken rules.
5. Pitchers may not pitch in more than one game per day even when rules require no rest. This rule is waived for the final tournament, but the max inning rules still apply.
6. No balk rules will be enforced but coaches should instruct if the situation arises.
7. Players shall not be used as pitchers until they demonstrate in practice enough control and poise to throw strikes to live batters in a game situation.
8. Once a player is removed as a pitcher that player cannot re-enter the game as a pitcher.

RUNNING

- 1. Each team is allowed 2 successful steals per inning. A runner may not steal until the ball has passed the batter. If a runner is caught stealing the steal attempt shall not be counted.**
2. Runners will be allowed one extra base on an error/overthrow per play. The extra base shall be considered to be one base beyond where a given runner would have advanced to on a clean well executed (error free) play. If the defenders commit additional errors attempting to recover from the original error, no further advancement of the runners is permitted. Runners may be put out attempting to advance the extra base. If the ball is thrown or rolls out of play (out of bounds), per field ground rules, runners may advance one base beyond where a given runner would have advanced to on a clean well executed (error free) play.
3. Runners must slide into all bases, except first base, when a close play is imminent at that base. Failure to slide will result in the player being called out.
4. No runner advance is permitted on an overthrow/error committed while defending a steal attempt. The defenders should be encouraged to make (or not make, after the fact) a play on the stealing runner without the penalty of extra bases. Please encourage proper execution by all players offensively and defensively.
5. No head first sliding is allowed. The runner shall be called out.
6. Obstruction and interference will be called.

BATTING

1. If the batter throws the bat during a swing he will receive a warning for the first incident. Any additional occurrences will result in the player being called automatically out.
2. Bunting is not allowed. However, opposing coaches may meet with the umpire and agree to waive this rule prior to the first pitch of each game.
3. There will be no on-deck batter in the field of play.
4. Catcher interference: First offense, on a game by game basis. Each individual catcher will receive proper instruction from the umpire and/or coaches to avoid subsequent offenses. The ball shall be declared dead, the pitch shall be called a ball (regardless of the swing) and the pitch shall not be counted. Second and subsequent offenses shall be handled per Little League rules.

FIELDING

1. The infield fly rule will not be called, however, coaches should instruct as the situation arises.
2. Four outfielders may be used (10 Players) if opposing managers agree to it prior to game time. Fourth outfielders shall not be used as "short fielders".