

STOW YOUTH BASEBALL LEAGUE INC.
KENT YOUTH BASEBALL
20187 SUMMER GENERAL RULES – FINAL

Section 1-General Rules

1. It is the primary objective of this organization to provide the youth of the Stow-Munroe Falls School District with an organized, adult-supervised program that stresses sportsmanship, complete cooperation, and a chance to learn baseball according to Ohio Hot Stove Baseball League (OHSBL) rules, as modified by the Stow Youth Baseball League, Inc (SYB).

Players, Managers, Coaches, and Umpires shall conduct themselves at all times as to be a credit to the League. Any member of the Board, Manager, Coach, Player, or Umpire accused of using profane or foul language, being verbally or physically abusive, or acting in a manner detrimental to the League, may be dismissed from their position if found guilty by the Executive Board.

2. All managers shall be responsible for the equipment assigned to their teams: uniforms, bats, balls, helmets, equipment bags, catcher's mitt, catcher's mask, catcher's shin guards, and catcher's chest protector. Managers must instruct their players and coaches on the proper use of this equipment. The manager must collect this equipment at the end of the season. CLEANED baseball pants are to be returned to the manager at the end of the season so he can return them with the equipment. Should any baseball player fail to return pants, the manager should advise his League VP. The League will hold each player responsible for the cost of the pants if not returned. The Equipment VP will take an inventory at the end of the season and submit a report of missing equipment. A record shall be kept of this equipment. New equipment required or needing repairs will be handled by the Equipment VP prior to the start of the next season. **IF A MANAGER DOES NOT RETURN EQUIPMENT/PANTS AT END OF SEASON, MANAGER MAY NOT BE ELIGIBLE TO MANAGE/COACH THE FOLLOWING YEAR, OR AN EQUIPMENT DEPOSIT WILL BE CHARGED.** It is a must that equipment is returned after each season for inventory and repairs.
3. All members of the Board, Managers, Coaches, Umpires, and Players are members of the SYB organization.
4. A receipt shall be required in the transfer of all money.
5. The Umpire-in-Chief shall assign umpires for all league games. The Umpire-in-Chief may request help from Summit Umpires. Should an umpire fail to appear for a scheduled game, the game **MUST** be played using a spectator or coach as an umpire, as agreed upon by each team's manager. **Penalty-Forfeit by both teams.** The game will count in the standings. If a spectator/coach is the umpire, he will call balls/strikes from behind home plate if ump gear is available, otherwise from behind pitching mound. The originally scheduled umpire, who did not show, will not be paid. The fee will be paid to the adult who steps up to umpire the game. The Umpire-in-Chief and the SYB Treasurer must be notified of who umpired the game, their contact information, what field, and what day it occurred, so that payment can be made to this person.
6. All managers shall carefully check birth dates of all players assigned to their teams. If a player is in the wrong age bracket, his name shall be turned in to the League Vice-President, so the player may be assigned to a team according to his age. **PENALTY:** Forfeiture of all games in which the player has participated.
7. Managers' applications must be reviewed and approved by the Board each year before try-outs. Managers will be recommended by the respective League Vice-President.

8. Any player who voluntarily withdraws from SYB will forfeit the registration fee, unless an exception is cited by the Board. All requests for a refund must be submitted in writing in order to be considered. Requests must be submitted by April 30th to the SYB Treasurer.
9. No player may be signed up at the fields by managers or coaches or SYB Board members. If a player missed the scheduled registration, he/she may request late registration and will be registered only if openings exist. All registered players must have their birth certificates verified by the League.
10. The Manager may take his child with him to the team he manages. If he is moving up to the next league, he is able to keep up to seven players on that team, including his child. See draft rules for more detail.
11. A manager can manage more than one team in the SYB baseball leagues, subject to the normal manager approval process (rule #7).
12. Team managers must be at least 18 years of age, prior to January 1st of the playing year. The recommended age of a coach is 18 years old, prior to January 1st of the playing year.
13. Umpires must be at least 15 years of age, prior to September 1st of the playing year.
14. Managers must submit their signed, completed rosters to the League Vice-President and League Secretary by the designated date in April. This roster must include players' first and last names, address, telephone number, and birth date. If not submitted, the manager will forfeit all games until the completed roster is turned in. These losses will remain in effect for the entire season.
15. The only ball that may be used for baseball games will be those supplied or approved by SYB.
16. If you cannot **read** the manufacturer's specifications on the bat, or if the bat appears to be altered in any way (i.e. weight or length), you will not be allowed to use that bat. Umpire discretion applies.
PENALTY: If the bat is used, the batter is out.

17. STOW YOUTH BASEBALL DESIGNATED LEAGUES:

Age is determined on **MAY 31st** of the playing year:

T-Ball – 4 or 5 years old on April 30th ~~April 30th~~. Coach Pitch – 5 or 6 years old on May 31st.

I – League – 6 or 7 years old on April 30th ~~April 30th~~. Teams formed by League VP.

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H - Gold – 7 or 8 years old on April 30th ~~April 30th~~. Teams formed by League VP.

H - Maroon – 9 or 10 years old on April 30th ~~April 30th~~. Teams are formed through a try-out, draft format.

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G League – 11 or 12 years old on April 30th ~~April 30th~~. Teams are formed through a try-out, draft format.

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F League – 13 or 14 years old on April 30th ~~April 30th~~. Teams are formed through a try-out, draft format.

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E League – 15 to 18 years old on April 30th ~~May 31st~~. Teams are formed by the managers and League VP, with try-outs/draft used as necessary to assign available players.

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If a parent wishes his/her child to play up an age group, it must be discussed with the League VP. If it is later determined that the child's skills are not commensurate with the higher age group, the child's playing time could be limited, or the parent or SYB may ask that the child be returned to the proper age group for the season.

18. All SYB teams may also compete in tournaments in or outside of Stow, as long as the tournament games do not interfere with SYB scheduled league games.
19. H-Maroon and G teams playing in the season ending Hot Stove tournament are allowed to play through the Monday before District Tournament play (this day will be established by the Ohio Hot Stove League), but not during the tournament play, until they are eliminated.
20. ~~H Maroon, G, and F players~~[All Recreational League players](#) should only play on one team, in only one league classification, and in only one organized baseball league during the current season.
21. No player shall play for more than one team in the SYB organization, **unless approved by the SYB board**.
22. No metal spikes are allowed; F and E League being the exception.
23. The use of [all](#) tobacco products ([including vaping](#)) during games/practices is prohibited for managers, coaches, umpers, and players.
24. [No consumption of alcohol or illegal drugs is permitted during any league game or practice](#). Any managers, coaches, umpires, or players appearing (~~for~~[either for at a practice or at a game](#)) under the influence of alcohol or drugs will be automatically suspended or dismissed.

Section II – General League Rules

1. The Ohio Hot Stove Baseball League (www.ohsbl.com) rules shall govern all baseball play (HM and G Leagues only), except when superseded by the Stow Youth Baseball League rules or field ground rules.
2. Once a game has started, the home plate umpire is in complete charge of the game. No player, spectator, manager, or coach shall yell at, heckle, or touch an umpire. No coach, manager, spectator, or player is permitted to verbally “ride” the umpire, “call” balls and strikes on a pitch, or utter anything in an attempt to intimidate the ump or affect his calling of the game. ***Managers will stress this point to their coaches, players, and spectators.*** Any abusive language or action by a player, spectator, manager, or coach directed at the umpire or opposing players shall be called to the attention of the managers. The managers shall ask the coaches, players, or spectators to refrain from the use of abusive language or actions. If this is not followed, the umpire may eject the manager, coach, player, or spectator, and secondly call a forfeit.
3. No protest on an umpire’s judgment call will be considered.
4. A coach may not change coaching boxes in any one inning.
5. Excessive unsportsmanlike conduct will not be tolerated. The umpire shall give the manager one warning, and if it persists, the umpire shall eject the individual. If it continues, the umpire will call a forfeit.
6. No coach, spectator, manager, or player will be permitted to yell at or distract a player on the opposing team. The umpire shall give one warning, and if it persists, eject the individual. If it continues, the umpire shall call a forfeit. Team cheering shall be permitted as long as it is in a sportsmanlike manner and not directed at the opposing team.
7. All players must wear full protective headgear while batting, running the bases, and catching. If during a live ball situation the headgear is intentionally removed, while running bases or after scoring, but before leaving the field of play, the runner is out. Any player warming up a pitcher must wear a mask.

8. A chinstrap must be worn at all times when batting and running the bases in all baseball leagues, except F and E. The chinstrap must be worn in such a manner that the chinstrap touches the bottom of chin. If the batter is not wearing a chinstrap on the helmet, a warning will be issued to BOTH teams. After any subsequent violations, the person not wearing the chinstrap will be called out.
9. Weekday games starting time is 6:00 p.m., with a 15-minute grace period. Night games start at 8:30 p.m. Each team should be allowed equal warm-up time, with home team going first, to insure the game starts at scheduled time. No team warms up after scheduled game time. Games will start on time or as soon as the minimum number of players (8) are present for each team. Players that arrive after game starts will be put at bottom of order. Game time may be modified as required by local community field rules.
10. A manager may establish reasonable training rules for his team, subject to approval by the respective League VP. Disciplinary action may be taken at the manager's discretion. If a player is suspended, the League VP shall be notified in writing within 24 hours. The notice shall state the rule infraction and the duration of the suspension. The suspended player shall not appear at any league game in uniform during the term of the suspension. A copy of said team rules should be on file with the League Vice-President.
11. In the event of lightning, thunder, rain, darkness, or any other situation which would affect the continuance of game due to safety or field conditions, the home plate umpire has the final authority to stop the game. The players should be removed to a safe place until weather improves. After a 30-minute interval, the umpire should decide whether to continue or officially stop the game. In the event of conditions that would stop a game (such as lightning, rain, darkness, light failure, etc.), completion of a game will be governed by the interpretation of the Ohio Hot Stove Baseball Rules (4.10, 4.11, 4.12). If lightning is visible at any time during a game, play stops immediately and the above rules apply as with any other weather condition. If the game continues, speed up rules must be enforced (See section V).
 - 11a) Any game that is TIED when it is called is a SUSPENDED game that will be completed at a later date, resuming from the exact point that play was halted.
 - 11b) Any game that has NOT completed 5 innings (or 4 ½ innings with the home team winning) is a SUSPENDED game that will be completed at a later date, resuming from the exact point that play was halted.
 - 11c) If the game has completed 5 innings (or 4 ½ innings with the home team winning), it is a complete regulation game with the following exception:
 - (i) If the game is called during an INCOMPLETE inning in which the visiting team has scored 1 or more runs to tie the game or take the lead, it is a SUSPENDED game that will be completed at a later date, resuming from the exact point that play was halted.
 - 11d) SUSPENDED games described above will be finished the next time the teams meet, if they meet again during the season. If teams do not meet again, the League VP and Umpire-in-Chief will schedule the completion of the game for another date. The managers/coaches do NOT reschedule the game.
 - 11e) Rules concerning the completion of a SUSPENDED game at a later date:
 - (a) Players in original lineup who are NOT present for game's completion are skipped in the batting order, NO out is taken. Same as if a player left a game early.
 - (b) Players NOT in original lineup who ARE present for the game's completion are added to the bottom of the round-robin batting order. Same as if a player arrived late to a game.
 - (c) Hot Stove rules limit innings pitched "per calendar day", so innings pitched in original game do NOT count against a pitcher if game completed on another day.

(d) SUSPENDED games resume from the exact point that play was halted. SUSPENDED games NEVER start over from the beginning.

12. The Executive Board shall have the final authority to rule in all matters.
13. Teams playing in any tournament will play by the rules of the tournament they have entered.
14. A team shall become the responsibility of the manager 15 minutes before the game/practice and shall remain his responsibility for 15 minutes after the game/practice completes, for its conduct on and off the field. He shall be relieved of this responsibility when the parents take the youth from the field. A manager shall not leave until all players are picked up.
 - 14a) Parents must complete the emergency contact form and give to manager at first scheduled practice. If the parents or guardian will not be at the ballfield, and not at one of the phone numbers listed on the emergency contact form, they must leave their current contact information with the manager or coach.
15. No league games shall be scheduled 48 hours before any post-season tournaments.
16. All league games take precedence over tournament games during regular season.
17. The Umpire-in-Chief will reschedule all rain-outs and suspended games, with the consent of the League VPs. ~~The managers/coaches have no say in the day and time of the rescheduled games. A make-up date must be published within 2 weeks, with game played as soon as an open field and time allow~~ Within 48 hours of the each rained out or postponed game the managers/coaches shall provide the Umpire-in-Chief and the League VP with two mutually-agreed-upon makeup dates and times, to be played within the next two weeks. The Umpire-in-Chief will either attempt to accommodate and reschedule the game or propose alternate makeup dates and times. If the managers/coaches fail to comply with the 48 hour rule, then a day, time, and field will be assigned for the make-up game at the Umpire-in-Chief's discretion. If either team cannot field a legal team on the assigned day and time, they will forfeit the game.-
18. If there is a night game under the lights following the one being played, no new inning may begin after 8:15 p.m. for the first game. No new inning shall start after 10:30 p.m. for a night game. These rules apply only during the school year when school is scheduled for the next day, for either team. No new innings shall be started after 8:30 for the first game at all other times when a night game follows under the lights.
19. Managers and coaches shall be properly attired at all games. Anyone in violation will be ejected from the game until properly attired (no cutoffs or tank tops).
20. No games will be postponed without permission of League's Vice-President or Executive Vice-President, except for inclement weather. If a school event (awards ceremony, concert, etc) conflicts with a scheduled game, the manager must notify the League VP by May 1st – the League VP will then reschedule the game with the Umpire-in-Chief. Once school is out, NO games will be rescheduled due to a school conflict. Only SCHOOL conflicts which would cause a team to FORFEIT will be considered as a reason to reschedule, if proper notice is given as described above.
21. A) Any umpire ejection of a manager, coach, spectator, or player must be filed in writing by the umpire and the manager/coach to the Umpire-in-Chief and League VP within 24 hours of game time to explain the incident. In the event of an ejection during a game, the ejected manager/coach/spectator/player will ALSO sit out the NEXT scheduled league game. The manager/coach/spectator/player must not be present at the playing field as a coach or SPECTATOR, and must be out of sight and ear-shot of the umpire and the

playing field. If the manager/coach/spectator/player is near the playing field during his suspension, the umpire will stop play until he leaves, or the umpire will call a forfeit.

B) Any person ejected from game must remain out of sight and ear-shot of the umpire and the playing field.

22. It is recommended that all boys wear athletic supporters.

23. All catchers must wear protective headgear, cup (boys only), throat guards, and proper catching equipment.
PENALTY: Cannot play in the game as a catcher.

24. All-star teams in HG, HM, G, and F Leagues are formed at the end of the season. The first place team manager manages one team and the second place team manager manages the second team. If either one is unable to manage, then the third, fourth, etc., place managers fill in, in that order. The manager selects coaches for each of the teams. The League VP makes the guidelines for all-star team selections.

(a) In the All-Star games, the 10-run rule is NOT in effect, all 6 or 7 regulation innings are to be played.

25. In the event of a league tie for first place: head-to-head record will be used to determine 1st and 2nd place, IF the league had a BALANCED schedule. If still tied, or NOT a balanced schedule, there will be a one game play-off with the winner receiving first place trophies and the loser second place trophies. The site and play-off date to be determined by the League Vice-President and the Umpire-in-Chief.

26. In the event of a tie for second place: head-to-head record will be used to determine 2nd and 3rd place, IF the league had a BALANCED schedule. If still tied, or NOT a balanced schedule, there will be a one game play-off with the winner receiving 2nd place trophies and the loser 3rd place trophies. The site and play-off date to be determined by the League Vice-President and the Umpire-in-Chief.

27. All protests must be submitted on the Stow Youth Baseball protest form (see website for a copy of the form) and must be submitted to the League Vice-President in writing along with a protest fee of \$25.00 no later than 24 hours from time of protest. Protest fees shall be retained by SYB unless the protest is upheld by the protest committee. In order to be valid, the protest must be brought to the attention of the opposing team and the umpire at the time of the occurrence. No umpire judgment call can be protested.

PROTEST COMMITTEE

1. Umpire-in-Chief
2. SYB President
3. Executive VP
4. League VP, for the league of the game under protest, in a non-voting advisory role. If one of the other members is absent, the League VP will vote if necessary to break a tie.

28. A team must have eight players to start, maintain, and finish a game. If unable to field eight players a forfeit will be called. If a forfeit is called, please remain at the field and play a scrimmage game – the umpire must stay to be paid for the game. (Note: Hot Stove Tournament requires 9 to start game.)

29. There will be round-robin batting order used in all SYB league games.

30. Field set-up for games is provided by SYB. In the event the bases were not set-up (due to weather or other reasons), it shall be the responsibility of both managers and teams.

31. Two-Inning Rule applies to H-Maroon, G, and F Leagues. See Section III below.

32. Three-Inning Rule applies to H-Gold League. See Section IV below.
33. There are no automatic outs in the line-up. The only exception to this rule is if a player is ejected. Then, that spot in the batting order becomes an automatic out every time the ejected player is scheduled to bat. However, if a player has to leave for work, illness, injury, personal reasons, etc., the spot is merely bypassed and is NOT an automatic out. If a player misses a turn at bat for any reason in a game, that player is not eligible to return for the remainder/balance of that game.
34. NO collisions are allowed. If the defensive player is blocking the base and has the ball in hand OR has a chance at making a play, the runner must slide to avoid a collision; if the base runner fails to properly slide AND causes a collision with the fielder, the umpire will call him out. This is a judgment call. If a defensive player is blocking a base without the ball in hand AND has no chance of making a play, thus causing a collision, the runner will be ruled safe whether he slides or not. If a defensive player goes up the line and is blocking the line without the ball, the base runner should run around the defensive player to avoid the collision, without fear of being called out. Sliding is not required at first base.
35. A runner cannot deliberately crash or barrel-roll into a defensive player. The runner cannot use a forearm block, or block of any type. Runner can slide hard.
PENALTY: Runner is out and may be ejected from game at the umpire's discretion.
36. A defensive player shall not fake a tag on a runner without the ball or when no play is imminent.
PENALTY: Ejection. (umpire discretion)
37. SYB league-issued uniforms are to be worn on the playing field at all times during all league games. In particular, the league-issued baseball hats are part of the uniform and must be worn at all times in the field.
38. If one team is leading by 10 runs or more at the end of the 5th inning (4½ innings if the home team is ahead), that game shall be ended and the team leading will be declared the winner.
39. A pitcher will be removed from pitching if he hits 3 batters ~~in 1 inning, or hits a total of 4~~ during a game (in SYB league play only). If an umpire believes a pitcher INTENTIONALLY threw at a batter, the umpire can eject the pitcher immediately (umpire discretion).

40. RECOMMENDED MAXIMUM PITCH COUNT PER DAY –

7-8 years old	50 Pitches Per Day
9-10 years old	65 Pitches Per Day
11-12 years old	75 Pitches Per Day
13-14 years old	85 Pitches Per Day

This is to protect the player from injury. ~~Also consider~~ The SYB Board strongly recommends not having a catcher pitch after catching and a pitcher go to catch after pitching.

Section III - Definition of Two-Inning Rule:

Definition of the Two-Inning Rule is as follows:

- A. Starters on H-Maroon, G, and F Leagues teams must play a minimum of twelve (12) outs, counting the offensive and defensive outs. These outs do not need to be consecutive, but must be played prior to the conclusion of the game. An un-played half inning (such as the bottom of the 5th or 7th) does NOT count as part of the player's time in the game.

- B. Non-starters (substitutes) must play a minimum of two innings, twelve (12) consecutive outs, counting the offensive and defensive outs.
- C. Non-starters (substitutes) must be inserted into the game by the top of the 3rd inning. This means prior to the start of the 3rd inning.
- D. After meeting requirements B & C above, managers may use free re-entry of all players, as long the batting order remains the same.
- E. IF a team plays 6 or more defensive innings in the field, each player on that team must play at least 3 innings in the field (SYB league games only).

RULE (E) insures all players are receiving fair and adequate playing time in the field. In shortened games, where a team could be in the field only 4 or 5 innings, 2 innings might be all that is possible. But in a full 6 or more inning game, ALL players must play at least 3 innings in the field. If a player plays 2 innings in a shortened game, the manager should ensure he gets at least 3 innings next game.

Section IV – Definition of Three-Inning Rule:

Definition of the Three-Inning Rule is as follows:

- A. All H-Gold players must play in the field 3 innings within the first 5 innings of the game, since the 6th inning is not guaranteed. This means all players must play in the field by the 3rd inning.
- B. After all players have been inserted in the field, if a player becomes ill, is injured, or ejected from the ballgame, the manager will insert in the field any player that is available.

Exceptions to the Two or Three Inning Rules:

- A. If a player is in the line-up at the start of the game and is injured or becomes ill before he has played the 2 or 3 full innings.
- B. If a player is inserted in the line-up after the start of the game and is injured or becomes ill before he has played 2 or 3 full innings.
- C. If a game is called because of rain, darkness, or any other reason and it would have been possible for each player to have played the required 2 or 3 innings if the game had gone at least 4 or 5 full innings.
- D. If a player is removed from the game due to misconduct for disciplinary action.
- E. If the manager removed the player for misconduct or for disciplinary action, he must notify the League VP in writing within 24 hours setting forth detail. It shall be verified by the League VP in writing.

Section V SPEED UP RULE: For time-limit leagues, extra innings, and games delayed due to weather

Catcher: When the catcher is on base or reaches base with two outs, it is mandatory the catcher be replaced by the player who made the last out. The catcher speed up rule will not be in effect during the last inning. The catcher speed up rule will be enforced if the game requires extra innings. This rule applies to the catcher who will be catching the next defensive inning.

Pitcher: A pitcher is allowed a maximum of five warm-up pitches from the mound. If a pitcher requires more than 5 warm-up pitches, it is the manager's responsibility to have his pitcher warm-up in between innings in a safe and out-of-play area. A pitcher replacing a pitcher that has been removed from the mound during an inning shall be given (at umpires discretion) adequate time to warm up. When the pitcher is on base or reaches base with 2 outs, a manager has the option of replacing the pitcher with the person who made the last out.

IT WILL BE THE MANAGER'S RESPONSIBILITY TO HAVE THE REPLACEMENT RUNNER READY.

