



Sylmar Independent Baseball League, Inc.

2016

Playing Rules & Regulations

for

Pony Baseball & ASA Softball

Youth Divisions



LEAGUE

1. The Sylmar Independent Baseball League shall be governed first by the following rules and regulations. If not covered by the following rules, PONY Baseball/ASA Softball Rules and Regulation should be consulted. If not covered by PONY/ASA rules, the current issue of the Official Baseball, "The Sporting News" edition or Official So-Cal ASA Yellowbook should be consulted.
2. All Children are welcome according to Pony Baseball/ASA Softball regulations.
3. No noise making equipment may be used before 7:30am. No excessive noise is allowed. You may cheer as much as you want to support your team. No noise makers, loud music or horns of any type permitted.
4. Snack bars can only be used during practices and games.
5. Entrance to the ball fields is Harding Street. When open you may enter the ball fields from Gridley Street. No Parking on Gridley Street for any reason. You must not climb any fence to enter the ball fields.
6. You must clean up immediately after each game. All playing fields, practice areas and parking areas must be kept clean at all times.
7. You must report any graffiti on SIBL property immediately. Graffiti must be cleaned up immediately.
8. Managers will have to go through a back ground check every year, no exceptions and must be approved by Rule Committee.

REGISTRATION

1. Any physical limitations that would affect a child's ability to play baseball should be noted on the back of his registration card.
2. All children must appear to tryouts except for children returning to established teams. If they do not make "one" tryout they will not be eligible for the draft (this may be voted upon by drafting managers) and will be assigned by the Player Agent to the next available team.
3. A waiting list will be kept in order of number of tryouts attended and registration number. Any waiting list must be kept in strict confidence by registrar, league commissioner and player agent.
4. All players scheduled to return to established teams must be registered within the first correspondents' sign-ups in their Division or they will be assigned to a waiting list.
5. Every parent shall have, if they choose, the option to block "one" manager from drafting their child.
6. One player may be "Frozen" by manager, son/daughter or blood relative.

THE FIELD

1. All activities or functions on the S.I.B.L. complex shall be governed and sanctioned by the Board of Directors.
2. At each game, it will be the responsibility of both managers to make the field ready for play and clean up afterwards. Home team is responsible to get the field ready for play: water down infield, chalk, and place bases. The visiting team is responsible for after game maintenance, which includes: dragging the infield, raking the mound, removing bases and put back in equipment storage room. Each team should help out with this process or they should be reported to the division VP. Refusal to comply could result in the need to present yourself before rules committee.
3. Cleanup is to be done after each game. This includes the visiting team cleaning their side of the field, dugout and their bleachers while the home team cleans their side of the field, dugout and their bleachers. Refusal to comply could result in the need to present yourself before rules committee.
4. After tryouts, "NO" practices will begin anywhere for any division until that division's field is ready for play. NO EXCEPTIONS! Only Division VP will decide when the field is ready. Violation could result in the penalty of one win. Manager must appear at Rules Committee meeting for review. (See Playing Rule #18.)

SCHEDULE

1. The league shall adopt and play a schedule of games. Teams must have the sanction of the Board of Directors to play outside the area.
2. Practice games are permitted on any available open date. (See times ball fields may be used CUP).
3. All practices on unscheduled days or hours on any field are on a first come, first serve basis after approval by that division's Player Agent. There is a two hour maximum per team overall.
4. All rained out games will be scheduled by the player agent on the first available open date. All incomplete games will be made up the next time those two teams play one another. Incomplete games will be played before the regularly scheduled game.
5. Playoffs will be scheduled by the division's Player Agent. Tournament Pitching Rules will apply.
6. The Player Agent/Rules Committee will submit rules for selection of an all-star team to all league managers prior to tournament play.

MANAGERS & COACHES

1. A manager and coach will be allowed to occupy the first and third base coaching boxes during offensive play in all leagues.
2. No more than three adults per team will be allowed on the field during the game.
3. No manager/coach will be allowed to manage/coach more than one team in a regular

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season of play. (On the roster/coach of record). Exception may be made Pony or T-Ball which must be approved by the Board.

4. Managers are responsible for the return of all the team's baseball equipment (in good condition). Failure to return all equipment at the team's last game will result in a Rules Committee review of that manager's eligibility. No all-star equipment will be handed out to any manager who has not turned in their regular season equipment.
5. NO ALCOHOLIC BEVERAGES ARE PERMITTED AT ANY OF THE SIBL BALL FIELDS. This is an automatic ejection from the ball fields. Use of tobacco, in any form, by players, umpires, managers or coaches on the field, in the dugout, or on the benches is NOT PERMITTED.
6. All persons involved in the ball game shall refrain from using profanity.
7. All new Managers and Coaches shall have a one year probation period.
8. Any manager ejected from a game by an umpire due to unsportsmanlike conduct will be required to remain off the ball field and refrain from coaching during the remainder of the game. The manager must sit out his/her next game and refrain from coaching. Failure to abide will result in forfeiture of game. The next game will be monitored by the Player Agent or his/her representative from the Board. Appeals to be made through Player Agent for review by Rules Committee.

UMPIRES

1. Teams may wait 15 minutes past the scheduled starting time for the arrival of the umpire. If the umpire fails to arrive, anyone agreed upon by both managers shall become the umpire. If after 30 minutes the scheduled umpire arrives, the teams have the option to keep the substitute umpire or use scheduled umpire providing both managers agree.
2. It will be strictly up to the umpire when a game shall be ended because of darkness.
3. It is the responsibility of the umpire to keep the game moving at all times. No stalling delay tactics of any kind will be tolerated.

PLAYERS EQUIPMENT

1. Uniforms, consisting of shirts and caps, for all players will be furnished by the league. No individual purchase of uniforms will be allowed, except by Rules Committee approval.
2. Catchers are required to wear mask; throat and chest protector, shin guards, cup and protective headgear which gives protection to top of the head and ears when catching behind the plate. Manager's Responsibility!
3. ANY ONE UNDER THE AGE OF 18 WARMING UP A PITCHER SHALL WEAR A MASK.
4. It is required that league officials along with parents make every effort to see that athletic supporters w/cup inserts are worn by all players. (Baseball only)
5. Headgear provided by the league shall be worn by all offensive players on the field and all coaches on the field under 18years of age. Players may wear their own headgear if it has

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an approved sticker on it. NO jewelry is allowed to be worn while participating in a game or practice.

6. Players deliberately throwing equipment during a game shall be ejected from the game. Players unintentionally throwing equipment, bats, etc., may be given one warning-umpire's call. Ejected player must sit out his/her next game in uniform and in the dugout.

PITCHING

1. A pitcher will have been considered to have pitched in an inning once he/she has assumed the mound and thrown one pitch to one batter.
2. In the resumption of a suspended or protested game, if a pitcher is eligible under all pitching rules, he/she may continue in that game. He may also be substituted for, governed by standard substitution rules. A pitcher who is withdrawn from the mound shall not be permitted to return to the mound as a pitcher in the same game.
3. The umpire shall allow a relief pitcher entering a game to warm up properly with at least ten (8) warm-up pitches.

PLAYERS & SUBSTITUTIONS

1. Each player MUST bat in the line-up and free substitution play is allowed in every game scheduled unless he/she is restricted for disciplinary action. Failure on the part of the manager to adhere to this rule shall result in the following penalties: 1st offense: Forfeiture of one win and the manager is to meet with the Rules Committee. 2nd offense: Forfeiture of one win, the manager is suspended his/her next game, and he/she Must meet with the Board of Directors.
2. If a player was absent during the original game of a suspended or contested game, this player may not enter that game upon continuation unless his team has less than 9 players.
3. Any player benched by his/her manager or coach (with a valid benching report signed by that division's Player Agent) before a game may not play in the game unless his/her team has less than 9 players. Any such restrictions must be made in writing to the Official Scorekeeper before the start of the game. Written or verbal confirmation must be given to the opposing manager. Any player benched by an umpire may not enter the game under any circumstances. Parents may request their child not play for disciplinary reasons, they must inform the Manager and the scorekeeper of this request.
4. Player agents will make weekly checks of the official scorebook for absences, injuries, players' substitution, pitched innings, complete games, etc., and report to the Rules Committee immediately if any discrepancies are found.
5. Managers must report to the scorekeeper in writing, "line-up card" the number of players available. The names of absentees must be noted in the official scorebook (manager's responsibility). After two reasons for absence, Player Agent may take action to suspend the player.
6. (Manager's option) If a child is ill or injured for more than 4 weeks from the first league game he/she misses, he/she is dropped from that team. When he/she is able to play, the child is put at the top of the waiting list. The team that lost him/her will have first option

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on him/her when he/she is able to play (if they need a player). If at the time of the injury according to a Doctor's statement, the child will be out for 4 weeks or more, he/she will be dropped and the manager may pick up a child from the waiting list, if available.

7. If a team loses a player, it is the manager's option to pick up the first player from the waiting list, within 7 days, as assigned by the Player Agent. Anytime a child is picked up from the waiting list, the manager has a one game option of playing the child or not, effective as of the day the new player is assigned.
8. In the last two weeks of the season a manager need not pick up a player from the waiting list. Parent and child must be notified by the Player Agent before the child is dropped for any reason.
9. If a player is ejected from a game by an umpire after all subs have been made, a previously substituted player may replace him/her in the line-up except a pitcher may not pitch again. The child who is ejected may not participate in the next game, but must come in full uniform and sit in the dugout. If he/she does not come to the next game and sit in the dugout, the rule applies to the following game.

PLAYING RULES

1. There shall be no more than one (1) offensive time-out per inning.
2. If a game is called for any reason before it is a complete game. Or if the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment. If a game is called for any reason after it is considered a complete game and the visiting team either ties the score or goes ahead in its half of an inning, the game is considered suspended from that point and resumed at a later date. Standard baseball rules apply.
3. Applies to Baseball only: 10 RUN RULE - If a team is leading an opponent by 10 or more runs after the game has completed (four innings in Pinto and Mustang) (five innings in Bronco and Pony), the game is considered complete and terminated at that point, except that the home team shall be allowed to bat if it is behind to complete an inning.
4. The Home team manager will furnish the Official Scorekeeper 10 minutes prior to game time. If at game time there is no scorekeeper, the home team manager will become the Official Scorekeeper and may not coach in that game.
5. SLIDE RULE -If a play is being made at home plate or a base, the runner must slide or attempt to avoid collision with the fielder or he is out. A play being made is defined as the fielder holding the ball awaiting the oncoming runner or imminently about to catch a throw at a base/plate in order to make a tag on the base runner. Determination of whether or not a play was being made, and whether or not a collision occurred are judgment calls made by the umpire and shall be the basis for determining whether the runner is safe or out. If in the opinion of the umpire, a runner intentionally collides with the fielder while not attempting to slide, the runner is OUT and ejected from the game. THIS IS NOT A MUST-SLIDE RULE!
6. Any deliberate attempt or act of one player to injure another, in the opinion of the umpire, shall result in the ejection of the player from the game. This includes bowling over a player at any base, a pitcher deliberately throwing at a batter, etc. The player will be benched at his/her next game.

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7. Batter out of order - In Pinto the Official Scorekeeper shall notify the umpire. In Mustang, Bronco, and Pony, the Official Scorekeeper will not notify the umpire, Manager, Coaches or other scorekeepers if a player is batting out of order. It is the responsibility of the Manager to insure players are batting in order of the official lineup.
8. A team failing to field at least eight uniformed players within 15 minutes of the scheduled starting time of the game shall forfeit the game providing the umpire is present and has called "Play Ball". If a team has nine players present, the team must field nine players.
9. Spectators are restricted from the field unless involved in field maintenance.
10. All protests registered during the game shall be made in writing to one of the following: the SIBL President, Vice President, Treasurer, Commissioner, or your Division Player Agent within 24 hours of the game being protested. A cash deposit of \$25.00 must accompany all protests. This will be returned if the protest is ruled in protester's favor. To be a legal protest, the protest must be stated before the next pitch is made. The umpire will stop the game and the protest will be put in writing in the official score book.
11. When any player intentionally, in the judgment of the umpire, discards his protective headgear while batting or running the bases, the following shall occur:
First Occurrence - Both teams shall be warned by the umpire that the next and any subsequent occurrence shall result in ejection from the game.
ANY Other Occurrence - The player shall be ejected from the game after the completion of the play in progress at the time the violation occurs. Such action shall constitute an out.
Exception: Does not apply if play is dead or time is out.
12. When swinging the bat, the hands are considered part of the bat. When trying to avoid being hit by a pitch, the hands are not considered part of the bat. Umpires Judgment.
13. If the ineligible status of a player is not established until after the completion of the game, the game is still subject to forfeit.
14. If a manager or coach goes onto the playing field to talk to any player more than once (twice in Pinto) in a half inning, while the same pitcher is pitching, a pitching change shall be made. Exceptions: time is called by the opposing team or by an umpire, or in case of an injury. Umpires Judgment.
15. A practice is a manager or coach with one or more children not his/her own. Practice can be batting cage, exercising, playing ball etc.
16. As of game three of regular schedule games, all players must be in a full, complete baseball uniform to play in any game. If the player does not have a complete uniform, he/she cannot play. A team cannot be made to forfeit. A complete uniform will include matching baseball pants, matching team jersey with number on back, and matching team ball-cap. All players should wear matching team belts and stirrups/socks but are not mandatory. Players cannot have duplicate numbers on the same team. All players must have their own number on the back of their jersey or they will not be able to play. Jackets and/or sweatshirts cannot be worn over the jerseys, except for a pitcher when running the bases. Jackets and/or sweatshirts may be worn under the jerseys.
17. Cheering against a team will not be allowed (e.g. telling a batter to swing, calling out an opponent's name, etc.). Chatter from the fielders is ok (i.e. Hey batter, batter). Cheering for your team is encouraged. Umpires may give a team or manager a warning. If, in the

umpire's judgement, the cheering is getting out of hand, the manager may ejected for unsportsmanlike conduct.

DRAFTING RULES

1. All players shall attend one tryout.
2. Coaches' option. None. Manager's option - No other manager/coach can draft another manager's child. Baseball only: ** ONLY A TOTAL OF FOUR PLAYER MAY BE FROZEN **
3. Sibling option. If two sibling are in the same division, then if you draft one sibling you will automatically receive the other. However, the siblings must be immediate "family members". Family members can also include cousin, only if they share the same guardian.
4. At each tryout, every manager who attends will rate each player from (1 to 5). The division commissioner will collect the tryout rating sheets after each tryout from the managers. After all the players have attended a tryout, the player agent will then tabulate the average rating given to each player, throwing out the high and the low rating. This rating will be used to draft each player.
5. Draft order will be determined by the drawing of numbers from a hat. The manager drawing (1) will have first draft selection, as so on. The second round will reverse the order from (10) to (1), and continue back and forth with each new round.
6. Players shall be selected in their rating order. For example, all the players rated (5) or (4) must be drafted first, and then players rated (3), as so on. Every draft pool for each round shall include two rating levels. (5's and 4s, 4s and 3s, etc.).
7. All returning managers shall have first priority to retain their team name from the prior year. Unless the team name is not available for this season. Then the returning manager may select from those team names available.
8. Players not rated, and therefore not drafted shall be handed out by the Commissioner. The hand out order shall be determined again by drawing numbers out of a hat. Only the Division Player Agent - Commissioner - Vice president shall know what the draft order is from that point.
9. Parental blocks. Each parent shall have, if they choose, the option to block one manager from drafting their child.
10. After the draft, managers have one hour to trade players. No player can be traded after one hour. All trades must be approved the Commissioner.

SHETLAND & 6U DIVISION

1. Scorebooks were given to all managers, please find parents who want to learn how to keep score. Even though there is NO "official" scorekeeping during regular season, come playoffs there will be scorekeeping and final game scores will count towards playoffs and championship. We encourage you to learn how to keep score!
2. Three Tee-Balls will be supplied to the Umpire so that the game will be maintained at a steady pace. (After the game is completed, the Umpire will return game balls to snack bar.)
3. Line-up sheet for each team MUST be handed to scorekeeper 15 minutes before game start time. It is the manager's responsibility to prepare his team to be ready to play (Last Name & Number).
4. A pre-game meeting with Umpire and the two managers will take place before each game. Head coach may fill in ONLY if Manager is not present.
5. In order to remain within time limit, no new inning should start after 1 hour and 15 minutes into the game – Games are 1 hour 20 minutes no new inning.
6. There is a "NO OUT RULE" in effect which means that FIVE RUNS are reached or SEVEN BATTERS hit, whichever comes first per inning. Important: this rule applies only to the first eight (8) games baseball and first 5 (5) games softball so that the teams can get accustomed to playing. Come the ninth game (baseball) or sixth game (softball) of the season, teams will resume with three out rule along with five runs or seven batters in order to prepare for playoffs.
7. The Pitcher on defense can only make an unassisted play at home plate, and must throw the ball to teammates in order to make a play at any of the other bases.
8. Infielders may make an unassisted play at their closest base in the case of force out (e.g., second baseman and short stop can make the play at either base closest to them and first base and third baseman can only make plays at their respective base).
9. Infielders are the only ones who can call time in the infield (fair territory).
10. Base runners: After all base runners have moved ahead on the bases as far as possible, or after an out, a "time out" is called and the ball is put on the tee for the next batter. A runner must remain on base until the ball is hit. If a fielder overthrows the ball, a runner is allowed to advance one extra base. All runners must wear a batting helmet while on base. Chalk lines must be placed half way between the bases and depending on when time out is called by the fielder, the runner either advances to the next base or has to return to the previous base if she has not passed the ½ point before time out is called.
11. Pitches: Baseball 3:2 (3 Machine pitches & 2 Tee) games 1-8 and 9 and on will be 4:1 (4 Machine Pitch & 1 Tee); Softball 3:2 (3 Coach Pitch & 2 Tee)

PINTO

1. The time limit for Pinto games 1:30 minutes, no new inning shall start after that time. A regulation game in Pinto is five innings. In NO instance shall a Pinto game continue more than seven innings. If the score is tied after seven innings, the game shall be declared a tie and replayed in its entirety if, and only if, it would make a difference in the standings for the playoff series.
2. Four complete innings shall constitute a complete game in Pinto, unless the home team is winning after three and one half innings in a game called by the umpire. IN NO CASE DOES THE SCORE REVERT BACK TO THE LAST COMPLETE INNING.
3. Innings one through four, the five run rule shall apply. In the fifth inning and any extra innings the Open. Three outs must be made.
4. A pitcher may not pitch in more than two innings in any calendar day. After pitching 2 innings in the same calendar day, pitchers must have 40 hours of rest before pitching again.
5. A pitcher may not pitch in more than four innings in any one calendar week (Monday-Sunday), except during playoffs and championship series when he may pitch an additional four innings providing he is still eligible under other pitching rules.
6. The BALK RULE AND INFIELD FLY RULE, are waved. Pinto shall use Tournament pitching 38 feet and base distances of 60 feet.
7. All players will be in their team's batting lineup .and will bat in their order regardless of whether they are playing defensively. Playoffs will differ: teams will bat an equal amount (the most possible by teams involved).
8. Base stealing - Runners may steal base after the ball has been released by pitcher. Runners cannot steal Home plate. Runner on Third base is Frozen!
9. After three walks in one inning the next batter walk will be coach pitcher and assumes the count. The coach-pitcher must pitch from either side of the mound, but with one foot in the dirt area of the pitcher's mound. "Each pitch is a strike". If the ball hits the coach-pitcher, the ball is dead and results in a strike. The coach-pitcher must not obstruct the player at the pitcher's mound. (Umpire's judgment).
10. Bunting is NOT permitted.
11. Dead Ball - The ball is dead when the leading base runner has been played back to a base. The ball is also dead when the umpire calls "time-out".
12. TEN players will play on the field. Normal infield, 4 outfielders. (4) Outfielders will play an even distance from the infield. No outfielder can make an unassisted force out at any base.

MUSTANG

1. Time limit for Mustang game is 1:45 minutes. No new inning shall start after that time. A regulation game in Mustang is SIX innings. In NO instance shall a Mustang game continue more than eight innings. If the score is tied after eight inning the game shall be declared a tie and replayed in its entirety if, and only if, it would make a difference in the standings for the playoff series.
2. Four complete innings shall constitute a complete game in Mustang, unless the home team is winning after three and one half innings in a game called by the umpire. IN NO CASE DOES THE SCORE REVERT BACK TO THE LAST COMPLETE INNING.
3. A pitcher may not pitch in more than 3 innings in any calendar day. After pitching 3 innings in the same calendar day, pitchers must have 40 hours of rest before pitching again.
4. A pitcher may not pitch in more than EIGHT innings in any one calendar week (Monday-Sunday).
5. Mustang shall use a 46 foot pitching distance. The distance between the bases shall be 60 feet.
6. Base stealing - Runners may lead off and steal bases including Home Plate.

BRONCO

1. Time limit of game is 2 hours. No new inning a regulation game is SEVEN innings. In NO instance shall a game continue more than nine innings. If the score is tied after nine innings, the game shall be declared a tie and replayed in its entirety if, and only if it would make a difference in the standings for the playoff series.
2. Five complete innings shall constitute a complete game, unless the home team is winning after four and one half innings in a game called by the umpire. IN NO CASE DOES THE SCORE REVERT BACK TO THE LAST COMPLETE INNING.
3. A pitcher may not pitch in more than SEVEN innings in any calendar day. After pitching 4 innings in the same calendar day, pitchers must have 40 hours of rest before pitching again. When pitching in more than one game on the same calendar day, pitcher may not pitch more than 3 innings in the first game if they are to pitch in the second game. The pitcher may pitch 1, 2 or 3 innings in the first game and return to pitch in the second game. If the pitcher pitches 4 or more innings in the first game he may not pitch in the second game.
4. A pitcher may not pitch in more than TEN innings in any one calendar week (Monday-Sunday).
5. Bronco shall use a 50 foot pitching distance. The distance between the bases shall be 70 feet. Pony shall use a 54 foot pitching distance. The distance between the bases shall be 80 feet.
6. The Squeeze play. If the runner on third base attempts to score on the pitch and the batter takes a full swing, the batter shall be declared out. If the runner scores, it does not count and he must return to third base. If the runner is tagged out, the out will stand. The third base coach shall be ejected from that game and must sit out the next scheduled game.

GIRLS FASTPITCH SOFTBALL

ASA Official Rules of Softball will govern
S.I.B.L. Girls Fastpitch League games, unless noted below.

1. PLAYING FIELD1.1 S.I.B.L. OFFICIAL FIELD PLAYING DISTANCE TABLE

DIVISIONS	PITCHING DISTANCE	PITCHING CIRCLE	BASE DISTANCE
6U (T-BALL)	Within Circle	5 FT. radius (10' dia.)	50 Feet
8U	30 FT.	8 FT. radius (16' dia.)	55 Feet
10U	35 FT.	8 FT. radius (16' dia.)	60 Feet
12U	40 FT.	8 FT. radius (16' dia.)	60 Feet
18U	43 FT.	8 FT. radius (16' dia.)	60 Feet

2. EQUIPMENT2.1 OFFICIAL BALL SIZE FOR EACH DIVISION PER ASA STANDARDS 2010

DIVISION	BALL SIZE
6U (T-BALL)	10" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY
8U	10" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY
10U	11" RIF LEVEL 1 /YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM
12U	12' YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM
18U	12' YELLOW OPTIC, RED STITCH ONLY, DREAMSEAM

2.2 UNIFORMS:

2.2.1 Players who have not received their uniform from the league may play without penalty.

3. PLAYERS, COACHES AND SUBSTITUTES

3.1 **PLAYERS:** Age requirement shall be determined as of December 31st of the previous year.

**Players may play up a division per parents request and Board approval (as long as they meet criteria) during the regular season, but MUST play age appropriate for ALL STARS in order to field the strongest teams possible. Players may play down one division per parent request and board approval. This should be strictly for safety reasons only. Players playing down will be ineligible for ALL STARS. Players playing down will not be allowed to be pitchers or catchers.

DIVISION	AGE GROUP
6U (T-BALL)	6 AND UNDER
8U	8 AND UNDER
10U	10 AND UNDER
12U	12 AND UNDER
18U	18 AND UNDER

3.2 MINIMUM NUMBER OF PLAYERS FOR LEGAL GAME

3.2.1 An official legal team shall field the following players.

DIVISION	MINIMUM PLAYERS
6U (T-BALL)	7
8U	8
10U	8
12U	8
18U	8

3.2.2 If a team cannot field the minimum number of players, they may borrow enough players to field an official team. (See chart on rule 3.2.1)

3.3 BORROWING PLAYERS: A Team that borrows player(s) to field an official team may do so as long as the player is in the same division or one division below.

3.3.1 The following rules apply on borrowed players.

- (a) Borrowed player must play the outfield
- (b) Borrowed player must bat at the bottom of the line-up
- (c) Borrowed player cannot pitch (NO EXCEPTIONS)
- (d) As soon as a team player arrives at the game the borrowed player must leave the game if minimum players are met.
- (e) The maximum number of borrowed players per team is one (1)
- (f) Borrowing players is not allowed during playoffs or championship games.

3.4 BATTING ORDER: The Batting order is the official listing of offensive players by first and last name (nickname ok) in the order in which members of that team must come to bat. Uniform number must be listed on the line up sheet.

4. THE GAME A complete game is seven innings, or when time is has expired.

4.1 LENGTH OF GAME

4.1.1 A team has 15 minutes to field a legal team from the scheduled start time or the game will be forfeited.

4.1.2 The following chart will determine the max runs per inning mercy rule and time limit.

DIVISION	MAX RUNS PER INNING	MERCY RULE	TIME LIMIT
6U (T-BALL)	3	N/A	1 hour 20 minutes No New Inning
8U	4	N/A	1 hour 20 minutes No New Inning
10U	4	12 BY 5th INNING	1 hour 20 minutes No New Inning
12U	5	12 BY 5th INNING	1 hour 20 minutes No New Inning
18U	5	12 BY 5th INNING	1 hour 20 minutes No New Inning

All divisions will complete the inning. Score reverts back to last complete inning. Please see Supplemental Shetland & 6U Rules for additional rules for 6U.

4.2 PLAYING TIME

4.2.1 FREE SUBSTITUTION: The Manager shall bat entire roster in the batting order and a player can reenter the game defensively as often as needed with no penalty. This is for all divisions.

4.2.2 DEFENSE: It shall be left up to the manager’s discretion which players shall play infield, however every attempt should be made to provide players with reasonable opportunities. This is for safety reasons.

(a) If a manager has a disciplinary action against a player (i.e. benched). The manager must notify the Head Player Agent ahead of time. If the team does not have enough girls to field a legal team the bench girls must now play.

In order to ensure all players have equal playing time:

*****MANADATORY – PLAYERS CANNOT SIT OUT FOR MORE THAN 1 INNING*****

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5. PITCHING

5.1 NUMBERS OF INNING PITCHED:

5.1.1 A pitcher cannot pitch more than 3 consecutive innings per game by division, and not more than 4 innings per game.

5.1.2 A pitcher that pitches one (1) legal or illegal pitch shall be charge for one complete inning pitch.

5.1.3 There shall be no walks in 8U division. On the 4th ball, coach pitch will be used and the current strike count is inherited. (Re-evaluate half point thru season to stop the no walk rule)

DIVISIONS	PITCHES
6U	3 Coach Pitched, if unable to hit, Next 2 off the Tee

5.2 LEAGUE GAME: There shall be no extra innings in a regular season game. The game can end in a tie

5.3 PROTEST: There shall be no protest on a judgment calls by the umpire (i.e. ball, and strike, trap ball).

5.4 OVERTHROW: 8U allow 1 base per overthrow first base only.

6. ASA MODIFICATIONS:

DIVISIONS	Dropped Third Strike	Stealing Bases	Stealing Home Plate	Infield Fly Rule
T-BALL	N/A	N/A	Closed	NO
8U	NO	1 Base Per Pitch	Closed	NO