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**USYBB**



**United States Youth  
Baseball Association**

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# Rule Book

## United States Youth Baseball Association

### UNITED STATES YOUTH BASEBALL World Series and Nationals Qualification Guidelines:

1. Teams must be UNITED STATES YOUTH BASEBALL Sanctioned and have paid their sanction fees.
2. Attend the UNITED STATES YOUTH BASEBALL State Tournament in your home state or a Regional Qualifier Tournament for your area.
3. Receive an at-large berth.
4. Roster: Up to three pick-up players may be added to a team's roster after the UNITED STATES YOUTH BASEBALL State Tournament. Players must be of same classification or of a lower classification. If a player did not play on another team that participated in a USYBB event, he/she is ineligible.
5. See rule 2.3 for other roster additions after May 1<sup>st</sup> but prior to World Series.

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## UNITED STATES YOUTH BASEBALL ASSOCIATION OFFICIAL RULES

The following rules are the official UNITED STATES YOUTH BASEBALL ASSOCIATION rules that will be in effect at all Regional and National tournaments. Local areas may modify these rules to conform to their local rules and/or recreational league rules only. Optional rules are common in regards to coach pitch versus machine pitch in younger divisions. Local options are not necessarily endorsed by UNITED STATES YOUTH BASEBALL ASSOCIATION, but demonstrate the flexibility and tolerance of the UNITED STATES YOUTH BASEBALL ASSOCIATION will always be about the “can do’s”. Safety rules are NOT FLEXIBLE. We will adhere to all safety rules in their fullest, including safety rules that are mandated by the governing body of baseball. In order to keep the UNITED STATES YOUTH BASEBALL ASSOCIATION Rulebook as streamlined as possible, we will refer back to the High School Federation rulebook for all rules and case studies.

### **THE INTENT AND PURPOSE OF THE RULES**

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between offense and defense; and to create an atmosphere of sporting behavior and fair play. Therefore, it is important to know the intent and purpose of the rules so that it may be intelligently applied in each situation. A player or a team should not be permitted an advantage that is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player or a team at a disadvantage not intended by a rule.

### Basics of Playing the Game

These are the basic playing rules adapted by the UNITED STATES YOUTH BASEBALL ASSOCIATION We will not mention the very basics, which are universal. Balls, strikes, outs, foul ball, fair ball, home run, triple, double, single, walk, strike out, etc. These are some of the fundamental parts of the game that have been a part of the game since it was invented. The season will run from 8/1 to 7/31 each year.

- 1.1 The game will be six innings for divisions 6U-13U. Seven innings for 14U-18U, unless a run rule comes into effect or the game has been established in advance with a time limit or less innings. Time limits will be determined by each event.
- 1.2 The run rule will be 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- 1.3 Tied game after innings specified have expired or expired game time limit:
  1. Some leagues will play extra innings until a winner is determined.
  2. Tournament pool games will end in a tie.
  3. Tournaments should use International Tiebreaker after one completed extra inning of play (The last completed at bat in the previous inning becomes a base runner at second base. Play until a winner is determined).
- 1.4 Determining home team:
  1. Leagues may pre-determine this on a schedule or use coin toss.
  2. In tournament pool play the home team will be the team name listed first on the pool schedule.
  3. Tournament bracket play the home team will be the higher seed team.

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- 1.5** In the event a game is cancelled due to field conditions, the game will be considered complete if 3 ½ innings have been played and home team winning or 4 complete innings.
  - 1.6** If game is cancelled after the 4<sup>th</sup> inning and both teams have completed equal number of bats the game will be considered complete. If after the 4<sup>th</sup> inning, the game is cancelled while the visiting team is batting and home team does not have a chance to bat, the score will revert back to the previous inning.
  - 1.7** Buckets are allowed on the field for the purpose of calling signals only. If a ball hits the bucket or the bucket interferes with a fielder. Then interference, blocked ball or obstruction will be declared on the offending team as deemed necessary in the umpire's judgment.
  - 1.8** Protests will be decided at the time they occur (before the next pitch). Game will be halted and a ruling made. Then, if applicable, the game will continue. After consulting with the game umpires, the final decision will be that of the UIC. The Tournament director or the acting director in the tournament director's absence has the right to overturn the UIC decision.

### **Player Eligibility, Team Classification, and Season**

- 2.1** Teams must have rosters on line before the start of play. No players may be added once an event has started.
- 2.2** Classification for USYBB will be: League play, "AA" "AAA" and "Majors" with "Majors" being this highest division. State director will determine each teams class.
- 2.3** After May 1<sup>st</sup>, teams may only add up to three players to its roster. Players cannot be from a team of a higher classification. A player that is on another roster after May 1<sup>st</sup> is allowed to play in another age division provided this player is eligible to play in that age division. Once a player is frozen on a roster, he/she cannot appear on another roster in same age group. He/she can only be added to another roster if he/she is dropped from the other team roster.
- 2.4** Adding an illegal player to a roster (intentional or non-intentional) shall be grounds for manager/coach suspension until a hearing is held.
- 2.5** The changing of a players name, address, date of birth, etc to add to another roster shall be grounds for manager/coach suspension until a hearing is held.
- 2.6** No player may play on two teams in the same event under no circumstances.
- 2.7** If teams play up in an age class, and picks up players of the higher age class, a new team registration is required.
- 2.8** Birth certificates must be on hand at all events. In case of a players age protest, and birth certificate is not present, the team must forfeit that game.

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## Official Pitching Rules

- 3.1** USYBB is taking a strong stance and the advice of professionals to protect youth arm injuries. Although these rules have been established, coaches and parents still need to monitor kids pitching activities outside of USYBB.

<b>Age Group</b>	<b>Maximum Per Day/Weekend</b>	<b>Daily Max to Pitch Next Day</b>
9-10U	75 Pitches	31 or More
11-12U	85 Pitches	41 or More
13-14U	95 Pitches	51 or More

Pitches are only counted that are thrown to batters for balls, strikes, fouls, and balls in play. Warm-up pitches, pick-off, balks, and no-pitch are not counted toward pitch count.

A pitcher is allowed to finish pitching to a batter if their pitch count is met during the at bat; however, if the daily pitch count is exceeded on day one, the mandatory rest rules still apply.

All pitching rules still apply even if a game is cancelled or suspended due to weather or any other reasons.

- 3.2** A player removed from the pitching position may not return to the pitching position for the remainder of that game.
- 3.3** A pitcher removed from the mound in a game cannot assume the catcher position for the remainder of that game, however a player may go from the catcher position to the pitcher position in a game.
- 3.4** The pitching regulations begin when the pitcher intentionally contacts the pitches plate.
- 3.5** Intentional Walk: If the pitcher desires to intentionally walk a batter, he can at any time during the players at bat notify the umpire of his intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.
- 3.6** Base umpire will keep pitch count. It is highly recommended that home team and visiting team also designate someone to keep pitch count (this person must be declared before the start of the game). If a team choses to not have an official pitch counter, that team cannot contest pitch count for either team at anytime during or after a game. After each batter, the umpire shall declare to the home team book keeper how many pitches were thrown to that batter. At each ½ inning, umpire will compare with each team pitches of record. If there is a discrepancy, protocol is as follows:

If only umpire is keeping pitch count, this will be official count.

If umpire and 1 team has a pitch counter, umpire count is official after review and consult with home plate umpire.

If both teams have pitch count – 2 out of 3 records are official, if none of the three match, umpire count is official after review of official score book.

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## Official Lineup of Players and Substitutes

The UNITED STATES YOUTH BASEBALL ASSOCIATION has adapted the following rules. The official lineups are for league and tournament play. They will be used for all State, Regional and World Series play.

- 4.1 Team must start with nine defensive players.
- 4.2 Coaches have several options for hitting and substitutions
  - a. Bat nine players only with substitution rules
  - b. Bat nine players with a DH with substitution rules
  - c. 10 Player line up with EH. The EH position has free defensive substitution
  - d. Bat the entire line-up -free defensive substitution except pitcher

All substitutes must be listed on line-up at start of the game.

- 4.3 Courtesy runners are allowed for pitchers and Catchers. Determination for the courtesy runner will be as follows:
  - a. If all players listed on the lineup sheet are currently in the batting order then the courtesy runner will be the last player with a completed at bat. If the last completed at bat is a pitcher or Catcher, the courtesy runner will revert to the batter immediately preceding his in the batting order. If substitutes are on lineup they must be the courtesy runner.
  - b. Courtesy runners can only run for either the Pitcher or Catcher per half inning. They cannot run for both.
- 4.4 All lineup sheets will be turned in at the start of the game. One copy will be given to the plate umpire and one copy will be given to the opposing team. If a player is lost to injury or illness, that space in the lineup will be scratched through. Exception: if there are less than 9 players on the lineup sheet, the player's spot will not be scratched through. Instead, the affected spot will be an out when that spot comes up in the order. If there is a substitute player available, the substitute will go in that spot. There is no out penalty as long as there are at least 9 players left on the lineup.
- 4.5 Any player who is ejected from a game will have to sit out the remainder of that game plus the next game.
- 4.6 Any player ejected from the game will result in an out when that spot in the lineup comes up, unless there is a substitute player available to go in that spot. Minimum requirements for fielding a team are still active. A team must have a minimum of 9 players on the lineup card, but can finish with a minimum of 8 players. The missing player in the batting order would be an out. Less than 8 fieldable players on the team will result in forfeit for that team.

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- 4.7** A player's age on May 1<sup>st</sup> of the seasonal year determines the age classification in which the player is eligible to participate. Seasonal years will run from 8/1 until 7/31 of the following year.
- 4.8** Age groups will be broken down as follows:  
5-Under, 6-Under, 7 Under, 8-Under, 9-Under, 10-Under, 11-Under, 12-Under, 13- Under, 14-Under, 15-Under, 16-Under, 17-Under, 18-Under, High School.

### **Equipment**

This is the equipment to be used while playing in official UNITED STATES YOUTH BASEBALL ASSOCIATION events. As a rule, equipment must be standard approved equipment that is properly marked with "Official Baseball" or similar markings that certify the equipment. All official safety equipment must be used and properly marked as certified.

- 5.1** All bats must be unaltered official baseball bats. The umpire will check all bats prior to the game. Any illegal bats will be removed from the dugout prior to the game. All bats must be stamped with BPF 1.15. The governing body of baseball maintains a list of illegal bats and UNITED STATES YOUTH BASEBALL will enforce this. Use of illegal bat will result in an automatic out and ejection of player using the bat. Non-compliance will lead to offending player and coach being ejected from the game.
- 5.2** 14U-18U must use -3 bats and must confirm to the National Federation of High School Associations (NFHS) bat standards including a length to weight ration no greater than -3 ounces. Bats must be stamped with BBCOR.50 certified mark or made of wood.
- 5.3** A UNITED STATES YOUTH BASEBALL stamped game ball or the equivalent must be used in all UNITED STATES YOUTH BASEBALL sanctioned events.
- 5.4** Non-compliance will lead to offending coach being ejected from the game.
- 5.5** All batting helmets and catching gear must be approved and in original condition. Numbers and personalized designs are okay. **PLAYER SAFETY IS THE MAIN CONCERN.**
- 5.6** Shoes and socks must be worn and plastic cleats are recommended. Metal cleats are allowed for 14-U, 16-U, and 18-U.
- 5.7** All jewelry is prohibited, except medical alert bracelets, which must be worn on the glove hand. Non-compliance will lead to offending player and coach being ejected from the game.
- 5.8** Numbers must be worn on uniforms, with no 2 players on a team having the same number. Uniform colors, hats, etc are not able to be protested.



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## Regulations of the “Playing Field”

These are the basic dimensions for the playing field for each individual age group. The UNITED STATES YOUTH BASEBALL ASSOCIATION will use these dimensions for all official events. Maximum fence distances can be further if there is no way possible to bring playing field into legal distance. Temporary fences are recommended to bring fields into legal bounds.

Age Group	Pitching Distance	Base Distance*	Fence Distance*
5-U	Coach or Tee Ball	55feet	140-170 feet
6-U	Coach or Machine	55 feet	140-170 feet
7-U	40 feet	60 feet	160-185 feet
8-U	40 feet	60 feet	160-185 feet
9-U	46 feet	65 feet	180-210 feet
10-U	46 feet	65 feet	180-210 feet
11-U	50 feet	70 feet	230-275 feet
12-U	50 feet	70 feet	230-275 feet
13-U	54 feet	80 feet	275-300 feet
14-U	54 feet Or 60’6”	80 feet or 90	275-300 feet
15-U TO 18-U	60’6”	90 feet	325-375 feet

\*Distances are based upon availability of playing field

## Umpires Rights and Responsibilities

These are the standard guidelines adapted by the UNITED STATES YOUTH BASEBALL ASSOCIATION that governs the rights and responsibilities of the umpires.

- 7.1 The umpire is responsible to keep control of the game.
- 7.2 The umpire has the right to eject any player, coach, or fan from a game for any unsportsmanlike behavior.
- 7.3 Any judgment call that the umpire makes cannot be protested.
- 7.4 Any call made that may be a misinterpretation of the rules can be protested.
- 7.5 A head coach can appeal to the plate umpire in the case of a batter on whether or not a check swing was checked or not. (The field umpire might have a better view). The plate umpire does not have to grant the appeal.
- 7.6 The umpire can suspend play for any reason: acts of nature, unruly conduct, etc.
- 7.7 Everyone has the responsibility to ensure sportsmanship in all events. An unruly fan may place the entire team in jeopardy of ejection or possible forfeit.

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- 7.8** When a tag play is evident, the player must slide. If malicious contact is made, in the umpires judgement, the player shall be called out and may be ejected from the game.
- 7.9** Slash bunting is not allowed-umpire shall declare this as an out even if contact with the ball is not made.

### Seeding

- 8.1** Brackets will be seeded by pool play results.
- 8.2** Seeding will go by % wins, head to head, runs allowed, runs scored to a maximum of 8 runs per 1/2 inning, USYBB points, then date of registration with USYBB.
- 8.3** When time expires and the home team is batting and is leading, the game will be stopped and final score will be recorded at this time. The inning will not finish.
- 8.4** Time limits will be established prior to each event. The umpire shall tell the coaches of each team the official start time of each game.

### Tee Ball Rules

- 9.1a** Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
- 9.2a** If the batter does not make contact and ball does not travel past the 20' arc it is ruled as a foul ball
- 9.3a** Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 9.4a** Pitching Plate: The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.
- 9.5a** The catcher shall wear a dual ear-flap catcher's helmet with mask and a throat protector.
- 9.6a** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- 9.7a** The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.
- 9.8a** Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

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- 9.9a** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- 9.10a** The Infield Fly Rule shall not be in effect at any time.
- 9.11a** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 9.12a** Teams must bat the entire line up.
- 9.13a** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs
- 9.14a** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
- 9.15a** *Approved Ruling:* A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 9.16a** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 9.17a** A batter shall be allowed (3) swings to put the ball in play. No additional swings are allowed for foul balls.
- 9.18a** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 9.19a** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- 9.20a** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
- 9.21a** Seeding will go by wins vs losses, head to head, runs allowed, runs scored to maximum of 8 runs per ½ inning. If still a tie reverts to when team register for the event as a USYBB team.

### Coaches Pitch Rules

- 9.1b** Batter only gets 6 pitches or 3 swinging strikes. However, should player continuously foul off pitches or gets hit by pitch, then the batter is not out.
- 9.2b** Bunting is not allowed

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- 9.3b Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- 1) If the batter does not make contact and ball does not travel past the 20' arc it is ruled as a foul ball
- 9.4b Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.  
**Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- 9.5b** There shall be a line drawn from the pitcher's circle to the safety arc. The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.
- 9.6b** The pitching coach shall not verbally or physically coach while in the pitching position.
- 9.7b** The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- 1) If a coach violates this rule after the ball is pitched, obstruction shall be called.
  - 2) If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
- 9.8b** The Pitching Coach shall be an adult at least eighteen (18) years of age.
- 9.9b** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
- 9.10b** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- 9.11b** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- 9.12b** The Infield Fly Rule shall not be in effect at any time.
- 9.13b** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 9.14b** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
- 9.15b** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 9.16b** Teams may use free substitution on defense but the batting order shall remain the same.

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- 9.17b** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 9.18b** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 9.19b** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- 9.20b** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- 9.21b** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
- 9.22b** When a batted ball hits the Pitching Coach, the following shall apply: If in the Umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If the Pitching coach (in umpires judgement) did make an attempt, the ball is dead, no runners advance and the batter returns to bat.
- 9.23b** A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher.
- 9.24b** A maximum of 7 runs can be scored per ½ inning. There is no open inning.
- 9.25b** If at anytime a team cannot mathematically tie or win the game, the game will consider over. The final score at this time will be used for seeding. Run rules still apply.
- 9.26c** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. *Penalty:* The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

### Machine Pitch Rules

- 9.1c** Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted).
- 9.2c** Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

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- 9.3c Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- 9.4c Pitching Machine:** The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
- 9.5c Recommended pitching machine speeds:**  
36 M.P.H. – 40 M.P.H. out of the machine for the 7U age division.  
40 M.P.H. – 43 M.P.H. out of the machine for the 8U age division.
- 9.6c Pitching Machine Operator:** The Pitching Machine operator shall be an adult at least eighteen (18) years of age.
- 9.7c** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- 9.8c** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. *Penalty:* The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. **First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.**
- 9.9c** If the ball hits the machine, the play continues. The pitching machine shall be considered part of the playing field.
- 9.10c** The Infield Fly Rule shall not be in effect at any time.
- 9.11c** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order
- 9.12c** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat
- 9.13c** *Approved Ruling:* A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available
- 9.14c** Teams may use free substitution on defense but the batting order shall remain the same.
- 9.15c** Teams may not bunt.
- 9.16c** If the batter does not make contact and ball does not travel past the 20' arc it is ruled as a foul ball.
- 9.17c** The batter shall receive a maximum of Five (5) pitches or three (3) swinging strikes. However should player continuously foul off pitches or gets hit by pitch, then the batter is not out.

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- 9.18c** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 9.19c** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 9.20c** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team A team may score a maximum of seven (7) runs per inning.
- 9.21c** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- 9.22c** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
- 9.23c** When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.

### **Tournament and League Play Guidelines**

- 10.1** All pitching/score cards shall be signed by a coach of each team. Once cards are signed this is official and cannot be changed under any circumstances (MAKE SURE YOUR SCORE AND PITCHING IS CORRECT)
- 10.2** Any team that withdraws from a tournament once pool play times are sent out will be fined the cost of the entry fee of that event. Teams will not be allowed to play in another event until this fee is paid.
- 10.3** General tournament/league rules may be adjusted per event per each director.

### **Protests**

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- 11.1** Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final.
- 11.2** The Protest fee shall be \$300.00 CASH. The fee shall be returned only if the protest is upheld. Leagues may develop their own fee structure and methods of recording and settling protests.
- 11.3** A player that is found to be illegal due to an age violation during or after a league or tournament game, shall result in the offending team losing the game(s) team and player being ejected from the tournament, team being placed last in the standings and forfeiting all awards, points, entry fee, and berths that would have been or have been awarded. The illegal player shall be removed from the offending team's Official Online Roster and additional penalties may be applied to the illegal player and/or team manager/coaches.



- 11.4** A player shall be eligible to compete in the USYBB Baseball program as long as he abides by the USYBB Constitution and the Official Baseball National By-laws & Rules when his first name, last name (no middle names, nick names, shortened names, slang names, initials, prefixes or suffixes are allowed) and date of birth (in proper format – mm/dd/yyyy) are listed EXACTLY as they appear on his original birth certificate, as a member on an eligible team’s Official Online Roster. Failure to comply with this rule shall result in your team being prohibited from participating in USYBB.
  
- 11.5** A player who is in violation of the USYBB Constitution or the Official Baseball National By-laws & Rules shall be an illegal player

**Player Roster Eligibility**

- 12.1** Prior to Being Qualified/Frozen to an Official Online Roster (age Divisions 4U – 14U ONLY):
  - 1) A Player can only play on one team in any given tournament and can only play in one tournament at any given time.
  - 2) Players shall only physically play for one (1) team per day, event, tournament, week or weekend, regardless of location, venue, age division and / or classification.
  - 3) Players shall only appear on one (1) Official Online Roster per age division and shall only participate with such qualified / frozen team (unless previously released pursuant to these rules).

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**UNITED STATES YOUTH BASEBALL ASSOCIATION Team Insurance**

**Provided by**

**Chappell Insurance Agency, Inc.**

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