

TYSL - Division 2 Rules

General Rules and Field Setup:

- 1) Each regular game will be a maximum of five (5) innings. The game time format will be a ninety (90) minute – finish the inning. The umpire will start the clock and keep the game time (or designate **one (1) person** to be the game's official time keeper). The umpire will declare the last inning after 90 minutes of play. If the 90 minute rule is declared during an inning, that inning will be completed. However:
 - a) If the score is tied after five (5) innings and the 90 minute time has not been declared, the game will continue until conclusion. This rule will not apply if more than 90 minutes have elapsed. If so, the game will remain a tie. The 90 minute rule will apply after each extra inning played as well.
 - b) In the event of rain, a game will be considered complete if three (3) full innings have been played. If rain or storm conditions last for a period of twenty (20) minutes, the game will be called. Any lightning and/or thunder will automatically stop the game for fifteen (15) minutes.
 - c) At the end of the *fourth* inning, if the team in the lead is ahead by fifteen (15) runs, the game is over.
 - d) **SCORING:** A modified run limit scoring system will be used. Maximum of five (5) runs per inning in the first inning for the visiting team. Beginning with the bottom of the first inning, each team may score a maximum of the difference in the score (essentially bringing the game to a tie). A game may end in a tie.
- 2) All games will start at times shown on the schedule. A grace period of ten (10) minutes will be allowed. If a grace period is needed, the umpire will begin the game clock at the conclusion of the grace period (the grace period does not count as part of the 90 minute game time limit.) Any team not able to field eight (8) players at the end of the grace period will forfeit the game. However, it's preferred the game still be played, even if the forfeiting team needs to borrow players from the opposing team.
- 3) Umpires and coaches should meet before the game to discuss ground rules and mutually agreed upon rule exceptions.
- 4) Once the game starts, **THE UMPIRE IS IN CHARGE.**
- 5) Only the manager or designated coach may talk to the **UMPIRE**. All umpire decisions are final. Arguing with, intimidating and/or disrespecting an umpire is **ABSOLUTELY PROHIBITED**. All coaches are responsible and accountable for the actions of their respective team players and the players' parents/guardians. The TYSL Board take this issue very serious and is prepared to action including, but not limited to, removing a coach from participating with TYSL.
- 6) A manager can keep a player out of a game for good reason (this must be explained to the opposing coach). In the event an injured player returns to the game, that player must play an inning in the field before being allowed to bat.

- 7) The intent of Division 2 is to give all players opportunity to play. Therefore, the following player participation rules are in effect:
 - a) Each player must play in the infield at least two (2) innings, and;
 - b) Each player must play in the outfield at least one (1) inning, and;
 - c) No player can sit the bench for consecutive innings unless they are injured.
 - d) No pitcher can throw more than nine (9) recorded outs in any one game. An inning is defined as three (3) recorded outs *or* where an inning is ended by the run limit. You can remove a pitcher and then have them return if they have not yet exceeded this limit.
- 8) Players are to sit on the bench when not playing, with the exception of one batter in the on-deck circle.
- 9) Both teams should have a score keeper. The HOME TEAM will be the official scorer. Scorekeepers should check with each other throughout the game.
- 10) NO SWEARING, NO ALCOHOLIC BEVERAGES ON PREMISES WHILE PLAYING. SMOKING AND TOBACCO USE IS PROHIBITED on the playing area by coaches.
- 11) No heckling the opposing team. Players are encouraged to cheer/chatter as long as it is not directed at the opposing team. Players may only use “positive or encouraging” chants while on the bench.
- 12) Sunglasses may be worn during sunny days on defense only. No jewelry can be worn while playing. For players who may have new ear piercings, they must be covered with band-aids or similar covering.
- 13) NO METAL SPIKES OF ANY KIND ARE TO BE WORN.
- 14) Base coaches cannot intentionally touch players while the game is in play (base runner will be called out.)
- 15) The home team is responsible for setting up and taking down the field. However, it is encouraged that both teams work together.
- 16) Field Setup:
 - a) Pitchers’ mound = 35’ (players pitch); Bases = 60’;
 - b) The batters’ box is 3’ wide and 7’ long;
 - c) No bases are to be tied down. Hollywood’s may be used where fields are equipped.
 - d) 8’ radius circle should be drawn around the pitchers’ mound;
 - e) A 5’ power strip from the center of the pitching mound toward home plate.

17) Dead Ball:

- a) Any foul ball that is not caught.
- b) If a fair ball strikes a runner before being touched by a fielder, the runner is out and the batter is awarded first base.

18) Stopping Play:

- a) We want to encourage the players to make plays at this level. Therefore, umpires should not automatically grant time-out if requested by a player unless they feel the play has stopped.
- b) When the ball is in the pitcher's hand within the 8' pitching circle, a runner must either advance to the next base or must return to the previous base. Once they commit (one way or the other) they must not stop to change directions unless the pitcher makes a play on them. If they do stop, or reverse direction without the pitcher making a play, they will be called out.

19) No infield fly rule will be in effect.

20) No dropped third (3rd) strike rule will be in effect.

21) End of an Inning – A team will take the field when they get three (3) outs or score the run limit (see Rule 1.d). The Umpire will declare the last inning and the coaches will abide.

Defense:

22) MINIMUM OF EIGHT (8) PLAYERS – Ten (10) players will be used (6 infield, 4 outfield). Outfielders to play a minimum of ten (10) feet behind the baseline.

23) Gloves will not be intentionally thrown at the ball or another player.

24) The catcher must wear protective equipment provided (a chest protector, shin guards and catcher's helmet with face mask and throat protector).

25) If the catcher holds a third (3rd) strike foul tip, the batter is out. Any ball hit higher than the batter's head is considered a fly ball and if caught, the batter is out.

Pitching:

26) The arc of a pitched ball will be no higher than 6 feet above the ground. There is no minimum arc. The intent of a *flat pitch* is to prepare the players for Fastpitch.

27) Pitchers will wear a protective face mask. The league will provide each team one mask.

28) The strike zone will be liberal – borderline pitches will be called strikes.

29) There will be no intentional walks.

30) Relief pitchers will be granted up to eight (8) warm-up pitches.

31) Coaches are allowed two (2) visits to the mound per inning. The pitcher must be replaced on the third (3rd) visit, but can remain in the game in another position.

Offense:

32) A regular order of batting shall be maintained at all times. All players on each team will bat in order, whether or not they are playing in the field at the time. NOTE: Anyone that comes late for a game must be inserted at the end of the batting line up.

33) All bats must be of softball specifications but do not require the ASA certification stamp.

34) BUNTING IS PERMITTED and ENCOURAGED. Coaches, be prepared to show your players how to defend the bunt.

35) Throwing the bat:

- a) First time a player throws a bat, he/she will receive a warning unless another person is hit by the bat, then the batter is out.
- b) Second time player throws the bat he/she is out.
- c) If a player intentionally throws a bat, he/she is out of the game. Ejections are at the umpire's discretion.

36) Leading off – Base runners can leave the base once the ball is release by the pitcher. A runner cannot advance from 1st base to 2nd base unless the ball is put in play or a forced walk (see stealing rule below).

37) Stealing – Stealing of 3rd base is allowed. No base runner may steal 2nd or Home. The runner may NOT advance home on an overthrow attempting to throw out a runner attempting to steal 3rd base, nor may any runner advance on an overthrow from a pick-off attempt (at any base).

38) Sliding – Sliding is optional. However, a player must avoid “stand up” collisions or they can be called out.

39) Runners are allowed to advance one (1) base on an overthrow on a play in the field.

40) Players can tag up on a fair or foul ball fly out.

41) Courtesy Runners (last player who made the last batted out) may be used for:

- d) the catcher if there are two (2) outs (speed up rule);
- e) the pitcher if there are two (2) outs (speed up rule);
- f) an injured base runner.

42) HAVE FUN!!!!!!!!!!!!!!!!!!!!