

<b>Contents</b>	<b>Page</b>
<b>1. OFFICIAL RULES - ALL DIVISIONS.....</b>	<b>3-7</b>
1.1 THE COMMISSIONER.....	3
1.1.1 Managers, Coaches, and Parent Representatives.....	3
1.1.2 Organizational Representatives.....	3
1.1.3 Assistant Commissioners by each Division.....	3
1.2 GAME.....	3
1.2.1 Regulation/Official Game.....	3
1.2.2 Starting On Time.....	3
1.2.3 Definition of Inning.....	3
1.2.4 Tied Score at the End of Game.....	3
1.2.5 Dead Ball.....	3
1.2.6 Overthrown Ball to First or Third Base.....	3
1.2.7 Division Standings.....	4
1.2.8 Championship Games.....	4
1.3 UMPIRES.....	4
1.3.1 Unsportsmanlike Conduct.....	4
1.3.2 Umpire's Decision.....	4
1.3.3 Discussions with the Umpire(s) on a Ruling.....	4
Informal Verbal Protest.....	4
Time Limit.....	4
1.3.5 Unsportsmanlike Verbal Protest.....	4
1.3.6 Keep The Game Moving.....	4
1.4 FORMAL PROTEST FILING.....	4
RULES RELATING TO PLAYERS.....	5
1.5.1 Number of Players to Form a Team.....	5
FORFEITS.....	5
1.5.2 Number of Players Required to Start & Complete a Game & Time Limitation For Starting A Game.....	5
1.5.3 Minimum Playing Time for All Players.....	5
1.5.4 Addition of New Player Once Season has Started.....	5
1.5.5 Players Conduct During Game.....	5
1.5.6 Limit of Non-Players in Dugout.....	5
1.5.7 At-Bat Team - Players allowed on the Field.....	5
1.5.8 Bat Throwing.....	6
1.5.9 Deliberate Collision Plays.....	6
1.5.10 Stalling Tactics and Speed Up of Game.....	6
1.6 BASE COACHES.....	6
1.7 SCOREKEEPERS.....	6
1.8 HOME TEAM RESPONSIBILITIES.....	6
1.9 VISITING TEAM RESPONSIBILITY.....	7
1.10 TROPHIES & AWARDS.....	7
 <b>2. SPECIFIC RULES/EXCEPTIONS BY DIVISION.....</b>	 <b>8-19</b>
2.1 T-BALL DIVISION.....	8
2.1.1 Eligibility.....	8
2.1.2 Training and Playing.....	8
2.2 PEE WEE LOWER DIVISION.....	9-10
2.2.1 Eligibility.....	9
2.2.2 Playing Field.....	9
2.2.3 Equipment.....	9
2.2.4 Players Positions.....	9
2.2.5 Game.....	9
2.2.6 Pitchers.....	9
2.2.7 Batters.....	9
2.2.8 Baserunners.....	10
2.2.9 Umpires.....	10
2.2.10 Trophies.....	10
2.2.11 Dead Ball.....	10
2.3 PEE WEE MIDDLE & UPPER DIVISIONS.....	11-12
2.3.1 Eligibility.....	11
2.3.2 Playing Field.....	11

*SEYO BASEBALL – OFFICIAL RULES*  
**POLICIES AND PROCEDURES MANUAL**

2.3.3	Equipment.....	11
2.3.4	Players Positions.....	11
2.3.5	Game.....	11
2.3.6	Pitchers.....	12
2.3.7	Batters.....	12
2.3.8	Baserunners .....	12
2.4	MIDGET DIVISION.....	13-14
2.4.1	Eligibility.....	13
2.4.2	Playing Field.....	13
2.4.3	Equipment.....	13
2.4.4	Players Positions.....	13
2.4.5	Game.....	13
2.4.6	Pitchers.....	13
2.4.7	Batters.....	14
2.4.8	Baserunners.....	14
2.5	JUNIOR DIVISION.....	15-16
2.5.1	Eligibility.....	15
2.5.2	Playing Field.....	15
	Equipment.....	15
	Players Positions.....	15
2.5.5	Game.....	15
2.5.6	Pitchers.....	15
2.5.7	Batters.....	16
2.5.8	Baserunners.....	16
2.6	SENIOR DIVISION.....	17-18
2.6.1	Eligibility.....	17
2.6.2	Playing Field.....	17
2.6.3	Equipment.....	17
2.6.4	Players Positions.....	17
2.6.5	Game.....	17
2.6.6	Pitchers.....	17
2.6.7	Batters.....	18
2.6.8	Baserunners.....	18
2.7	GIRL’S SOFTBALL DIVISION.....	19
2.7.1	Eligibility.....	19
2.7.2	Playing Field.....	19
2.7.3	Equipment.....	19
2.7.4	Players Positions.....	19
2.7.5	Game.....	19
2.7.6	Pitchers.....	19
2.7.7	Batters.....	19
2.7.8	Baserunners.....	19

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**OFFICIAL RULES – ALL DIVISIONS**

**1.1 THE COMMISSIONER**

Shall have the authority to suspend any manager, coach, player, or spectator for sufficient cause, such as unsportsmanlike conduct, profane language, etc.

**Commissioner Succession Order**

In the absence of the Commissioner, the Assistant Commissioners, or the President, are authorized, in this order, to act on behalf of the Commissioner.

**1.1.1 Managers, Coaches, and Parent Representatives**

Shall be responsible for their team's conduct, the conduct of their individual players, and the conduct of their spectators during the entire game period.

**1.1.2 Organizational Representatives**

Shall be responsible for representing and coordinating all League matters for their respective teams within all divisions of the League with the Commissioner and in accordance with the Official Rules of the League.

**Assistant Commissioners by Each Division**

Shall be appointed by and report to the Commissioner. Their efforts shall be directed by the Commissioner.

**GAME**

All divisions will be governed by:

**First and foremost**, the SEYO BASEBALL Rules, latest revision.

**Secondly**, either of the following:

**BOYS:** the Official Little League Baseball Rules for that specific age division, as last revised.

**GIRLS:** Not applicable for the 2004 SEYO Baseball Season.

**Regulation/Official Game**

See each division for definition of a Regulation Game.

A two hour time limit will constitute an official game for divisions unless specified in the schedule. Any game may be called by the umpire because of darkness, inclement weather or for any safety reason. If a game is called for any reason, the Commissioner and his assistants shall decide whether the called game will be ruled as an official game or if a replay is necessary.

**Note:**

Game time is figured at the time when the last out is made in an inning. For example, if 7:00 p.m. is the game time limit, and the last out is made at 6:58 p.m. for the fifth inning, then the sixth inning must start. If an inning is started, it must be completed.

**Starting On Time**

It is up to the umpires, team managers and commissioners to see that their games start on time so that the players will be given as much playing time as possible.

**Definition of Inning**

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are either 3 outs for each team or the maximum number of runs is scored for any team. After the home team has batted and completed their turn, 3 outs charged against them or scored the maximum number of allowed runs, that inning shall be declared a full inning. Note 5 run rule constitutes that teams alternate on offense and defense. However, all runs scored will be recorded for that at bat. (Example: Bases are loaded and 4 runs have already scored; batter hits a homerun, all 8 runs will be recorded for that inning.)

**Tied Score at the End of Game**

If the score is tied at the end of the allocated innings for the game and the time limit has not elapsed, it is permissible to play extra innings as long as an inning is not started after the end of the time limit.

If the score is tied at the end of the time limit, the game shall go into the standings as a half game won and a half game lost for each team.

**Dead Ball**

If a ball is hit by a batter into an obstacle, object, or person not considered to be part of the regulation baseball field, the ball is **DEAD**.

Each baserunner is awarded 1 base from the last touched base at the time the ball was declared dead. If more than one runner is between the same at the time the ball is declared dead, the award is based on the position of the lead runner.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**Overthrown Ball to First or Third Base**

Applies to all divisions except the T-Ball Division. If the ball is overthrown to either first or third base during the initial play after the ball is first hit and it leaves the “ball in play” territory, each runner is awarded 2 bases from the last base occupied at the time the ball was delivered by the pitcher.

If a fielder loses possession of the ball (e.g. as on an attempted tag) and the ball leaves the “ball in play” territory, each runner is awarded 1 base from the last base touched at the time the ball left “ball in play” territory.

**T-Ball Division**

Not applicable for the 2010 SEYO Baseball Season.

**Division Standings**

A team’s won/lost record within its own division shall determine the division champion, runner-up, third place, fourth place, etc.

If at the completion of the division’s regular schedule, a tie exists for first place, both team will be considered co-champions.

**Championship Games (if applicable)**

**Time Limit**

In all League championship games, there is no time limit.. The number of innings in effect will be as specified within the specific division rules.

**UMPIRES**

Officials shall be in full charge of the ball game after “play ball” has been announced.

**Unsportsmanlike Conduct**

Any unsportsmanlike conduct by managers, coaches, players, or spectators during a game may result in an initial first warning by the umpire. The scorekeeper will make note of the warning in the scorebook. A second warning to the same individual will result in their immediate dismissal from the field. Unsportsmanlike conduct includes booing opposing players, ridiculing, offensive or derogatory cheers, foul language addressed at other teams, umpires, coaches, etc. Any conduct contrary to the well being of a child will not be tolerated and will be grounds for ejection from the League by the Commissioner(s).

**1.3.2 Umpire’s Decision**

An umpire’s decision cannot be protested. The head umpire shall make the final decision.

**1.3.3 Discussions with the Umpire(s) on a Ruling**

Any discussion with the umpire’s ruling shall only be conducted by the manager/coach (1 person).

**Informal Verbal Protest**

To initiate an informal verbal protest of a baseball rule or interpretation of a rule at the time of the incident/occurrence, the manager/coach must have the following applicable rules in their possession.

**Time Limit**

Given a specified time limit to explain and show the umpire what rule is being protested, why, and the rule or rules that support the protest claim. Failure to meet this time limit will nullify the protest. The scorekeeper will log in the time of the protest and signal when time is up. The time limits are as follows:

SEYO Rules – 3 minutes

Other Rules – 5 minutes

**NOTES:**

Failure to have rule books in possession and present during the protest will nullify the protest unless the umpire stands corrected at the time of the verbal protest

**1.3.5 Unsportsmanlike Verbal Protest**

Filing a verbal protest in an unsportsmanlike manner, using profane language, etc., will nullify the protest. The umpire’s decision in this regard is final.

**1.3.6 Keep The Game Moving**

It shall be the responsibility of the umpire to keep the game moving along so that the teams can play the maximum number of innings possible in the allotted time limit. This includes the following areas:

a. Warm up pitches between innings shall be limited to six pitches

Prior to the start of the game, the coaches should be told to have the catcher put on the protective gear immediately after the player has completed his/her turn at bat or at base running.

*SEYO BASEBALL – OFFICIAL RULES*  
**POLICIES AND PROCEDURES MANUAL**

**1.4 FORMAL PROTEST FILING**

To initiate a formal written protest, a coach must notify the umpire that he is playing under protest as soon as the protestable incident occurs. The umpire shall notify the opposing coach immediately that the game is being played under protest.

A protest form (see Sec 4.8) explaining the incident must be:

- a. delivered to the Commissioner or an Assistant Commissioner **within 24 hours**.
- b. signed by the protesting coach, the opposing coach, the umpire, and the scorekeeper immediately after the game.

The Rules Committee shall consist of the Commissioner and the Assistant Commissioners. The Committee shall consist of not less than 3 nor more than 7 members.

A meeting will be held with both the coaches to review the facts. After reviewing the facts the Committee shall come to a final decision without the presence of the coaches. Immediately after the decision is reached, both coaches will be notified by either the Commissioner or an Assistant Commissioner of their decision. The Rules Committee's decision shall be final.

**1.5 RULES RELATING TO PLAYERS**

**1.5.1 Number of Players to Form a Team**

A minimum of 10 players are required to constitute a team at the beginning of the season.

- a. To avoid a forfeit, a team may pick up player(s) from a lower division. The maximum number of player is 2. A team can only pick up enough players as to not forfeit (i.e. if the minimum is 8 than a team can pick up only enough players to equal 8) Team must have medical/waiver forms before the picked up player(s) can participate.

**FORFEITS**

A team notifying the Commissioner or his assistants that they will not field a team for a particular game, will automatically forfeit that game once the Commissioner or his assistant does any one of the following:

- a. calls the opposing team notifying them that their opponent will not field a team and that it will not be necessary for that team to show up on that game day,
- b. calls the head of umpires, notifying him of the cancellation so that he can notify his umpire of the forfeit (all umpires will be paid for forfeited games)
- c. The forfeiting team will be responsible for the entire umpire fees for that game, irrespective of whether there was sufficient time to cancel the game with the umpires. In addition, the forfeiting team will pay an additional forfeit fee based on the following schedule: \$100.00 for the first offense, \$150.00 for the second offense, and increases of \$50.00 for each offense thereafter.

Forfeit fees not paid by the next game will be assessed an additional loss.

**1.5.2 Number of Players Required to Start and Complete a Game & Time Limitation For Starting A Game**

A team has 5 minutes after the official starting time of a game to have the required minimum number of players present. A failure to do so will result in forfeiture of the game.

Any team failing to maintain the minimum number of players during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).

**1.5.3 Minimum Playing Time for All Players**

Each player must play at least every other inning. Any violation of a player's minimum playing time will be enforced by the League with no deadline for its enforcement. A verbal notification to the Commissioner or an Assistant Commissioner will be sufficient to initiate an investigation with appropriate action being taken. Failure to comply with this rule may result in forfeiture of the game.

**1.5.4 Addition of New Player Once Season has Started**

New players may be added to a team roster only in the event of a season ending injury and this injury will reduce your roster enough to jeopardize a forfeit. A Baseball Board approval is required.

**1.5.5 Players Conduct During Game**

Players are not allowed to mingle with the spectators during the course of the game, but shall remain either on the players' bench or on the field of play. The umpire will only give managers one warning of "players off the bench".

- a. For the offensive team, the second offense will result in the batter being called out. For the defensive team, the second offense will result in the batter being awarded first base.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**1.5.6 Limit of Non-Players in Dugout**

No more than 5 non-players are allowed in the dugout during the course of the game.

**1.5.7 At-Bat Team - Players allowed on the Field**

When a team is at bat, the only players allowed on the playing field are the batter, the on-deck batter, the baserunners, and the base coaches.

**1.5.8 Bat Throwing**

The throwing of a bat by a batter in such a manner as to be deemed a safety hazard by the umpire is strictly prohibited. If a violation of this rule occurs, the umpire will give the offending team ONE warning for their first offense ONLY. After a team's initial warning, each subsequent offense by any of its players during the game will result in the offending player being automatically called OUT.

**1.5.9 Deliberate Collision Plays**

Deliberate collision plays are not allowed and managing personnel will not instruct players to intentionally run into other players for any reason. In the event of a defensive player accidentally or deliberately blocks a base or base path, the baserunner must try to avoid him by running around him or sliding. The baserunner will not be called out if the delay caused the ball to reach the base first. In the event the defensive player has control of the ball and is blocking the base path or base and the baserunner collides with the defensive player, the baserunner will be called out immediately. If the collision prevents a double play in the opinion of the umpire, the baserunner and batter will be both called out.

In the event defensive player blocking the base path or base has possession of the ball and the runner collides into him, the runner will be called out, even if the defensive player drops the ball. Sliding into the base is not considered a collision.

If in the opinion of umpire, runner could have avoided collision with defensive player with or without the ball , besides calling the runner out, umpire will warn such runner that future occurrences will result in him being benched for the remainder of game

Any base runner who accidentally or deliberately runs into a defensive player shall be called out.

Prudent base sliding is permitted and encouraged to avoid collisions with another player. Base sliding with the intent of making contact with another player will not be allowed. Umpire's judgment will be final.

- c. Defensive player may not impede the progress of a runner, unless he has the ball or is in the act of fielding it. The umpire will call obstruction and decide where the runners should be, according to what bases they would had reached had there been no obstruction.

**1.5.10 Stalling Tactics and Speed Up of Game**

- a. Coach or assistant coach allowed one trip to the mound per inning.- unless trip is to replace pitcher
- b. Relief pitcher allowed 8 warm-up pitches.
- c. One defensive player may make one trip to the mound per inning.
- d. Intentional striking out to complete an inning will not be allowed.
- e. There shall be no intentional stalling tactics to prevent completion of an inning by time limit.
- f. Maximum time allowed between each half inning will be 3 minutes for warm-up regardless if eight pitches are thrown. Last out starts the 3 minute period. Pitcher must pitch when umpire calls "Play Ball". Failure will result in a warning. Third warning is an automatic forfeit.
- g. "Play Ball" signal given by umpire starts game. If batter is not in box, umpire will instruct pitcher to throw and will call balls and strikes.

**1.6 BASE COACHES**

Only the offensive team shall be allowed to have coaches on the playing field, one near first base and one near third base. They are required to remain within the designated coach's boxes at all times. Base coaches are only allowed to address players of their own team and will avoid use of any language which in any way refers to or reflects upon the players of the opposing team, umpire, or spectator. **Let the players be base coaches as much as possible.**

**1.7 SCOREKEEPERS**

Both teams will provide a scorekeeper who will be responsible for making entries into the official scorebook. Lineups must be turned into the scorekeepers at least 10 minutes before game time. Scorekeepers are to remain behind or near home plate during the course of the game. The scorekeeper shall be responsible for noting the start time on the score sheet - this will be considered the "official start time" of the game. Scorekeepers will insure that the umpires and coaches sign the scorecard at the end of each game.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**1.8 HOME TEAM RESPONSIBILITIES**

The home team will sit on the third base side of the field and will be responsible for completing the official scorebook and for filling out any required forms to fill out.

- a. The first home team will set up the field (chalk the lines, rake & set the bases).  
The last home team playing on the field for the day must return the bases.

**VISITING TEAM RESPONSIBILITIES**

**1.10 TROPHIES & AWARDS**

Trophies or awards will be determined by the league and its commissioners based on the number of teams in each respective division.

**2. SPECIFIC RULES/EXCEPTIONS BY DIVISION**

**2.1 T-BALL DIVISION**

**Not applicable for the 2010 SEYO Baseball Season**

**2.2 PEE WEE LOWER DIVISION**

**2.2.1 Eligibility**

Any player who will reach their 8th birthday by April 30<sup>th</sup> of this year will be eligible to play 1<sup>st</sup> year Pee Wee. Any player who will not have reached their 9<sup>th</sup> birthday by August 1st of this year will be eligible to play 2<sup>nd</sup> year Pee Wee Lower.

**2.2.2 Playing Field**

The distance between bases is 60 feet.

**2.2.3 Equipment**

- a. The ball will be a 9 inch softer core baseball.
- b. Batter/Baserunner shall wear protective headgear.
- c. The player playing the pitcher's position shall wear protective headgear with facemask optional.
- d. The catcher shall wear protective head gear with facemask, chest protector and shinguards.
- e. Bats must be official Little League bats.
- f. For safety reasons, it is required that all male players wear protective cups during practices and games.

**2.2.4 Players Positions**

- a. A maximum of 10 players per team may be fielded. All positions must be filled except the tenth player may be used as a "rover". (Rover is limited to the outfield position only - outside 15 ft. from the infield boundary )
- b. Free substitution of players will be allowed.  
No player shall play the same position for more than **2** innings per game.

**2.2.5 Game**

- a. A minimum of 8 players on a team are required to start and **complete** a game.
- b. Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).
- c. Games shall consist of either 6 innings or a time limit of 2 hours, which ever comes first.
- d. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs and be sent to the field.
- e. Defensive coaching is permitted in the first year, but no more than two defensive coaches will be allowed on the field at any one time. The first coach must stay in foul territory up the 1<sup>st</sup> base line in the outfield and the 2nd coach must stay in foul territory up the 3<sup>rd</sup> base line in the outfield in order to not interfere with the offensive base coaches
- f. Offensive coaches will be positioned in the 1<sup>st</sup> base box and the 3<sup>rd</sup> base box.  
**NOTE:** Coaches are NOT permitted to touch the players while the ball is in-play.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**2.2.6 Pitchers**

- a. A pitching machine will be used in this division.
- b. No player will be eligible to pitch in the PeeWee Lower Division. However, the pitcher's position must be filled for fielding purposes if a team fields more than 8 players.
- c. The player playing the pitcher's position shall stand no closer than 35 feet from home plate for safety reasons.
- d. When no pitching machine is available the following rules will apply:
  - 1) The designated pitcher (coach) from the offensive team:
    - a) Any person other than players from the offensive team may be the **designated pitcher**.  
**It is hereby understood that the designated pitcher is pitching at his or her own risk and the SEYO League shall not be responsible or liable for any injuries or accidental damage that should occur while the pitcher is in the game.**
  - 2) Shall pitch overhand to the batter from a minimum pitching distance of 22 feet.
  - 3) Must leave the playing field as soon as possible after the ball is hit.
  - 4) Must try to avoid having contact with hit balls and avoid interference with the defensive team or any offensive base runner.  
After a ball is hit fair, if the designated pitcher makes no attempt to leave and stays on the playing field, offensive interference may be called and the batter declared out. Runners will NOT be allowed to advance.

**2.2.7 Batters**

- a. All players on the roster will bat in a rotational basis. For example if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again.
  - 1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat. Said player shall not participate any further in the game.
- b. There will be no intentional bunting.
- c. The batter shall receive a maximum of 6 pitches
- d. Batters are automatically struck out if they fail to hit a **fair ball** on the sixth pitch, unless a foul ball or foul tip on the sixth pitch occurs.
- e. The batter may be struck out before the sixth pitch. Strikes are only called when there is a swing and a miss, or a foul ball. Batter still alive on foul or foul tip on/or after sixth pitch.
- f. The batter is out if the catcher catches a third strike foul tip over the batter's head.  
If a ball is hit by the batter into the pitching machine or designated pitcher, the ball is live and play goes on.

**2.2.8 Baserunners**

- a. There shall be **NO STEALING** of any bases
- b. Baserunners **MAY NOT LEAVE THE BASE** (lead off) until the pitched ball crosses home plate or is hit by the batter.
- c. Baserunners attempting to advance on a caught fly ball may be forced out without a tag when returning to their legal base.
- d. Sliding is permitted to avoid contact with another player. A baserunner must make an effort to avoid contact with the defensive player. During the play if an infielder is blocking the base path and not controlling the ball, the runner is awarded the base. (Umpires discretion.) No barreling over the catcher, otherwise the baserunner may be called out by the umpire.
- e. Baserunners may continue to advance to the base they were going to at the time a ball is called dead, if in the opinion of the umpire, they had advanced over half the distance to that base.
- f. When the designated pitcher is ready to pitch and the runner leaves the base before the pitched ball crosses home plate, or is struck by the batter, the runner is out.

**2.2.9 Umpires**

Each team must provide an umpire for all regulation games. One umpire will call the plays at home plate and third base, while the other umpire will call the plays at first and second bases. The umpires will remain at the same position throughout the game.

Umpires will be the managers, coaches or a parent with knowledge of the rules.

**2.2.11 Dead Ball**

After a batter hits a fair ball, the ball becomes dead anytime a live ball is controlled by any defensive player within the infield boundary who does not attempt to make a play.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**NOTE:**

The infield is defined as the area bounded within the foul lines extending between home plate and 1st base, home plate and 3rd base and the imaginary lines connecting 1st base to 2nd base, and 2nd base to 3rd base. The ball shall be considered “live” as long as any defensive player has control of the ball outside of this area. The ball is considered “dead” once the ball has passed the “imaginary boundary line” which aligns with the dugout fences for both home and visitors.

**2.3 PEE WEE MIDDLE & UPPER DIVISIONS**

**2.3.1 Eligibility**

a. Any player who will reach their 9<sup>th</sup> and 10<sup>th</sup> birthday by April 30<sup>th</sup> of the year the league is being played will eligible to play in the Pee Wee Middle & Upper Divisions. (9 & 10 year olds)

Players must play in their proper age bracket, except as follows:

1. Pee Wee Middle is for first year player pitch. Any player with more than a year of player pitch experience must get approval by commissioner to play in this division.
2. Team of 11 or less players are allowed one waiver player:
3. Team of 13 or more are allowed 2 waiver players.
4. Waiver players are included in team count when applying this rule. Waiver players must be circled on the roster for easy identification.
5. Waiver players are prohibited from pitching.
6. Player cannot be more than one year older than the oldest allowable age in the league. (Example: A player who is 11 years old as of August 1<sup>st</sup> can play in the 9-10 year old league)
7. A player may play above his or her age bracket only upon the approval of the upper age bracket coach. Coach must exercise proper care in making this decision and always keep the child's welfare as top priority.
8. Rosters, SEYO registration forms and fees must be turned to the baseball commissioner prior to the first game. Teams failing to comply with this deadline will forfeit games until all registration requirements are fulfilled.

**2.3.2 Playing Field**

The distance between bases shall be 60 feet.

The pitching distance shall be:

- Pee Wee Middle - 42 feet.
- Pee Wee Upper – 46 feet.

**2.3.3 Equipment**

The ball will be a 9 inch leather covered baseball (**Official Little League ball**)

- 1) 1 game ball furnished by home team and 1 game ball furnished by visiting team. Each team is entitled to its possession at the end of the game.

Any player warming up the pitcher must wear a catcher's mask.

The catcher shall wear protective head gear with facemask, throat protector, chest protector and shinguards.

The bat shall not be more than 32 inches in length nor more than 2 1/4 inches in diameter. The bat must state “Official Little League Approved.”

- d. For safety reasons, it is required that all male players wear protective cups during practices and games.
- e. Molded rubber cleats or rubber sole shoes.

**2.3.4 Players Positions**

The maximum number of players fielded per team shall be 10. The 10<sup>th</sup> player shall be an additional outfielder. Batter/Baserunner shall wear protective headgear.

- c. Free substitution of players will be allowed.

**2.3.5 Game**

A minimum of 8 players on a team are required to start and **complete** a game.

Any team **failing to maintain the minimum number of players**, 8, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).

The game shall consist of either 6 innings or a time limit of 2 hours, which ever occurs first. . **No new inning shall start after 1 hour 50 minutes passed from the start of game.** After 2 hours all ties stand.

An inning is deemed to have started when the 3rd out is made in the bottom of the previous inning. Once an inning has started the inning must be completed except when in the judgment of the umpire, unsafe conditions exist.

**SEYO BASEBALL – OFFICIAL RULES**  
**POLICIES AND PROCEDURES MANUAL**

- 1) 3 inning constitute a game
  - 2) Umpire may call game at any time.
  - 3) If game is called, score will revert back to last full inning except if home team is ahead or score is tied in that inning.
- d. Maximum runs per inning per team is 5 (with exception) for the first 4 innings. The maximum runs in the last two innings are unlimited and only limited by remaining time left in game.
- e. Mercy Rule—Eliminated for the 2004 SEYO Baseball Season.
- f. The Infield Fly rule shall be in effect.
- g. No dropped third strike.

**2.3.6 Pitchers**

All players shall be eligible to pitch except waiver players are prohibited from pitching.

A pitcher shall pitch in no more than 4 innings per game and 6 innings in a week. A week for this purpose begins on Sunday and ends Saturday. This rule will be waived if a game is rescheduled due to rain or is a playoff.

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched.

The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

No balks shall be called.

**2.3.7 Batters**

All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again.

- a. Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat. Said player shall not participate any further in the game.
- b. Late arrivals are placed at the bottom of the hitting lineup.

**2.3.8 Baserunners**

a. Baserunners will be called out if they leave or fail to keep contact with the base which they are entitled to occupy, while the pitcher has the ball in pitching position and until a legally pitched ball has crossed home plate.

b. There shall be no stealing home unless played on or the ball is thrown to another player other than the pitcher.

1) On a pitch, baserunners cannot advance/steal unless on a passed ball or the catcher drops the ball (Pee Wee Middle Division Only).

2) Catchers stepping outside of the catcher's box while making a throwing motion towards a runner on third entitles the runner to advance at his own risk. However, when the catcher ceases to make a throwing motion toward the baserunner and the runner has not gone by the catcher, the runner must return to third base as soon as the catcher throws the ball to the pitcher.

3) On throw backs from the catcher to the pitcher, all runners on any base may not advance, even if the pitcher has NO Control or the ball is overthrown.

4) After a batter hits a fair ball to the outfield, the ball becomes dead when the ball is controlled by any defensive player within the infield boundary who does not attempt to make a play. Runners may not advance.

c. A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher) Otherwise the baserunner may be called out by the umpire.

d. No hidden ball play will be allowed.

**2.4 MIDGET DIVISION**

**2.4.1 Eligibility**

a. Any player who will reach their 11<sup>th</sup> and 12<sup>th</sup> birthday by April 30<sup>th</sup> of the year the league is being played will eligible to play in the Midget Division. (11 & 12 year olds)

Players must play in their proper age bracket, except as follows:

Team of 11 or less players are allowed one waiver player:

Team of 13 or more are allowed 2 waiver players.

Waiver players are included in team count when applying this rule. Waiver players must be circled on the roster for easy identification.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

Waiver players are prohibited from pitching.

Player cannot be more than one year older than the oldest allowable age in the league. (Example: A player who is 13 years old as of August 1<sup>st</sup> can play in the 11-12 year old league)

A player may play above his or her age bracket only upon the approval of the upper age bracket coach. Coach must exercise proper care in making this decision and always keep the child's welfare as top priority.

Rosters, SEYO registration forms and fees must be turned to the baseball commissioner prior to the first game.

Teams failing to comply with this deadline will forfeit games until all registration requirements are fulfilled.

#### **2.4.2 Playing Field**

- a. The distance between bases shall be 60 feet.
- b. The pitching distance shall be 46 feet.

#### **2.4.3 Equipment**

- a. The ball will be a 9 inch leather covered baseball (**Official Little League ball**)  
1 game ball furnished by home team and 1 game ball furnished by visiting team. Each team is entitled to its possession at the end of the game.
- b. Any player warming up the pitcher must wear a catcher's mask.
- c. The catcher shall wear protective head gear with facemask, throat protector, chest protector and shinguards.
- d. The bat shall not be more than 32 inches in length nor more than 2 1/4 inches in diameter. The bat must state "Official Little League Approved."
- e. For safety reasons, it is required that all male players wear protective cups during practices and games.
- f. Molded rubber cleats or rubber sole shoes.

#### **2.4.4 Players Positions**

The maximum number of players fielded per team shall be 9.

Batter/Baserunner shall wear protective headgear.

Free substitution of players will be allowed.

#### **2.4.5 Game**

- a. A minimum of 8 players on a team are required to start and **complete** a game.  
Any team **failing to maintain the minimum number of players**, 8, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).
- b. For the Midget Lower Division, the game shall consist of either 6 innings or a time limit of 2 hours, which ever occurs first. No inning shall start after 1 hour 50 minutes has passed from start of game. After 2 hours all ties stand.
- c. For the Midget Upper Division, the game shall consist of either 7 innings or a time limit of 2 hours, which ever occurs first. **No new inning shall start after 1 hour 50 minutes passed from the start of game.** After 2 hours all ties stand.
- d. An inning is deemed to have started when the 3rd out is made in the bottom of the previous inning. Once an inning has started the inning must be completed except when in the judgment of the umpire, unsafe conditions exist.
  - 1) 3 inning constitute a game
  - 2) Umpire may call game at any time.If game is called, score will revert back to last full inning except if home team is ahead or score is tied in that inning.
- e. For the Midget Lower Division, the maximum runs per inning, per team is 5 for the first 4 innings. The maximum runs in the last two innings are unlimited and only limited by the remaining time left in the game.
- f. For the Midget Upper Division, the maximum runs per inning, per team is 5 for the first 5 innings. The maximum runs in the last two innings are unlimited and only limited by the remaining time left in the game.
- g. Mercy Rule—Eliminated for the 2004 SEYO Baseball Season.
- h. The Infield Fly rule shall be in effect.
- i. No dropped third strike.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**2.4.6 Pitchers**

- a. All players shall be eligible to pitch except waiver players are prohibited from pitching.
- b. A pitcher shall pitch in no more than 4 innings per game and 6 innings in a week. A week for this purpose begins on Sunday and ends Saturday. This rule will be waived if a game is rescheduled due to rain or is a playoff.
- c. When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched.
- d. The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.
- e. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".
- f. No balks shall be called.

**2.4.7 Batters**

All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again.

- a. Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat. Said player shall not participate any further in the game.
- b. Late arrivals are placed at the bottom of the hitting lineup.

**2.4.8 Baserunners**

- a. Baserunners will be called out if they leave or fail to keep contact with the base which they are entitled to occupy, while the pitcher has the ball in pitching position and until a legally pitched ball has crossed home plate.
- b. Stealing is allowed after the ball crosses the plate. Stealing is allowed anytime the ball is not dead, including home plate for the Midget Upper Division only.  
Runner(s) cannot taunt catcher by taking lead off after ball passes the plate. If runner(s) advance successfully they must return to original base. If runner is called out the out remains
- d. A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher) Otherwise the baserunner may be called out by the umpire.
- e. If umpire calls time while runner(s) are advancing the runner(s) must return back to their base.
- f. No hidden ball play will be allowed.

**2.5 JUNIOR DIVISION**

**2.5.1 Eligibility**

- a. Any player who will reach their 13<sup>th</sup> and 14<sup>th</sup> birthday by April 30<sup>th</sup> of the year the league is being played will eligible to play in the Junior Division. (13 & 14 year olds)
- b. Players must play in their proper age bracket, except as follows:  
Team of 11 or less players are allowed two waiver player:  
Team of 13 or more are allowed one waiver players.  
Waiver players are included in team count when applying this rule. Waiver players must be circled on the roster for easy identification.

Waiver players are prohibited from pitching.

Player cannot be more than one year older than the oldest allowable age in the league. (Example: A player who is 15 years old as of August 1<sup>st</sup> can play in the 13-14 year old league)

A player may play above his or her age bracket only upon the approval of the upper age bracket coach. Coach must exercise proper care in making this decision and always keep the child's welfare as top priority.

Rosters, SEYO registration forms and fees must be turned to the baseball commissioner prior to the first game.

Teams failing to comply with this deadline will forfeit games until all registration requirements are fulfilled.

**2.5.2 Playing Field**

- a. The distance between bases shall be 90 feet.
- b. The pitching distance shall be 60 feet.

**2.5.3 Equipment**

The ball will be a 9 inch leather covered baseball (**Official Pony League ball**)

- 1) 1 game ball furnished by home team and 1 game ball furnished by visiting team. Each team is entitled to its possession at the end of the game.
- b. Any player warming up the pitcher must wear a catcher's mask.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

- c. The catcher shall wear protective head gear with facemask, throat protector, chest protector and shinguards.
- d. The bat shall be a maximum of 2 3/4 inches in diameter.
- e. For safety reasons, it is required that all male players wear protective cups during practices and games.
- f. Steel cleats are allowed.

**2.5.4 Players Positions**

The maximum number of players fielded per team shall be 9.

Batter/Baserunner shall wear protective headgear.

Free substitution of players will be allowed.

**2.5.5 Game**

A minimum of 8 players on a team are required to start and **complete** a game.

Any team **failing to maintain the minimum number of players**, 8, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).

The game shall consist of either 7 innings or a time limit of 2 hours, which ever occurs first. . **No new inning shall start after 1 hour 50 minutes passed from the start of game.** After 2 hours all ties stand.

An inning is deemed to have started when the 3rd out is made in the bottom of the previous inning. Once an inning has started the inning must be completed except when in the judgment of the umpire, unsafe conditions exist.

- 1) 3 inning constitute a game
  - 2) Umpire may call game at any time.
  - 3) If game is called, score will revert back to last full inning except if home team is ahead or score is tied in that inning.
- d. Maximum runs per inning per team is 5 for the first 5 innings. The last two innings are only limited by remaining time left in game.
  - e. Mercy Rule—Eliminated for the 2005 SEYO Baseball Season.
  - f. The Infield Fly rule shall be in effect.

**2.5.6 Pitchers**

All players shall be eligible to pitch except for waiver players.

A pitcher shall pitch in no more than 4 innings per game and 6 innings in a week. A week for this purpose begins on Sunday and ends Saturday. This rule will be waived if a game is rescheduled due to rain or is a playoff.

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched.

Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

The balk rule is in effect when the pitcher is in a pitching position on the rubber and makes a throwing motion towards the batter without releasing the ball, a balk shall be called: baserunners will advance 1 base and a ball will be called in favor of the batter.

**2.5.7 Batters**

- a. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again.
- b. Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat. Said player shall not participate any further in the game.
- c. Late arrivals are placed at the bottom of the hitting lineup.
- d. Running on a dropped third strike is in effect. (When the catcher drops the ball on the 3rd strike.) 1st base must be unoccupied with less than 2 outs and with 2 outs, 1st base may be occupied.

**2.5.8 Baserunners**

- a. Stealing is allowed anytime the ball is not dead.
- b. Leadoffs is allowed.
- c. A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher) Otherwise the baserunner may be called out by the umpire.
- d. If umpire calls time while runner(s) are advancing the runner(s) must return back to their base.

**2.5 SENIOR DIVISION**

**2.6.1 Eligibility**

- a. Any player who will reach their 15<sup>th</sup> through 17<sup>th</sup> birthday by April 30<sup>th</sup> of the year the league is being played will eligible to play in the Junior Division. (15 - 17 year olds)

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

- b. Players must play in their proper age bracket, except as follows:  
Team of 11 or less players are allowed one waiver player:  
Team of 13 or more are allowed 2 waiver players.  
Waiver players are included in team count when applying this rule. Waiver players must be circled on the roster for easy identification.
- c. Waiver players are prohibited from pitching.
- d. Player cannot be more than one year older than the oldest allowable age in the league. (Example: A player who is 18 years old as of August 1<sup>st</sup> can play in the 15-17 year old league)
- e. A player may play above his or her age bracket only upon the approval of the upper age bracket coach. Coach must exercise proper care in making this decision and always keep the child's welfare as top priority.
- f. Rosters, SEYO registration forms and fees must be turned to the baseball commissioner prior to the first game. Teams failing to comply with this deadline will forfeit games until all registration requirements are fulfilled.

### 2.6.2 Playing Field

The distance between bases shall be 90 feet.

The pitching distance shall be 60 feet.

### 2.6.3 Equipment

- a. The ball will be a 9 inch leather covered baseball with high seams.
  - 1) 1 game ball furnished by home team and 1 game ball furnished by visiting team. Each team is entitled to its possession at the end of the game.
- b. Any player warming up the pitcher must wear a catcher's mask.
- c. The catcher shall wear protective head gear with facemask, throat protector, chest protector and shinguards.
- d. The bat shall be a maximum of 2 3/4 inches in diameter.
- e. For safety reasons, it is required that all male players wear protective cups during practices and games.
- f. Steel cleats are allowed.

### 2.6.4 Players Positions

- a. The maximum number of players fielded per team shall be 9.
- b. Batter/Baserunner shall wear protective headgear.
- c. Free substitution of players will be allowed.

### 2.6.5 Game

A minimum of 8 players on a team are required to start and **complete** a game.

Any team **failing to maintain the minimum number of players**, 8, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Official Little League Baseball Rules).

The game shall consist of either 7 innings or a time limit of 2 hours, which ever occurs first. No inning shall start after 2 hours have passed from start of game. After 2 hours all ties stand.

An inning is deemed to have started when the 3rd out is made in the bottom of the previous inning. Once an inning has started the inning must be completed except when in the judgment of the umpire, unsafe conditions exist.

- 1) 3 inning constitute a game
- 2) Umpire may call game at any time.
- 3) If game is called, score will revert back to last full inning except if home team is ahead or score is tied in that inning.
- g. Maximum runs per inning per team is 5 for the first 5 innings. The last two innings are only limited by remaining time left in game.
- h. Mercy Rule—Eliminated for the 2005 SEYO Baseball Season.
- i. The Infield Fly rule shall be in effect.

### 2.6.6 Pitchers

All players shall be eligible to pitch except for waiver players.

A pitcher shall pitch in no more than 7 innings per game and 9 innings in a week. A week for this purpose begins on Sunday and ends Saturday. This rule will be waived if a game is rescheduled due to rain or is a playoff.

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched.

Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

The balk rule is in effect when the pitcher is in a pitching position on the rubber and makes a throwing motion towards the batter without releasing the ball, a balk shall be called: baserunners will advance 1 base and a ball will be called in favor of the batter.

SEYO BASEBALL – OFFICIAL RULES  
**POLICIES AND PROCEDURES MANUAL**

**2.6.7 Batters**

- a. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again.
- b. Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat. Said player shall not participate any further in the game.
- c. Late arrivals are placed at the bottom of the hitting lineup.
- d. Running on a dropped third strike is in effect. (When the catcher drops the ball on the 3rd strike.) 1st base must be unoccupied with less than 2 outs and with 2 outs, 1st base may be occupied.

**2.6.8 Baserunners**

Stealing is allowed anytime the ball is not dead.

Leadoffs is allowed.

A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher) Otherwise the baserunner may be called out by the umpire.

If umpire calls time while runner(s) are advancing the runner(s) must return back to their base.

**2.7 GIRL'S SOFTBALL**

**2.7.1 Eligibility**

Any player who will have reached their 9th through 13<sup>th</sup> birthday by April 30<sup>th</sup> of the year the league is being played, will be eligible to play in the Girl's Softball Division. (9 - 13 year olds)

**2.7.2 Playing Field**

The distance between bases shall be 60 feet.

The pitching distance shall be 42 feet.

**2.7.3 Equipment**

- a. The ball will be a 11 inch leather covered softball (**Worth RIF Level 1**)
- b. Batter/Baserunner shall wear protective headgear.
- c. The catcher shall wear protective head gear with facemask, throat protector, chest protector and shinguards.
- d. The bat shall not be more than 2-1/4 inches in diameter.
- e. The player playing the pitcher's position shall wear protective headgear (same as baserunner).

**2.7.4 Players Positions**

The maximum number of players fielded per team shall be 10 with the tenth position being a "rover" position

**2.7.5 Game**

- a. A minimum of 8 players on a team are required to start and complete a game.  
Any team **failing to maintain the minimum number** of players, 8, during the course of the game, shall automatically **forfeit** the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in the Amateur Softball Association of America).
- b. The game shall consist of either 7 innings or a time limit of 1 hour and 30 minutes, which ever occurs first.
- c. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs, and be sent to the field.
- d. Mercy Rule - Anytime after 5 innings, a team is behind by **17** or more runs, that team has the option of ending the game.
- e. Infield Fly Rule shall be in effect.

**2.7.6 Pitchers**

- a. All players shall be eligible to pitch
- b. A pitcher shall pitch in no more than 4 innings in any one game.
- c. When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched.
- d. The strike zone for softball will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.
- e. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

**4.4.7 Batters**

*SEYO BASEBALL – OFFICIAL RULES*  
**POLICIES AND PROCEDURES MANUAL**

- a. All players on the roster will bat in a rotational basis. For example, if there are 14 players on a team, all fourteen will bat before the lead-off batter bats again. Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time the player fails to bat.
- a. There will be no intentional bunting.

**2.7.8 Baserunners**

- a. No stealing of any bases.
- b. At tempting to advance on a caught fly ball may be forced out without a tag when returning to their.
- c. May leave the base (lead off) **after** the pitcher releases the ball but may be forced out without a tag. If the ball is overthrown, the baserunner must first return to her original base (tag up) before she can advance to the next base.