

## **SSYO RULES FOR CUB BASEBALL**

**Updated April, 2017**

The SSYO will follow Minnesota High School League rules with the following exceptions:

**LENGTH OF GAME:** 6 innings

No **new** inning can start after 1.5 hours after game start time. If game ends before 1.5 hours, next game will not start before scheduled time unless both coaches agree.

If after 6 innings, the score is tied and time allows, all remaining innings will be played under International Rules. International Rules: Inning begins with runner on second base. Runner on second base is the last batter from the previous inning.

**DOUBLE HEADER:** A double header will be two five inning games played by the same two teams.

**RAIN/DARKNESS:** 4 innings

**RUN RULE:** A maximum of 5 runs per inning can be scored.

**LEADING OFF:** NO

Player may not leave base until ball has crossed home plate. Leaving early will result in player being called out.

**STEALING:** NO

**INFIELD FLY RULE:** YES

Runners advance at their own risk. Players **MUST** slide if there is a play at the base they are advancing to except first base. Player will be called "OUT" for not sliding and coach will be given a warning.

**MINIMUM PLAYERS TO START GAME:** 8

Team not on the field and ready to play 10 minutes after the scheduled game time will forfeit the game. Teams may play the "forfeit game" but the game will stop 15 minutes before the next scheduled game to allow for warm-up time. Umpire must officiate the "forfeit game". Players arriving late may enter the game if at the field before the end of the 3<sup>rd</sup> inning. Late players will be added to the end of the batting rotation.

**ROTATION:** YES. All rostered players are in the batting lineup and there is free substitution in the field.

**INNINGS PITCHED PER GAME:** Maximum of 3

**DIMENSIONS:** 75'                      **PITCHING:** 48' (If possible)

**LENGTH OF SEASON:** 8 Games – No End of Season Tournament

Season begins mid-April (Weather permitting)

**UNIFORMS:**

Players must wear matching shirts with numbers. Uniform pants are not required but players **MUST** wear long pants (i.e. sweatpants or jeans). **No player will be allowed to play baseball wearing shorts as uniform pants.**

**EQUIPMENT:**

Legal baseball bat must have weight of no more than 9 oz less than the length. Diameter cannot exceed 2.75".

Batters and base runners **MUST** wear a helmet.

Helmets and full catcher's equipment required. This includes chest protector, facemask with throat guard, helmet and shin guards.

**OTHER:**

Any player, coach or official with an open bleeding abrasion/cut will be immediately removed from the playing area and will not return to play until bleeding is stopped and area cleansed.

Only a player on the field may appeal missed base before next pitch. Player should notify umpire. It is not necessary to throw to the missed base.

SSYO follows High School League rule of 4-3 in regards to balls and strikes.

**HOME TEAM:**

Home team is designated by flip of coin by umpire **ONLY** if game is a neutral site game.

Home team is responsible to keep the official scorebook and email score to [ssyomn@aol.com](mailto:ssyomn@aol.com) as soon as possible after game is completed.

Each team will provide two game balls per game.

**COACHES:**

Only two coaches are allowed on the bench during games. A third person may be on the bench as scorekeeper for the team but he/she is not allowed to participate in coaching.

## **SSYO RULES FOR VARSITY BASEBALL**

**Updated April 2017**

The SSYO will follow Minnesota High School League rules with the following exceptions:

**LENGTH OF GAME:** 6 innings

No **new** inning can start after 1.5 hours after game start time. If game ends before 1.5 hours, next game will not start before scheduled time unless both coaches agree.

If after 6 innings, the score is tied and time allows, all remaining innings will be played under International Rules.

International Rules: Inning begins with runner on second base. Runner on second base is the last batter from the previous inning.

**DOUBLE HEADER:** A double header will be two five inning games played by the same two teams.

**RAIN/DARKNESS:** 4 innings

**RUN RULE:** Team up by 15 after 4 innings or 10 after 5 innings wins game.

**STEALING:** YES

**LEADING OFF:** YES

**INFIELD FLY RULE:** YES

Runners advance at their own risk. Players **MUST** slide if there is a play at the base they are advancing to except first base. Player will be called "OUT" for not sliding and coach will be given a warning.

**MINIMUM PLAYERS TO START GAME:** 8

Team not on the field and ready to play 10 minutes after the scheduled game time will forfeit the game. Teams may play the "forfeit game" but the game will stop 15 minutes before the next scheduled game to allow for warm-up time. Umpire must officiate the "forfeit game". Players arriving late may enter the game if at the field before the end of the 3<sup>rd</sup> inning. Late players will be added to the end of the batting rotation.

**SUBSTITUTION/RE-ENTRY:** Optional

\*If a team chooses substitution, they must follow the high school re-entry rule.

**ROTATION/FREE SUBSTITUTION:** Optional

\*\*If a team chooses rotation, there is free substitution in the field.

Coaches must decide before the game if they are batting only nine players (\*Substitution) OR batting the entire roster (\*\*Rotation) and advise the opposing coach and the umpire of their decision.

Coaches must give opposing coach and the umpire the line up before the start of the game.

Both teams **DO NOT** have to choose the same option concerning batting. One team may decide to bat nine players (Substitution) and the other team may decide to bat their entire roster (Rotation).

**INNINGS PITCHED PER GAME:** No maximum

**DIMENSIONS:** 90'

**PITCHING:** 60'

**LENGTH OF SEASON:** 10 Games + End of Season Tournament

Season begins mid-April (Weather permitting)

End of Season Tournament – Saturday before Memorial weekend (Single Elimination)

**UNIFORMS:**

Players must wear a full uniform. Matching shirts with numbers and matching pants. If hats are worn, they must be uniform and matching. **No player will be allowed to play baseball wearing shorts as their uniform pants.**

**EQUIPMENT:**

Legal baseball bat must have weight of no more than .5 oz less than the length. Diameter cannot exceed 2.75”.

Helmets and full catchers equipment required. This includes chest protector, facemask with throat guard, helmet and shin guards.

**OTHER:**

Any player, coach or official with an open bleeding abrasion/cut will be immediately removed from the playing area and will not return to play until bleeding is stopped and area cleansed.

Only a player on the field may appeal missed base before next pitch. Player should notify umpire. It is not necessary to throw to the missed base.

SSYO follows High School League rule of 4-3 in regards to balls and strikes.

**HOME TEAM:**

Home team is designated by flip of coin by umpire **ONLY** if game is a neutral site game.

Home team is responsible to keep the official scorebook and email score to [ssyomn@aol.com](mailto:ssyomn@aol.com) as soon as possible after game is completed.

Each team will provide two game balls per game.

**COACHES:**

Only two coaches are allowed on the bench during games. A third person may be on the bench as scorekeeper for the team but he/she is not allowed to participate in coaching.