

10U

Spokane Indians Youth Softball—10 & Under

THE PLAYING OF ALL GAMES IS GOVERNED BY ASA RULES AND REGULATIONS EXCEPT THOSE NOTED BELOW:

Rule 1: Roster

- A. SIYS shall assign players to all teams on the basis of their age, schools and neighborhoods, not on the basis of individual team, player parent or coach preference.
- B. The age group that a player is assigned to depends on the players' age on December 31 of the previous year.
- C. Minimum roster is eight (8) players.
- D. No players may be added to a team roster for league play after their sixth (6th) game, except to maintain a minimum roster (Rule 1 Item C) following the permanent loss of a player or at the discretion of SIYS. All roster changes require written approval from SIYS for both league or tournament rosters with notification to affected coaches.

Rule 2: Line-up

- A. All players present will play at least three (3) full innings. Substitutions are to be made no later than following completion of the third (3rd) inning. Exceptions shall be for injury, called game, late arrival or disciplinary action by the coach.

NOTE: Disciplinary action, if used, must be explained in writing to SIYS within two (2) days of such action.

- B. All players present will be listed in continual batting order with unlimited substitutions for defense only.
- C. Late player(s) will be listed at the end of the batting order on the line-up card and will bat as soon as their batting position comes about after arriving.
- D. No outs will be recorded when the batting position is passed due to non-arrival.
- E. Designated and flex players are not permitted in league play or tournament play.

Rule 3: The Game

- A. Baselines will be sixty (60) feet in distance and it shall be thirty-five (35) feet from the back of home plate to the pitching rubber.
- B. An eleven-inch leather or synthetic covered "incrediball" or approved substitute will be used. Games are scheduled for six (6) innings.
- C. All players must play standard softball positions including three outfielders positioned in the outfield. Determining outfield positioning will be at the umpire's discretion.
- D. Teams may not practice on the infield after it is prepared for a game until pre-game infield warm-ups.
- E. The home team shall always occupy the third base side, shall provide the game ball, will act as the official scorer, will take infield practice second and will pick up the bases. At the umpire's discretion or by agreement of both coaches, the visiting team may be the official scorer and infield practice can be reversed to speed up the pre-game.

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- E. 10U is a **10-player** game requiring each team to have ten [10] defensive players to start an official game. However, upon agreement of the head coaches, the umpire will be notified that the game will be an official game while played with less than ten players on each team. Names of potential late arrival players will be listed last in the batting order and upon their arrival, must be placed in the field and will assume the pre-determined batting position.
- NOTE:** No outs will be recorded when the missing player is passed in the batting order.
- F. **ABSOLUTELY NO JEWELRY.** This includes: rings, earring, bracelets and necklaces as per ASA rules. Exceptions will be made for items required to be worn by religious faiths and medical items, but such items must be secured in such a manner (as determined by the Umpire) as to prevent a hazard to the player wearing them or other players.
- G. The home team will provide an umpire [a parent or coach], who will call the game from behind the pitcher. The umpire will call balls and strikes and field plays when it is player pitch and will call field plays when it is coach pitch.

Rule 4: Pitching

Youth pitchers will pitch innings 1, 3, 5 and all extra innings. The offensive team provides an adult pitcher for innings 2, 4 and 6.

- A. A batter can strike out, but cannot walk. During player pitch, if the batter has not struck out, but has reached 4 called balls (a "walk"), the coach of the team at bat, will pitch up to 3 additional pitches. If the batter does not hit the ball, she is automatically out. If the batter fouls the ball, the batter will receive another pitch.
1. Balls and strikes will be called as usual, when the youth is pitching.
- B. Adult pitchers shall pitch from the normal thirty-five (35) foot pitching rubber and they shall not coach while serving as the adult pitcher.
- C. When adults are pitching, the defensive team's youth pitcher must be within the pitcher's circle when the pitch is delivered.
- D. While adults are pitching, there will be seven (7) pitches per batter. The batter is out if they do not reach base on seven (7) pitches. While adults are pitching, the batter is out on three (3) swinging strikes or if they have not hit a fair ball in seven (7) pitches, not counting two (2) strike fouls.
- E. Foul balls are considered swinging strikes except when the batter has two strikes on them. Continued foul balls are not considered strikes. The batter will continue batting until they hit a fair ball or swing and miss.
- F. If a batted ball accidentally hits the adult pitcher, the ball is in play.
- If a live ball is intentionally touched by an adult pitcher, play is dead, the batter is out and all runners return to their previous base at the time the pitch was delivered.
 - If, in the umpire's opinion, the adult pitcher catches a batted ball in self-defense, it becomes a dead ball and the pitch does not count and runners return to their previous base at the time the pitch was delivered.
 - If a thrown ball is intentionally touched by an adult pitcher, play is dead, the batter is out and all runners return to their previous base at the time the pitch was delivered.

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- F. An eight (8) foot circle will be drawn around the pitcher's mound, when the pitcher gains control of the ball within the circle, play is considered dead. At that time, any base runner off base, must commit immediately go back to the last base touched. Failure to do so is an automatic out.
 - a. Should no circle be visible, the Umpire's discretion determines its placement.
- G. 10U is a fastpitch league, but modified pitching is acceptable. **No slow pitch.**
- H. If the ball is dropped on the third strike, the batter is out.
- I. If a pitcher hits two (2) batters in one (1) inning, it will be at the discretion of the coaches and umpire as to whether she stays in the pitching position or is removed.

Rule 5: Playing the Game

- A. **Stealing is NOT allowed.**
 - Note:** Runners leaving early will be declared out.
- B. Bunting is allowed only when a child is pitching.
- C. The "Infield Fly Rule" is **not** in effect.
- D. On an attempt to make a play at any base and the ball goes out of play, the runner shall not advance to an additional base.
 - Example:** Runner is at first (1st base) and the batter hits the ball and the fielders throw goes out of play before the batter-runner gets to first base and the runner at first has not reached second, the runner from first base stays at second (2nd) base and the batter-runner stays on first (1st) base.
- E. Ten (10) Batter Rule
 - a. The ten (10) batter rule is in effect through the fifth (5th) inning. When play is completed on the tenth (10th) batter in an inning, the inning is over or if the third (3rd) out is made before play on the tenth (10th) batter is completed. If less than ten (10) batters are available, the rule becomes equivalent to the number of batters.
- F. Dead ball
 - a. If the dead ball situation is created by the defensive team, all remaining base runners shall advance to the base in which they were going.
 - b. If the dead ball situation is created by the offensive team, the inning shall end at that instant and only runners who crossed home plate prior to the deal ball shall be deemed to have scored.
- G. Teams will play the sixth (6th) inning with no ten (10) batter rule.
- H. Five (5) Run Rule
 - a. A team's turn at bat shall end immediately when they score their fifth run in any inning through the fifth (5th).
 - b. If, in any inning beyond the fourth (4th) inning, the home team is ahead by fifteen (15) runs, or more after the half-inning, they are the winner, or if the visiting team is ahead at the end of any inning beyond the fifth (5th) by 15 runs, they are the winner.
- I. If, in the sixth (6th) inning, the home team is ahead by fifteen (15) runs, or more after the half-inning, they are the winner.
- J. A pinch runner is allowed for the catcher if the catcher is on base with two outs recorded.

Rule 6: Uniforms and Equipment

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- A. The batter, all base runners, on-deck batter and **ANY YOUTH COACHES** (18 & under) must wear batting helmets.
- B. Only uniforms issued by SIYS shall be used in league and league tournament play.
 - 1. Hats or visors are optional.
- C. The catcher must wear a catcher's helmet, face mask, throat protector and shin guards. Umpires must wear face masks and throat protectors.
- D. No metal spikes
- E. Bats thirty (30) inches or less in length will not be required to be marked OFFICIAL SOFTBALL as long as they meet ASA specifications in all other aspects.

Rule 7: Length of Games

- A. Game time to determine forfeits or failure of the umpire to appear is ten (10) minutes after the scheduled starting time.
- B. Rainouts or Suspended Games, due to weather or other extenuating circumstances as determined by SIYS, will be rescheduled if possible through coordinated effort of the coaches and SIYS. Partially completed games will be resumed from the point of suspension.
- C. No new inning may start more than one hour and forty-five minutes (1:45) hours from the start of the game.
 - a. Official start of the game is determined by the time the first pitch is thrown. The umpire will inform both coaches of the official starting time.
 - b. If, at the end of one hour and forty-five minutes (1:45), and the home team is ahead, the home team is the winner.
 - c. If, at the end of one hour and forty-five minutes (1:45), and the visiting team is ahead, the home team is allowed one more at-bat to determine the winner.
 - d. League games that end in a tie due to time expiration, will be declared an official tie and will not be replayed or continued.

Rule 8: Coaches

- A. **SIYS PHILOSOPHY:** It is the policy of SIYS that every player is allowed to play a certain number of innings in each game (See Rule 2 Item A.) Coaches shall not attempt to circumvent this rule and will use their best efforts to insure each team member plays the required innings.
- B. All head coaches and Assistant Coaches must be registered with SIYS.
- C. **EACH HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF PLAYERS, PARENTS, ASSISTANT COACHES AND OTHER SPECTATORS FOR THEIR TEAM.**
- D. Any coach 18 or under must be approved by SIYS
- E. Guest players can participate in practices only if they are registered with SYSA.
- F. Head coach, or his representative, will present line-up cards to the umpire and the opposing coach prior to the official start of the game, noting any expected late arrivals.
- G. Coaches are responsible for:
 - 1. Any garbage left in its area after each game.
 - 2. Return of equipment in good order and in a timely fashion.
 - 3. Safety equipment being used in practices.

4. Any player or coach warming up a pitcher, either between innings or in the bullpen, is wearing a catcher's mask.
 5. Making every effort to keep the game moving at a brisk pace in order to maximize playing time for team members.
- H. EJECTIONS: SIYS policy of being ejected from a game as a player or a coach, requires the individual to miss the rest of that game and the entire next game. Two ejections in a season can be subject to suspension for multiple games or for the entire season at the discretion of SIYS.

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Spokane Indians Youth Softball—12 & Under

THE PLAYING OF ALL GAMES IS GOVERNED BY ASA RULES AND REGULATIONS EXCEPT THOSE NOTED BELOW:

Rule 1:: Roster

- A. SIYS shall assign players to all teams on the basis of their age, schools and neighborhoods, not on the basis of individual team, player parent or coach preference.
- B. The age group that a player is assigned to depends on the players' age on December 31 of the previous year.
- C. Minimum roster is eight (8) players.
- D. No players may be added to a team roster for league play after their sixth (6th) game, except to maintain a minimum roster (Rule 1 Item C) following the permanent loss of a player or at the discretion of SIYS. All roster changes require written approval from SIYS for both league or tournament rosters with notification to affected coaches.

Rule 2:: Line-up

- A. All players present will play at least three (3) full innings. Substitutions are to be made no later than following completion of the third (3rd) inning. Exceptions shall be for injury, called game, late arrival or disciplinary action by the coach.

NOTE: Disciplinary action, if used, must be explained in writing to SIYS within two (2) days of such action.

- B. All players present will be listed in continual batting order with unlimited substitutions for defense only.
- C. Late player(s) will be listed at the end of the batting order on the line-up card and will bat as soon as their batting position comes about after arriving.
- D. No outs will be recorded when the batting position is passed due to non-arrival.
- E. Designated and Flex players are not permitted in league play or tournament play.

Rule 3:: The Game

- A. Baselines will be sixty (60) feet in distance and it shall be forty (40) feet from the back of home plate to the pitching rubber.
- B. A twelve (12) inch, leather or synthetic covered softball will be used.
- C. Games are scheduled for seven (7) innings.
- D. All players must play standard softball positions including at least three (3) outfielders positioned in the outfield.
- E. Teams may not practice on the infield after it is prepared for a game until pre-game infield warm-ups.
- F. The home team shall always occupy the third base side, shall provide the game ball, will act as the official scorer, will take infield practice second and will pick up the bases. At the umpire's discretion or by agreement of both coaches, the visiting team may be the official scorer and infield practice can be reversed to speed up the pre-game.

12U

- G. 12U is a **9-player game** requiring each team to have nine (9) defensive players to start an official game. However, upon agreement of the head coaches, the umpire will be notified that the game will be an official game while played with less than nine players on each team. See Rule 2 Item C for Line-up policy.

NOTE: No outs will be recorded when the missing player is passed in the batting order.

- E. **ABSOLUTELY NO JEWELRY.** This includes: rings, earring, bracelets and necklaces as per ASA rules. Exceptions will be made for items required to be worn by religious faiths and medical items, but such items must be secured in such a manner (as determined by the Umpire) as to prevent a hazard to the player wearing them or other players.
- F. Umpire No-Shows: If the scheduled umpire fails to appear ten (10) minutes after game time, a person(s) acceptable to BOTH coaches may umpire the game.

Rule 4: Pitching

- A. No pitcher may pitch more than four (4) innings per game. If a pitcher delivers one (1) pitch in any inning, that pitcher will be charged with one (1) full inning pitched.
- B. If a pitcher hits two (2) batters in one (1) inning, it will be at the discretion of the coaches and umpire as to whether she stays in the pitching position or is removed.
- C. An eight (8) foot circle will be drawn around the pitcher's mound. When the pitcher gains control of the ball within the circle, play is considered dead. At that time, any base runner off base, must commit immediately to going to the next base or back to the last base touched. Failure to do so is an automatic out. Should no circle be visible, the Umpire's discretion determines its placement.
- D. 12U is a fastpitch league. Modified pitching is acceptable. No slow pitch will be allowed.
- E. If the ball is dropped on the third strike, the batter is out.

Rule 5: The Game

- A. Stealing is allowed. **Runner may not leave the base until the ball crosses the plate.**
Note: Runners leaving early will be declared out.
- B. Bunting is allowed.
- C. The "Infield Fly Rule" is **not** in effect.
- D. On an attempt to make a play at any base and the ball goes out of play, each runner is allowed one (1) base.
Example: Runner is at first (1st) and the batter hits the ball and the fielders throw goes out of play before the batter-runner gets to first base and the runner at first has not reached second, the runner from first base is awarded third (3rd) base and the batter-runner is awarded second (2nd) base.
- E. Dead ball
- If the dead ball situation is created by the defensive team, all remaining base runners shall advance to the base in which they were going.
 - If the dead ball situation is created by the offensive team, the inning shall end at that instant and only runners who crossed home plate prior to the deal ball shall be deemed to have scored.
- F. Five (5) Run Rule

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- a. A team's turn at bat shall end immediately when they score their fifth run in any inning through the fifth (5th).
- b. If, in any inning beyond the fourth (4th) inning, the home team is ahead by fifteen (15) runs, or more after the half-inning, they are the winner, or if the visiting team is ahead at the end of any inning beyond the fifth (5th) by 15 runs, they are the winner.
- G. A pinch runner is allowed for the catcher if the catcher is on base with two outs recorded. The pinch runner will be the player that was most recently called out.

Rule 6: Uniforms and Equipment

- A. The batter, all base runners, on-deck batter and **ANY YOUTH COACHES** (18 & under) must wear batting helmets.
- B. Only uniforms issued by SIYS shall be used in league and league tournament play.
 1. Hats or visors are optional.
- C. The catcher must wear a catcher's helmet, face mask, throat protector and shin guards. Umpires must wear face masks and throat protectors.
- D. No metal spikes
- E. Bats thirty (30) inches or less in length will not be required to be marked OFFICIAL SOFTBALL as long as they meet ASA specifications in all other aspects.

Rule 7: Length of Games

- A. Game time to determine forfeits or failure of the umpire to appear is ten (10) minutes after the scheduled starting time.
- B. Rainouts or Suspended Games, due to weather or other extenuating circumstances as determined by SIYS, will be rescheduled if possible through coordinated effort of the coaches and SIYS. Partially completed games will be resumed from the point of suspension.
- C. No new inning may start more than two (2) hours from the start of the game.
 - a. Official start of the game is determined by the time the first pitch is thrown. The umpire will inform both coaches of the official starting time.
 - b. If, at the end of 2 hours, and the home team is ahead, the home team is the winner.
 - c. If, at the end of 2 hours, and the visiting team is ahead, the home team is allowed one more at-bat to determine the winner.
 - d. League games that end in a tie due to time expiration, will be declared an official tie and will not be replayed or continued.

Rule 8: Coaches

- A. **SIYS PHILOSOPHY:** It is the policy of SIYS that every player is allowed to play a certain number of innings in each game (See Rule 2 Item A.) Coaches shall not attempt to circumvent this rule and will use their best efforts to insure each team member plays the required innings.
- B. All head coaches and Assistant Coaches must be registered with SIYS.
- C. **EACH HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF PLAYERS, PARENTS, ASSISTANT COACHES AND OTHER SPECTATORS FOR THEIR TEAM.**
- D. Any coach 18 or under must be approved by SIYS
- E. Guest players can participate in practices only if they are registered with SYSA.

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- F. Head coach, or his representative, will present line-up cards to the umpire and the opposing coach prior to the official start of the game, noting any expected late arrivals
- G. Coaches are responsible for:
 - 1. Any garbage left in its area after each game.
 - 2. Return of equipment in good order and in a timely fashion.
 - 3. Safety equipment being used in practices.
 - 4. Any player or coach warming up a pitcher, either between innings or in the bullpen, is wearing a catcher's mask.
 - 5. Making every effort to keep the game moving at a brisk pace in order to maximize playing time for team members.
- H. EJECTIONS: SIYS policy of being ejected from a game as a player or a coach, requires the individual to miss the rest of that game and the entire next game. Two ejections in a season can be subject to suspension for multiple games or for the entire season at the discretion of SIYS.

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Spokane Indians Youth Softball—14 & Under

THE PLAYING OF ALL GAMES IS GOVERNED BY ASA RULES AND REGULATIONS EXCEPT THOSE NOTED BELOW:

Rule 1:: Roster

- A. SIYS shall assign players to all teams on the basis of their age, schools and neighborhoods, not on the basis of individual team, player parent or coach preference.
- B. The age group that a player is assigned to depends on the players' age on December 31 of the previous year.
- C. Minimum roster is eight (8) players.
- D. No players may be added to a team roster for league play after their sixth (6th) game, except to maintain a minimum roster (Rule 1 Item C) following the permanent loss of a player or at the discretion of SIYS. All roster changes require written approval from SIYS for both league or tournament rosters with notification to affected coaches.

Rule 2:: Line-up

- A. All players present will play at least three (3) full innings. Substitutions are to be made no later than following completion of the third (3rd) inning. Exceptions shall be for injury, called game, late arrival or disciplinary action by the coach.

NOTE: Disciplinary action, if used, must be explained in writing to SIYS within two (2) days of such action.

- B. All players present will be listed in continual batting order with unlimited substitutions for defense only.
- C. Late player(s) will be listed at the end of the batting order on the line-up card and will bat as soon as their batting position comes about after arriving.
- D. No outs will be recorded when the batting position is passed due to non-arrival.
- E. Designated and Flex players are not permitted in league play or tournament play.

Rule 3:: The Game

- A. Baselines will be sixty (60) feet in distance and it shall be forty (40) feet from the back of home plate to the pitching rubber.
- B. A twelve (12) inch, leather or synthetic covered softball will be used.
- C. Games are scheduled for seven (7) innings.
- D. All players must play standard softball positions including three (3) outfielders positioned in the outfield.
- E. Teams may not practice on the infield after it is prepared for a game until pre-game infield warm-ups.
- F. The home team shall always occupy the third base side, shall provide the game ball, will act as the official scorer, will take infield practice second and will pick up the bases. At the umpire's discretion or by agreement of both coaches, the visiting team may be the official scorer and infield practice can be reversed to speed up the pre-game.
- G. 14U is a 9-player game requiring each team to have nine (9) defensive players to start an official game. However, upon agreement of the head coaches, the umpire will be notified that the game will be an official game while played with less than nine (9) players on each team. See Rule 2 Item C for Line-up policy.

NOTE: No outs will be recorded when the missing player is passed in the batting order.

- E. **ABSOLUTELY NO JEWELRY.** This includes: rings, earring, bracelets and necklaces as per ASA rules. Exceptions will be made for items required to be worn by religious faiths and medical items, but such items must be secured in such a manner (as determined by the Umpire) as to prevent a hazard to the player wearing them or other players.
- F. **Umpire No-Shows:** If the scheduled umpire fails to appear ten (10) minutes after game time, a person(s) acceptable to BOTH coaches may umpire the game.

Rule 4:: Pitching

- A. No pitcher may pitch more than four (4) innings per game. If a pitcher delivers one (1) pitch in any inning, that pitcher will be charged with one (1) full inning pitched.
- B. If a pitcher hits two (2) batters in one (1) inning, it will be at the discretion of the coaches and umpire as to whether she stays in the pitching position or is removed.

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- C. An eight (8) foot circle will be drawn around the pitcher's mound. When the pitcher gains control of the ball within the circle, play is considered dead. At that time, any base runner off base, must commit immediately to going to the next base or back to the last base touched. Failure to do so is an automatic out. Should no circle be visible, the Umpire's discretion determines its placement.
- D. 14U is a fastpitch league. No slow pitch will be allowed. Modified pitching is acceptable.
- E. The dropped third (3rd) strike rule is in effect.

Rule 5: The Game

- A. Stealing is allowed. Runners may not leave the base until the ball leaves the pitcher's hand.
Note: Runners leaving early will be declared out.
- B. Bunting is allowed.
- C. The "Infield Fly Rule" is in effect.
- D. On an attempt to make a play at any base and the ball goes out of play, each runner is allowed one (1) base.
Example: Runner is at first (1st base) and the batter hits the ball and the fielder's throw goes out of play before the batter-runner gets to first base and the runner at first has not reached second, the runner from first base is awarded third (3rd) base and the batter-runner is awarded second (2nd) base.
- E. Dead ball
 - a. If the dead ball situation is created by the defensive team, all remaining base runners shall advance to the base in which they were going.
 - b. If the dead ball situation is created by the offensive team, the inning shall end at that instant and only runners who crossed home plate prior to the dead ball shall be deemed to have scored.
- F. Five (5) Run Rule
 - a. A team's turn at bat shall end immediately when they score their fifth run in any inning through the fifth (5th).
 - b. If, in any inning beyond the fourth (4th) inning, the home team is ahead by fifteen (15) runs, or more after the half-inning, they are the winner, or if the visiting team is ahead at the end of any inning beyond the fifth (5th) by 15 runs, they are the winner.
- G. A pinch runner is allowed for the catcher if the catcher is on base with two outs recorded. The pinch runner will be the player that was most recently called out.

Rule 6: Uniforms and Equipment

- A. The batter, all base runners, on-deck batter and **ANY YOUTH COACHES (18 & under)** must wear batting helmets.
- B. Only uniforms issued by SIYS shall be used in league and league tournament play.
 - 1. Hats or visors are optional.
- C. The catcher must wear a catcher's helmet, face mask, throat protector and shin guards. Umpires must wear face masks and throat protectors.
- D. No metal spikes

Rule 7: Length of Games

- A. Game time to determine forfeits or failure of the umpire to appear is ten (10) minutes after the scheduled starting time.
- B. Rainouts or Suspended Games, due to weather or other extenuating circumstances as determined by SIYS, will be rescheduled if possible through coordinated effort of the coaches and SIYS. Partially completed games will be resumed from the point of suspension.
- C. No new inning may start more than two (2) hours from the start of the game.
 - a. Official start of the game is determined by the time the first pitch is thrown. The umpire will inform both coaches of the official starting time.
 - b. If, at the end of 2 hours, and the home team is ahead, the home team is the winner.
 - c. If, at the end of 2 hours, and the visiting team is ahead, the home team is allowed one more at-bat to determine the winner.
 - d. League games that end in a tie due to time expiration, will be declared an official tie and will not be replayed or continued.

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Rule 8: Coaches

- A. SIYS PHILOSOPHY: It is the policy of SIYS that every player is allowed to play a certain number of innings in each game (See Rule 2 Item A.) Coaches shall not attempt to circumvent this rule and will use their best efforts to insure each team member plays the required innings.
- B. All head coaches and Assistant Coaches must be registered with SIYS.
- C. EACH HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF PLAYERS, PARENTS, ASSISTANT COACHES AND OTHER SPECTATORS FOR THEIR TEAM.
- D. Any coach 18 or under must be approved by SIYS
- E. Guest players can participate in practices only if they are registered with SYSA.
- F. Head coach, or his representative, will present line-up cards to the umpire and the opposing coach prior to the official start of the game, noting any expected late arrivals
- G. Coaches are responsible for:
 - 1. Any garbage left in its area after each game.
 - 2. Return of equipment in good order and in a timely fashion.
 - 3. Safety equipment being used in practices.
 - 4. Any player or coach warming up a pitcher, either between innings or in the bullpen, is wearing a catcher's mask.
 - 5. Making every effort to keep the game moving at a brisk pace in order to maximize playing time for team members.
- H. EJECTIONS: SIYS policy of being ejected from a game as a player or a coach, requires the individual to miss the rest of that game and the entire next game. Two ejections in a season can be subject to suspension for multiple games or for the entire season at the discretion of SIYS.