



## Baseball Rules, Policies, & Philosophies

When you assume the position of coach, you make a positive statement that you are interested in helping young people learn valuable life-lessons. Not only will you be teaching our youth the skills, fundamentals and rules of our national pastime, you will also be helping to instill in them important values including sportsmanship, teamwork, honesty, and a sense of fair play.

The League Officers of Spokane Indians Youth Baseball are here for one reason only - the players. This program was founded and exists for kids; but they need capable, responsible adult leaders to help carry out this vision. We ask that you accept this responsibility seriously, understand that you will be a role model, and make every effort to work within the framework our program provides.

This booklet contains important information regarding rules, policies, philosophies and procedures that you will need for a successful season. Please read it very carefully and keep it handy throughout the season. It is suggested that you keep this booklet with you at games as well. It may help clarify various situations that develop. By coaching a team in Spokane Indians Youth Baseball, you agree to adhere to all of the rules, policies and procedures in this handbook.

If you have any questions, suggestions, concerns, or just desire to discuss youth baseball, please do not hesitate to contact your League Commissioner. In the event he/she is unavailable or cannot answer your questions, please feel free to contact the SIYBS Rules Committee through electronic mail at [rules@siyb.org](mailto:rules@siyb.org). Have a great and fun-filled season. And, please remember:

**The player is more important than the game**

### Sportsmanship and Team Responsibilities

#### Sportsmanship

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. The umpire or baseball coordinator can remove anyone from the premises for unsportsmanlike behavior. Any individual ejected from the game will miss the remainder of that game, plus the next game. The baseball coordinator has the right to reinstate the player/individual based on the severity of the ejection. Any player, coach, or fan whose conduct is unbecoming, malicious or abusive, will, at a minimum, be removed from the premises at the discretion of the baseball coordinator, Umpire-in-Chief and umpires. Failure to comply with these rules will result in forfeiture of the game.

## Use of Parks and Fields

SIYBS rents many of their field locations. The posted rules and regulations of each field and location needs to be followed. Coaches are to be inside dugouts at all times unless acting as a designated base coach. Teams are REQUIRED to pick up their own trash and debris.

**NO SEEDS IN THE DUGOUTS!!!**

Teams may warm-up in the outfield grass prior to their game if time permits. Formal infield/outfield is not permitted prior to the game. Soft-toss into the chain link fences is not allowed.

## Spokane City Parks and School Fields Rules and Regulations

1. Alcohol is prohibited in all forms on the fields, in the parking lots on public streets and sidewalks and all areas in close proximity to the field. Coaches will be responsible for the enforcement of this rule on their side of the field. If they are unable to control an infraction, the game may be stopped. The umpire may then request that proper authorities be called and may, at his discretion, declare a forfeit.
2. Tobacco is prohibited in all forms on the fields, in the parking lots on public streets and sidewalks and all areas in close proximity to the field. Coaches will be responsible for the enforcement of this rule on their side of the field. If they are unable to control an infraction, the game may be stopped. The umpire may then request that proper authorities be called and may, at his discretion, declare a forfeit.
3. Spectators and players are responsible to clean up after themselves and dispose of all debris before leaving the field after practices and games.
4. Our field permits are for Monday through Friday, 5:30 PM until dark. Some Saturdays are available on a limited use basis. Please refer to the schedule.
5. School activities take preference. If a school activity goes past 5:30 PM it must be allowed to continue until it concludes. Any coach reported to have complained or to have given a school or city official a "hard time" will be removed.
6. The use of fields has become extremely competitive. Please be aware that neither the city nor the school districts are required to allow us the use of their fields and take every precaution to not cause them to reconsider the courtesy they have extended us.
7. If you have a problem with another party using a field during our permitted time, please notify your league commissioner.

## Codes of Conduct

- **Zero Tolerance Policy**

- Spokane Indians Youth Baseball will be following a “Zero Tolerance” policy regarding inappropriate behavior. This policy will encompass all interactions during the course of the season which includes but is not limited to practices, games, tournaments, all stars or any other league sponsored events. The league, coaches, umpires, parents, and fans must make it a priority to promote fair play, good sportsmanship, and to teach our children how to play the game the correct way. Too often, we as adults can forget this goal of youth sports.
- Link to the SIYBS codes of conduct: <http://spokaneindiansyouthbaseball.org/wp-content/uploads/2021/02/2021-Parent-Code-of-Conduct.pdf>
- Reports about incidents or members of the SIYBS community that have broken the codes of conduct can be reported here: <https://docs.google.com/forms/d/e/1FAIpQLSdToAVagI8GoLsR4q0MNDcD4viFqldNq8xRQzZXd1A3-aJ1Sg/viewform>

## Field Preps

Every regular season game should be scheduled a prep. If there is an error with the prep or you feel the quality is not up to par, please reach out to the baseball coordinator as soon as you can. Picture evidence will help in deciding what course of action to take.

**Teams are not allowed to practice on prepped fields before games  
Please warm-up in the grass areas and take ground balls in foul territory**

For tournaments, fields will be prepped every other game scheduled at a field. Championship games will always have a fresh prep. If you would like the prep schedule or have questions or comments on field conditions, please contact the baseball coordinator.

## Practice Fields

Each team will be assigned a practice location if needed on their designated game days. Once games are scheduled, you can request more time/additional fields if available. Fields are not available until SIYBS gets authorization. PLEASE do not go out on the fields until you receive confirmation.

## Charter

SIYBS is a charter program for PONY baseball and Babe Ruth/Cal Ripken Baseball.

## Administrative Rules and Policy

1. Player fees must be turned in by the published deadline for the player to be considered legal.
2. The duties of the position referred to commonly as Player Representative shall be carried out by the League Commissioner/s.
3. All coaches, umpires, and league officials must submit to and pass a background check. Failure to do so will result in removal from any and all association with Spokane Indians Youth Baseball.
4. Any team with female players must have an adult female present at all games, practices and team gatherings.
5. Each team is responsible to have a fully stocked first aid kit and proper materials for the handling and disposal of blood and bloody materials present at all games and practices.
6. Any player may play up a maximum of three age levels, with board approval. Players may play down an age level under certain circumstances with board approval.
7. Every player participating in SIYBS must be rostered.
8. A player may request to change teams during the season. However, for this to occur the following three items must be submitted for review by the SIYBS Rules Committee:
  - a. The player has a signed release from the coach of the team he/she is leaving,
  - b. An acceptance letter or email from the coach of the team he/she is going to, and
  - c. A letter or email from the player's parent/guardian to the Committee requesting the transfer and stating why it would be beneficial to the player.
9. The SIYBS Rules Committee must approve any and all roster changes and will do so on a case-by-case basis.

### Individual Player Refund Policy (link)

- [Find the policy here](#)

### Full Team League Refund Policy (link)

- [Find the policy here](#)

### Tournament Refund Policy (link)

- [Find the policy here](#)

### League Officials Authority to Act

League officials shall have the express authority to suspend or remove a coach, assistant coach or other bench personnel, player, parent, spectator or team for noncompliance with league rules, the Official Rules of Baseball, SIYBS rules or any other local rules, policies or bylaws, written and/or implied. Written complaints (email is acceptable) and/or support from visitors, parents, umpires, coaches, players or league officials will be considered in all cases that may lead to a suspension or removal from the league. The decision to suspend or remove and the duration of such suspension or removal will be determined by the SIYBS rules committee.

Any individual(s) or team suspended or removed may appeal. Appeals must be made in writing only (email is acceptable) and within forty-eight (48) hours of the suspension or removal notice. Upon receipt of an appeal, the rules committee will consider the written appeal, the initial decision, and any written or verbal testimony relevant to the incident or incidents that led to the initial suspension or removal. They may also call witnesses if they so choose. Upon conclusion of the deliberative process they will render a decision by majority vote. This decision shall be final.

### Coaches Disciplinary Action for Non-Adherence

1. Use of Tobacco products (including vapor or E-Cigs) during games or practices. First violation: One game suspension Second violation: Two game suspension Third violation: Suspension for rest of the season (Regular & Post)
2. Use of or under influence of drugs or alcohol during games or practices. First violation: 2 game suspension Second violation: Suspension for rest of the season (Regular & Post)
3. Negative verbal abuse towards players, coaches and umpires/officials. First violation: Warning Second violation: One game suspension Third violation: Suspension for rest of the season (Regular & Post)
4. Any verbal threats or actual physical harm towards players, umpires/officials, coaches or fans. First violation: Suspension for rest of the season (Regular & Post)
5. If a coach plays a non-rostered player they will be subject to the following discipline. First violation: THREE game suspension Second violation: 12 game suspension (Regular & Post), also carries over to the following year.
6. The removal of a team from the field of play before regulation play is done, unless for players safety. First violation: One game suspension Second violation: Suspension for rest of the season (Regular & Post) Non-Adherence to the above rules shall be brought to the SIYBS Rules Committee.

## Coaches' Responsibilities

The SIYBS Coach must be an individual who can act as a leader among young people, their families, and the community. Where "Coach" is found in this document it shall be implied to mean "Coach and Manager". Players are strongly influenced by their coaches in establishing their own ideals and aspirations. It is important that the coach be a person who can be respected by their players, not only because they might lead them to the league championship, but because they did their job in giving them the proper inspiration needed in becoming better citizens through proper mental and physical development. The coach is such an integral part in the success of the league; the coach shall at all times conduct themselves, both on and off the field, in a manner that reflects the privilege and authority their role bestows.

- Coaches shall make the development of each player's baseball ability and good sportsmanship their primary goal.
- Coaches are responsible for teaching the fundamentals and skills of baseball, maintaining equipment, scheduling and running practices, managing games and the other duties commonly associated with coaching
- Coaches will be held responsible for the conduct of their team, assistants, bench personnel and fans.
- Rostered coaches shall be present or make arrangements for a substitute at all scheduled games or practices.
- Coaches shall teach and abide by the "Official Rules of Major League Baseball, Pony National Rules and/or SIYBS local rules.
- Coaches must ensure that all of their players are on their roster in Bonzi (Bonzi Team). Rosters are locked after the second week of the season. Any roster changes after that time must be approved by the SIYBS Rules Committee. No non-rostered players will be allowed to play in a game.
- Coaches shall not use alcoholic beverages at, or within an hour prior, to games, practices and any gathering of the team is inappropriate and will not be tolerated. Coaches shall also refrain from the use of tobacco products at games and practices.
- Coaches will be responsible to the league for the dollar value of all league property used by his/her team. Coaches will sign for, and return upon request, all league equipment and uniforms issued to them. Coaches will be held financially responsible for bases that are not properly put away. Coaches are also responsible for registration fees, release forms, birth certificates and fundraiser products and/or monies received by his/her team. A coach whose team has outstanding debts to the league in the form of monies, information or material, will not be eligible to play.
- Coaches shall remain at the practice field until all players have been either picked up by a parent/legal guardian or have left the practice field for home on foot or bicycle.
- Coaches will conduct themselves with dignity at all times in order to gain and maintain the respect of their players, parents, board members, umpires and spectators. Profanity, verbal abuse and excessively rough play have no place and will not be tolerated.
- Coaches who deliberately violate the rules, use vulgar language and/or signs, use or encourage rough tactics during games or practices or abuse their players physically or verbally will be suspended or dismissed by the SIYBS rules committee. Any coach suspended or dismissed will not be entitled to hold an office in SIYBS during the period of the suspension or dismissal.
- Coaches scheduled as "home team" shall post the game score and pitch counts online within 24 hours of game completion.

# Team Eligibility & Rosters

## Rosters

May not exceed 18 players. All teams should follow the SIYBS age brackets to determine the level of play they should sign up for. Dual rostering players is allowed with permission from the league. Dual rostered players are eligible to play in tournament play if they have played in 60% of the team's games. Players in recreational leagues will be assigned as close to their assigned high school as possible. There is a limit to four coaches and/ or managers for each team. The official book keeper is the only other person who may be in the dugout with the team.

## Equipment

### Bats

- **9U-14U Recreational & Competitive, 15U Recreational**
  - All bats must be stamped with the USA Stamp, USSSA, or BBCOR. Must be a baseball bat - no restriction on weight, diameter, or length as long as the bat has a USA, USSA, or BBCOR Stamp.
  - All wood bats are allowed
- **High School**
  - -3 weight/length ratio only
  - All bats must be stamped BBCOR or USA.
  - USSSA bats are not allowed
  - All wood bats are allowed
    - To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two-piece must meet the BBCOR standards and have the BBCOR or USA stamp.
- **Illegal Bat Use**
  - Each team is responsible for making sure their team bats are legal - this is NOT the umpire's responsibility
  - **Discovered in the batter's box (bat not used)** - Remove bat and inform Head Coach. No penalty
  - **Pitch struck fair**- if an illegal bat is discovered after the ball is struck fair AND BEFORE the next pitch the batter is out, and runner(s) return to base occupied at time of the pitch and any out(s) recorded stand.
  - Subsequent use of an illegal bat will result in the same penalty, along with a coach ejection
  - **\*Note\*** Runner(s) advancement not caused by use of an illegal bat such as stolen base, balk, passed ball, wild pitch) shall stand.

### Helmet

- A batting helmet, which covers the top and back of the head and the ears, must be worn when at bat and while on base until they get back to the dugout.
- Removal of the helmet while the ball is in play will result in a warning to the player and coach. Subsequent removals will result in ejection of the player.

### Catcher's Gear

- The catcher must wear all appropriate protective gear which includes: a protective helmet, chest protector, shin guards, and protective cup. Hockey style masks are acceptable. Two Pieces are acceptable.

### Cleats

- Metal cleats are allowed 11u - up
- Metal cleats are NOT allowed on portable mounds

### Uniforms

- If teams have multiple jerseys, the players' numbers must be same on all jerseys
- If it is cold, players may wear sweatshirts or sleeves underneath the jersey. If the sleeve is determined to impede the batter's view of the incoming pitch, then the sleeve will have to be removed.

## Playing rules

**SIYB uses the Official Baseball Rules of Major League Baseball unless otherwise noted below.**

### Playing Field

- **9U/10U**
  - 60 ft. bases, 46 ft. pitching distance (Competitive on mounds/ Rec. no mounds), 200-225 ft. fences (if available)
- **11U/12U**
  - 70 ft. bases, 50 ft. pitching distance, 225-250 ft. fences (if available)
- **13U/14U/15U\***
  - 80 ft. bases, 54 ft. pitching distance, 275-300 ft. fences (if available)
  - \*Summer/Fall 15U will play on 80 ft. bases and 54 ft. pitching.
- **High School**
  - 90 ft. bases, 60.5 ft. pitching distance, fence distances vary

### Starting and Ending a Game

- All players that participate in the game must be included on the lineup card provided to the umpire at the pre-game meeting. Each player must have a unique jersey number.
- Each team is required to begin the game with a minimum of 8 players, may finish with 8, but must take an out for the vacant position.
- Forfeit time will be 15 min after scheduled game time, unless otherwise organized through proper channels. Forfeit scores will be entered as the number of innings to zero. For example, 9U plays 6 innings, so their forfeit score would be entered as 6-0.

### Game Length & Time Limits

All Games will conclude after the set amount of innings are played or after the time limit has been reached. No new inning may be started after time has expired. A new inning starts when

the previous inning ends. No time limit on Championship games. All other games will have a time limit. Mercy Rule applies for all games

- 9-10U
  - 6 Innings or 1 hour and 50 minutes.
- 11U-High School
  - 7 Innings or 1 hour and 50 minutes.

The Umpire will keep the time of the game. The official game time is determined at the conclusion of the plate meeting. Coaches are responsible for confirming that start time from the umpire in chief. The clock will only stop for weather and serious injuries. If a team appears to be stalling, any league official (umpire, UIC, baseball coordinator) may extend the time limit.

**If the home team is winning and at bat when time limit hits, the game will end.**

### Mercy Rule

- 10 runs after 3 ½ or 4 innings

### Inning Run Rules

- 10U Recreational teams will switch sides after five runs are scored by a team in a half inning
- 12U Recreational teams will switch sides after seven runs are scored by a team in a half inning
  - If a game makes it to the last inning of a game, there will be no run limit and the only way the half inning will end is by recording three outs.

### Ties

Ties in regulation season play are allowed. If the time limit or inning limit is reached and the score is tied, then the game will be a tie. There is no tie breaker for league play games in both competitive and recreational league play.

In tournament play, there will be NO ties in pool or bracket play. In the event of a tie after the required innings or due to time limit, the SIYBS Tie-Breakers will apply. Each team will start the inning with the player who was last recorded out, as a Base Runner on 2nd base with one out in the books. This runner may not be pinch run for or substituted! All Games will go immediately to the tie breaker at the end of regulation.

### Mound Visits

- If a coach confers with a player and crosses the foul line, this is considered a trip to the mound for that inning. Mound visits for injury are not counted as a mound visit.
- A pitcher must be removed from the mound upon the 2nd visit by the coach/manager in an inning.
- If a pitcher is removed from the game as a pitcher, they may NOT return to the pitching position for the remainder of that game.
- Mound Visit Limits
  - Each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three

charged visits are used, every trip to the mound will result in the pitcher being removed.

- A team will receive one extra charged visit for every extra inning played

### Warmup Pitches

- A new pitcher gets 8 warm-up pitches the first appearance in a game
- A pitcher gets 5 warm-up pitches for every subsequent inning

### League Pitching Limits

Workload limits are set and in place for pitchers to limit the likelihood of pitching with fatigue. SIYBS uses the MLB Smart Pitching Guidelines: <https://www.mlb.com/pitch-smart/pitching-guidelines>

Pitch smart guidelines are subject to change without notice by the MLB. Please check the above link for the most up to date recommendations.

Age	Daily Max (Pitches In Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

Coaches must **track, self-report, and adhere to pitch count standards** to prevent arm injuries. Opposing coaches may alert umpires.

Progressive discipline for failure to adhere to pitch count standards:

- First violation = Warning; Second violation = HC suspended 1 game; Third violation: HC season suspension.

### City Championship Tournament Pitching Limits

- Same as league play

### Other Pitching

- An intentional walk may take place by announcement by the coach, catcher and/or pitcher. No pitches need to be thrown.

- If a player is to warm up a pitcher outside the dugout, they must be wearing a mask to kneel down like a catcher.
- Arguing balls/strikes with umpires is NOT permitted and may result in ejection of player, coach, or fan by the umpire, UIC, or baseball coordinator.
- Balk is the NFHS ruling (dead ball)
- If a player hits the daily max in an at bat, they are allowed to complete the current batter faced, but must be removed after that at-bat ends

### Batting & Defensive Playing Time

- Recreational 10U,12U,15U
  - Must bat the entire roster
    - There is free defensive substitution
    - Each player on the roster must play 3 defensive innings in a game
      - Players who have not played a defensive inning must be inserted in 4th inning of a game.
    - If a player gets injured, then that player can be removed from the lineup without penalty. Once a player is removed due to injury, they may not return.
- Competitive 9U-14U
  - You may bat 9, 9 with an extra hitter, or the entire lineup.
  - DH is the NFHS rule
  - If not batting the entire lineup, starters may re-enter one time into their original spot in the batting order.
  - **When batting the entire lineup:**
    - There is free defensive substitution
    - If a player gets injured, then that player can be removed from the lineup without penalty. Once a player is removed due to injury, they may not return.
  - Each player on the roster must play 3 defensive innings in a game
    - Players who have not played a defensive inning must be inserted in 4th inning of a game.
- High School
  - May bat 9 or 9 with an extra hitter
  - DH is the NFHS rule
  - Starters may re-enter one time into their original spot in the batting order
- Inning Switches
  - Rotation from offense to defense needs to be completed as fast as possible. Team meetings before sending players out to the field is not allowed. Team meetings before hitting IS allowed.

### DH Rules

- The designated hitter (DH) is allowed in all divisions

- SIYBS uses the High School (NFHS) rule - you are eligible to DH for anyone in the lineup. If you choose to enter your designated hitter into the field, the player s/he was hitting for must be removed from the lineup.

### EH Rules

- In the case of batting 10 players or the entire roster, all players not currently playing in the field would be considered Extra Hitters (EH).
- Extra hitters may move into and out of the field on defense freely.

### Slug Bunts

- Are not allowed. First occurrence will be a warning, any further infractions will result in the batter being out, and runner(s) return to base occupied at time of the pitch and any out(s) recorded stand.

### Thrown Bats

- Players will get a warning the first time they throw a bat. The second time and subsequent times a player throws a bat will be declared out and ejected.
- Any thrown/ slammed bat deemed intentional will result in the ejection of the player

### Baserunning, slides, Balks & Courtesy Runners

- Malicious contact supersedes obstructions at all times
  - Base runners are not required to slide but if a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he will be called out and ejected upon judgment of the umpire. This is a judgment call by the umpire and it is final! Other players return to the base last touched at the time of the collision.
- Courtesy Runners
  - SIYBS will follow the NFHS rules on courtesy runners
- Sliding
  - Headfirst slides are permitted at all age levels except at home plate!
    - High school divisions may slide head first into home with no penalty.
  - Penalty for headfirst slide at home= Runner out.
  - Runners must slide if there is a play at home plate. Runner will be ruled out if the rule is broken.
- Force Play Slide Rule
  - Whenever a runner is the lead runner in a potential double play and he chooses to slide, he must slide legally, straight towards the bag, not to either side and not make illegal contact with the fielder and/or cause the play to be altered. Penalty: Both the runner and the batter/runner are out. If the runner chooses not to slide and by remaining standing causes the play to be altered, he is guilty of interference and both he and the batter/runner are out.

- Lead-offs
  - Every league will have lead-offs with the exception of the following:
    - 9U competitive, 10U competitive, 10u Recreational, & 12U recreational
    - Leagues with no lead-offs, the player on base may not leave the base until the pitch crosses home plate or is hit by the batter. “Leaving early” is determined at the umpire’s discretion.
  
- Stealing
  - Stealing in non lead-off leagues is only allowed in 9U competitive, 10U competitive, and 12U recreational
  - The player may not leave the base to steal the next until the pitch crosses home plate. “Leaving early” is determined at the umpire’s discretion.
  - Stealing in lead off leagues is played per the MLB rule.
  
- Advancing on passed ball
  - All divisions may advance on balls that get passed the catcher or pitcher except for rec. 10U.
    - 10U recreational cannot advance unless a ball is put in play or a walk
  - Advancing home on a passed ball is not allowed in competitive 9U, recreational 10U, and recreational 12U.
  
- Balks
  - In leagues in which lead-offs/ pick-offs are allowed, the balk rule will be applied.
  - Rule will be enforced by the NFHS rule (dead ball).
  
- Uncaught 3rd Strike Rule
  - The Uncaught 3rd strike rule will not be applied for the 9-10U age ranges. A strikeout will be a strikeout, whether caught or not. Runners advance at their own risk.
  - The rule will be applied for all age groups 11U+.
  - Definition of Uncaught 3rd strike rule: “a batter will be out if a third strike is not legally caught by the catcher when first base is occupied before two are out.”

## **Fall Ball Amendments**

Spokane Indians Youth Baseball & Softball’s vision for fall ball:

- For newly formed competitive teams and returning competitive teams to get used to playing rules for the coming spring competitive season
- For recreational players or teams who want to continue playing for fun in a more relaxed setting
- For 8U players who plan on transitioning to player pitch in the next year.

### 9U Competitive

- 9u competitive Fall Ball will play under the 9U competitive rulebook

## Practice Fields

- Practice fields will **NOT** be assigned by SIYBS. Any practices run, will have to be scheduled through your practice site and your coaching staff. We will provide insurance for the practice field if needed, but no coordination will be done by SIYBS.

## **Bambino Buddy Ball**

Spokane Indians Youth Baseball & Softball believes that every child has the right to participate in the games of baseball and softball. We have always encouraged our member leagues to accept all players regardless of their physical or mental ability. The Bambino Buddy-Ball Division was established for organizations who wish to charter a league that encompasses players ages 5-20 who are either physically and/or mentally challenged. This division makes allowance for a “buddy” to help the player swing a bat, round the bases, catch a ball, etc. There are no restrictions to the age of the “buddy”. A Bambino Buddy-Ball team may be comprised of players ages 5-20 and sometimes older. The Bambino Buddy-Ball division is designed so that everyone has the opportunity to have fun.

The Bambino Buddy-Ball Division allows our challenged or special needs athletes to develop confidence and positive self-esteem. It allows them to be part of organized sports and assists with physical fitness as well as their social skills. The joy and emotion you experience when you watch a child round third and head for home with a grin from ear to ear never gets old! When one experiences this program for the first time the impact is lasting and rewarding. Bambino Buddy-Ball Division is an emotionally rewarding experience for everyone. It also allows the “buddies” to gain life experiences they will carry into their interaction with their peers in a whole new light, while at the same time making it a fun and memorable time for all.

Bambino Buddy-Ball Division allows our special needs athletes to enjoy the game of baseball alongside their peer buddies. Given the buddy and his/her assistance and encouragement, they are able to enjoy the same thrills of batting, hitting and throwing just like the other kids. The Bambino Buddy-Ball Division opens up a whole new world to our amazing athletes - not only do they experience the thrill of participating, they also get to experience team play and camaraderie.

Advancing the personal development of any child through team participation and kinship is an important step along the road to success and happiness.

What does my buddy do?

The two most important things our buddies do for us is keep us safe and provide peer support.

On the field you will:

- Help the player get his/her hat and glove and hustle out to the field
- Keep the player's attention on the game
- Give direction as to where to make the play if the ball comes to your buddy
- Let the buddy ball athlete make the play as often as possible and safe
- Not exit the field until the last batter has hit home plate
- Get between the buddy and the ball if the batter is a "hitter"

At bat you will:

- Help the player get the right bat and helmet and be ready for the lineup
- Stand opposite of the player at home plate
- Give direction on stance and bat positioning
- Assist with swing as needed and safe
- Help them head to base when the ball is hit

Players advance one base at a time unless it is the cleanup batter who brings everyone home  
 Players rotate positions each inning for a change of view in the field. One base advance at a time  
 and never run past another player running in front of you

You don't:

- Take a player to the bathroom...alert the coach to get the parent if this is needed
- Make the play for the player unless instructed to by the Buddy Coach
- Be afraid to direct your buddy to be sure they are safe
- Allow the player to pitch or catch (coaches only)

Other Buddy Notes:

- Each game lasts approximately one hour
- In order to keep the games moving we will give the players 6 tries to hit off a pitched ball and then tee them up
- All of the games are three innings with an at bat for each player

For more information, or if you would like to sign up as an individual or group, please contact:

**The Bambino Buddy-Ball Division**

**Mail to us: 800 N Hamilton St. Ste 201 Spokane WA 99202**

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## **6U-8U Coach Pitch & T-Ball**

T-ball and coach pitch are usually the first experience a player has with the sport of baseball. With that in mind, SIYBS strives to make the game as enjoyable as possible so that the love of baseball can be built into each youth that participates. Fun should be the priority of these ages.

6U

- 50 foot base length, pitching from roughly 35 feet, and may be adjusted based on level of the hitter (coach pitch)
- Everyone bats each inning. The last batter is the “home run hitter.” That batter will run around the bases on their hit or walk. Coaches should try to make sure every player gets to experience being a home run hitter.
- 12 players max defensively (6-ish in the outfield if needed)
- 7 “pitches” to get a hit. After 7 with no hit, the player will be “walked” and take first base
- No leading off or stealing
- Game lengths will be 4 innings max, but no new inning can start after 1 hour and 15 minutes.

## 8U

- 50 foot base length, pitching from roughly 35 feet (coach pitch)
- Bat through the order
- Inning ends when 3 outs are recorded in an inning or the team has batted through their entire lineup without 3 outs being recorded.
- 10 players max defensively (4 in the outfield)
- Players get 7 pitches. If they have not recorded a hit, then they are out.
- No leading off or stealing
- Game lengths will be 6 innings, but no new inning can start after 1 hour and 30 minutes.
- Overthrows that go out of bounds will result in all baserunners being awarded the next base.

## Game Procedures & Policies

### Home/Away

- For all games: choice of dugout will be on a first-come, first-serve basis.
- For regular season play: The home team will be designated on the schedule. Home team is required to keep the official book.
- For tournament Play Games: The higher seed will have the option of home or visitor

### Score reporting

- The home team will be responsible for reporting the score at the conclusion of each game.
- After 24 hours, if the home team has not inputted the score, the away team will be able to input.
- Games that have not been inputted by the deadline set by the baseball coordinator will be scored as a tie with the score equal to the number of innings played.

### Seeding for City Championship Tournaments

1. Win/Loss Record
2. Head-Head record vs Opponent
3. Total runs allowed in regular season
4. Total run differential
5. Coin Toss

### Protest Policy

The umpires will settle all problems on the field at the time of dispute. Rule Interpretation protests must be declared to the Umpire prior to the next pitch being thrown. No protests will be allowed following the game. A \$100 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded. Judgment calls are not, by rule, protest-able, no exceptions. The league commissioner will forward the protest (if turned into the SIYBS office) to the Protest Committee within 24 hours of his/her receipt. A copy of the protest will be made available to the opposing coach, all members of the Rules Committee and the Umpire-in-Chief. A decision will be reached and each party relevant to the protest will be notified as to the decision within 72 hours. The BOC and Umpire-in-Chief will rule on all protests; their decisions are final.

### Forfeiting Games

Forfeiting any game may also forfeit the team's status in the end of season tournament (SIYBS Discretion) and may be subject to suspension from competition in future SIYBS events.

### Umpires

SIYBS strives to provide the best experiences possible. However, we are sometimes limited by the amount of umpires that are available to us. Because of this, the following policies have been adopted:

- Divisions with no leading off and stealing will only have 1 umpire until championship play
- 14U divisions and higher will always have two umpires
- All other divisions will only be guaranteed one umpire until tournament play. We will do our best to schedule two umpires as available
- We recommend each team have a volunteer umpire available. If an umpire does not show up for your game, SIYBS will compensate your volunteer for their time.
  - If an umpire does not show up for your game, one coach should notify the baseball coordinator.
  - Coach of the volunteer umpire will send the baseball coordinator the address of the volunteer and a check will be sent to the volunteer's home for their service.
  - Heckling of volunteer umpires will not be tolerated and be treated as "Negative verbal abuse towards players, coaches and umpires/officials." discipline for this act can be found on page 5 of this document.

### Ejections

- A player, coach, or fan that exhibits unsporting behavior and is ejected from a game will at a minimum be required to leave the immediate playing field and exit to the closest parking lot. This is an out of sight and sound policy. There will be no exceptions. The situation will be reviewed and any additional consequences may include the player/coach ejection from additional games.
  - **Ejection 1st Offense:** Any player/coach/parent that has been ejected from a game will automatically be suspended from the next game.
  - **Ejection 2nd Offense:** In the event of a second offense, i.e., if a player/coach/parent is ejected for a second time in a season, they will be automatically suspended from attending further games until they have met with the SIYBS Baseball Operating Committee

- A SIYBS baseball coordinator shall have the right to reinstate the player, coach, or fan for the next game depending on the severity of the ejection.
- An ejected player will be out when it's their turn to bat if there are no available players left to fill the ejected player's spot or if the team is batting the entire lineup.
- If there are no more coaches available on the roster after an ejection, that team will forfeit the contest.

### Chanting Policy

SIYBS will not tolerate chanting, singing, loud music, or taunting from players or parents when the pitcher has come to the set position on the rubber. The first offense will result in a warning. The second offense will result in the ejection of the head coach. Walk up music is allowed as long as age appropriate.

### Game Stoppages

If a game is canceled before the end of regulation due to weather or anything outside the control of SIYBS, the following will be used in guidance:

- Schedule and format may change for adverse weather conditions. SIYBS will try to be as quick as possible in providing a new schedule of games out to coaches and fans.
- In weather shortened games, 3 innings will constitute a full game for 9u-10u. 4 innings is a complete game for 11u and above.
- A game shall be ruled official and complete if called by the Umpire or baseball coordinator due to rain, inclement weather or other reasons beyond our control, provided 3 innings (4 in 11U+) have been completed. If 3 (4 in 11U+) innings have not been completed, the game shall begin from that point when safe play can be resumed.
- In case of lightning/ thunder delay, the game clock stops. If there is no lightning/ thunder for a full 30 minutes, the game may resume.

### Weather, Air Quality, and Heat Policies and Procedures

- SIYBS will keep an eye on weather, air quality, and heat for games. If possible and needed, game cancellations will be communicated not later than 2 hours before game starting times.
- Weather
  - If a field is deemed unplayable due while being prepped, SIYBS will post the cancellation on the website and attempt to reach out via email. This could be due to rain, natural disasters, or other reasons. We cannot predict the weather and can only cancel what we can see while on site. We do not cancel because of forecast calls for rain, wind, lightning, etc. as Spokane weather is super and reliably unpredictable. When in doubt, show up the field.
- Air Quality

- SIYBS will use the Spokane Regional Clean Air Agency air quality reports. This can be monitored here: [Current Spokane Air Quality](#)
  - SIYBS will follow the EPA's Air Quality and Outdoor Activity Guidance for Schools which can be found here: [Air Quality Procedures](#)
  - Games scheduled during days when the air quality reaches the AQI level of 150 (unhealthy) or above may be moved depending on the severity of the air quality. AQI levels of over 200 (very unhealthy) will be canceled and rescheduled for another time.
- Heat
    - SIYBS will follow the WIAA heat index guidelines. The guidelines can be found [here](#).

#### Rescheduling Games

- Games will only be rescheduled if they were unable to be played due to weather conditions.
- Coaches of both teams brainstorm at least two times for a make-up game.
- One coach must complete the game reschedule request form for the reschedule to be considered. Click [here](#) for the reschedule request form.
- The baseball coordinator will try to find a field and umpire. Once both are confirmed, the teams will be notified about the rescheduled game.
- If no alternate dates can be found, double headers are always an option.
- If no date of reschedule can be found because one team was unable to field a team, that team may be liable to a forfeiture of the game.

#### Bob Roberston's Sportsmanship Award

This award will be given out to a player on the opposing team at home plate at the end of every game. The goal is to end every game in a positive fashion and to give a player an opportunity to be recognized for outstanding behavior. We recommend that your team appoint 1-2 parents to look for the 7 sportsmanship qualities below. Each head coach will present the award to the player on the opposing team. It is recommended that the coach call the player out by name and explain why he/she was chosen. At the end of the season the player from each team that receives the most pins will be invited to a special SIYBS Sportsmanship Recognition Night at a Spokane Indians game. There will be one recognition night for the spring season and one for the summer. The player will receive two tickets to the game. All players will be recognized on the field before the game and one player will throw out the first pitch. To be awarded by the opposing team to the player that most exemplifies the following characteristics:

- Abides by the rules of the game
- Plays fair & hard
- Follow the directions of the coach
- Shows respect for the other team & their effort
- Offers encouragement to teammates & is a leader
- Shows respect for the umpires judgment calls
- Ends the game smoothly - shows class in victory or defeat

#### Other Links to Policies

- [SIYBS Anti-Violence Policy](#)
- [Concussion Fact Sheet](#)
- [Sudden-Cardiac-Arrest-Sheet](#)
- [Assumption-of-Risk-and-Waiver-of-Liability-SIYBS](#)
- [Abuse Prevention Policy](#)
- [SIYBS Incident Report Form](#)
- [Game Reschedule Request](#)

# Coaching Youth Baseball: The Spokane Indians Way

## OUR MISSION

*Spokane Indians Youth Baseball (SIYB) is a non-profit organization that provides a positive youth baseball and softball experience in the Inland Northwest for boys and girls, including players with special needs, by developing sportsmanship, leadership, teamwork, honesty, and character. SIYB is governed by leaders in the community who work to establish longstanding working relationships, while raising funds for scholarships, fields, and players with physical challenges.*

## Requirements of Coaches

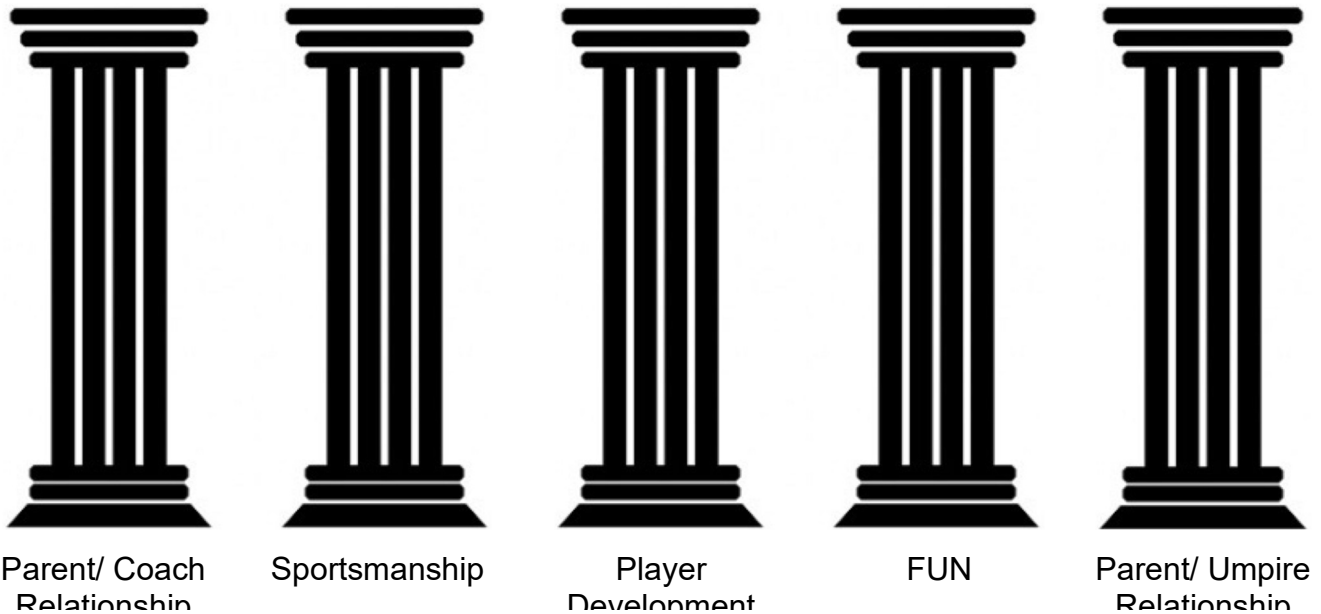
- Coaches shall make the development of each player's baseball ability and good sportsmanship their primary goal.
- Coaches shall be role models on and off the field in order to gain and maintain the respect of their players, parents, board members, umpires and spectators.
- Coaches are responsible for teaching the fundamentals and skills of baseball, maintaining equipment, scheduling and running practices, managing games and other duties commonly associated with coaching.
- Coaches will be held responsible for the conduct of their team, assistants, bench personnel and fans.
- Coaches are Teachers, Managers and Administrators; in that order.

## Player Safety

Keeping players safe and out of harm's way is the first step to being a successful coach. The following points should be considered while coaching an SIYB team.

- Make sure the playing field is safe and dangers avoided BEFORE players arrive and begin play.
- Be aware of surroundings at all times to identify possible dangers and identify places of safety.
- Never let a child be left alone and unattended. Coaches should never leave before the last player has been picked up by a parent/legal guardian or have left the practice field for home on foot or bicycle.
- Do not hesitate to remove a player from play if a hit to the head or neck area has resulted in the player showing signs of a concussion. (Concussion information in coach's handbook).
- Keep players hydrated and have a first aid kit with you or nearby during play.

## Pillars of Success in Coaching at the Youth Level



Winning is great. However, winning is not a pillar to long term success for coaches or players. Coaches who can focus and build on these 5 pillars will have great success in the league. Coaches who focus on these 5 pillars also tend to build a strong winning culture around them.

### Parent & Coach Relationship

Strong communication between parents and coaches can help avoid many awkward situations! Using stacksports (team connect), apps such as Remind, or developing a text/call tree are essential for practices, games, locations and rainout information to be conveyed quickly and efficiently.

#### Coaches should:

- Set up a parent meeting before/ after the first practice to go over parent conduct, team expectations, setting up a practice schedule and to overall introduce yourself to the team
- Set up practices (1-3 times a week before games start and at least 1 during regular season play)
- Let parents know about practices in advance. Set up a schedule to lesson later confusion
- Let parents know if comments and questions are to be made, it should be arranged to be one-on-one. This is to avoid having negative conversations or interactions in front of youth
- Most problems can be addressed and resolved before they happen with communication!

**SportsConnect (Blue Sombrero):** An email service that all players and coaches are signed up on

**Remind App:** A texting service where parents can contact you and the team without sharing phone #'s

<https://www.remind.com>

# Umpire & Coach Relationship

## Officials are people too!

“A shrinking pool of youth sports referees has become a national crisis, with 80 percent of officials quitting after two years because of unruly parents and coaches.” -TODAY magazine 3/29/18

Coaches must treat umpires with respect and talk with them in a professional manner.  
Officials treated with respect and in a professional matter will reciprocate back in kind.

Remember, it is the coach's job to control the conduct of players, assistant coaches and parents.

### How to Talk to an Umpire:

- The days of “arguing” a call is over. You are a salesman trying to show the umpire your view and persuade them to that view. Being aggressive or putting on a “grandstand” type of performance will not get you what you want, but actually hurt your argument.
- Ask questions. Asking questions about a call will 1) help you understand the call better 2) help you explain how you do not agree with the call and why.
- Stay calm, collected and positive. If you are not hearing what you want to hear, take a breath and some time to collect yourself before making your next choice.
- The umpire does not have to explain or listen to you. If they refuse, accept defeat and move on. Becoming enraged at the umpire will only hurt your chances of talking to them later.
- KNOW THE RULES. Most arguments happen based on misconceptions of rules, a mix-up of different age groups, or a general lack of knowledge. Studying up on the current rules and keeping a physical copy of the rules will always help you out.
- You are not allowed to argue balls or strikes.
- Coaches should call for time before entering the field of play. Wait for the play to conclude before asking for time, then walk out to the umpire because. Running may be taken as a sign of aggression, regardless if the intent of aggression is there or not.
- Control players, coaches and parents. If players or coaches have a problem with a call, they need to let the head coach know so they can choose whether or not to talk with the umpire. Parents should not be speaking directly to umpires at any time.
- Remember, you will be working with this umpire not only for the duration of this game, but possibly, many times throughout the season. So, keeping a positive rapport is important.
- Ultimately, you are a direct role model to your players. A coach who treats an umpire with respect and professionalism will be more likely to have players that follow suit.

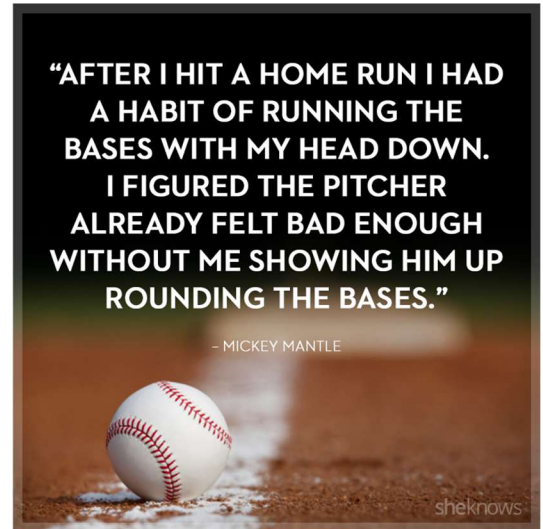
# Sportsmanship

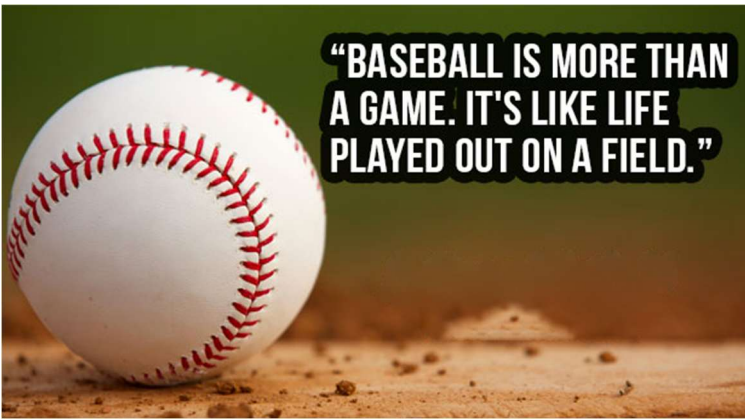
A coach's job is not only to teach the game of baseball but also to teach our youth to be better people.

Set expectations for your team early of what good and poor sportsmanship looks like for coaches, parents and players. There are going to be highs and lows to every season. Having a baseline of what is expected will help with sportsmanship throughout the season.

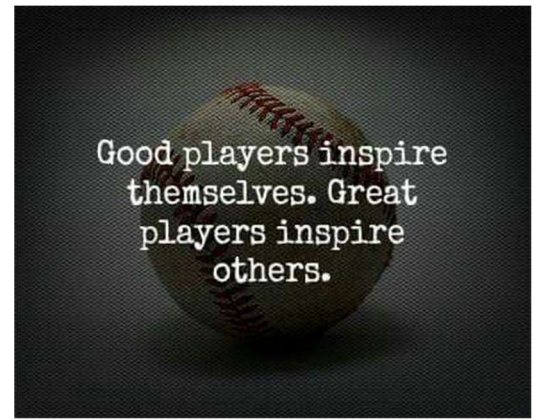
## What does Sportsmanship look like:

- Celebrating the activity of the game, not the outcome. Winning is great, but more learning and development is made during the game, win or lose.
- Staying positive no matter what is happening or what has happened.
- Treating umpires, opposing players and opposing coaches with respect and professionalism at all times, even if the respect is not given back. This can be shown by simply helping a player up or giving a positive comment as they trot past you after a great hit or play.
- Being aggressive compared to playing dirty. There is no problem with a player who always hustles, slides hard and sometimes makes incidental contact with other players. There is a problem if the player is making contact with players on purpose. Coaches should never encourage players to make contact with other players or "drill" opposing players on purpose.
- Be classy in victory AND defeat
- Remember, we are not just teaching kids how to play baseball. We are teaching life skills that they will carry with them throughout the rest of their lives.





**Fun  
&**



## Player Development

The number 1 reason kids quit baseball is a lack of fun and boredom.  
Solution: Make youth baseball FUN again!

### Managing Games:

- This is a DEVELOPMENT league. The player is more important than the game.
- Every player should play an equal amount during the regular season. ALL teams get to play in the postseason, so your regular season record doesn't matter. We are not saying you should bench your 4 best players, but you should not have 8 starters and rotate the other 5 players in occasionally.
- A possibility to keep everyone involved, but be competitive is to all players in the regular season for a more even playing time experience. During the postseason, play a more rigid lineup because every win gets the kids another game opportunity.
- Set a batting order and then continue the batting order in the next game. (If the 8th batter was the last out of the game, the next game starts with the 9th batter). This will get every kid on the team an equal amount of at bats.
- Players have not solidified their positions and will most likely change positions at least once in the future. The best way to DEVELOP players is to rotate players through positions so they have experience at all positions. This may cost you a couple games, but The player is more important than the game.

### Practices:

The old style of "get everyone in the field except for the one kid hitting" is obsolete. Keeping kids engaged will increase the amount of fun AND increase the learning time for each kid. Implementing the following concepts into your practices will result in better development of players and keep it fun!

- Have multiple stations. Split your kids into groups and have them rotate through stations. This keeps kids moving and doing a variety of activities that will make them better rounded athletes.
- Ask for parent involvement. If you don't have an assistant or assistants, ask parents for help in stations. There are many stations that can be set up to where the kids do all the work and all

you need is someone watching for safety purposes. Schedule parents to help, like bringing snacks, if needed so no parent feels like they *need* to be there for every practice.

- Set up your stations to hit on different parts of the game (hitting, fielding, pitching, throwing, base running or conditioning [for older age groups]). There is an example practice plan on the next page of this packet.
- Set up team-building exercises. Games, challenges and competitions are instant fun and gratification. There are more games than golden glove!
- Don't be afraid to look up practice ideas or ask other coaches what they do!