

SIYBS Baseball Rules

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

Game Length & Time Limits

9-10U: 6 Innings or 1 hour and 50 min. **11U-HS:** 7 Innings or 1 hour and 50 min.

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

Mercy Rules: 10 runs after 3 ½ or 4 innings

Courtesy Runners & Mound Visits: NFHS rule

Bats

8U-14U, 15U Rec.: USA, USSSA, or BBCOR HS: BBCOR, USA, or wood bat

- 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 = 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.

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

Special Rules	Competitive					Rec.			
	9U	10U	11U	12U	13U	9U	10U	12U	15U
Lead-off			x	x	x				x
Uncaught 3rd Strike			x	x	x			x	x
Balks (NFHS Rule)			x	x	x				x
Stealing Allowed			x	x	x				x
Stealing once ball crosses	x	x						x	
Can advance on passed ball by catcher/ pitcher	x	x	x	x	x			x	x
Can score on passed ball by catcher/ pitcher		x	x	x	x				x
Inning Run Limits						5	5	7	

9U-13U: May bat 9, 9 with an extra hitter, or the entire lineup. In the case of batting 10 players or the entire roster, all players not currently playing in the field would be considered Extra Hitters. EHs can be subbed defensively freely

14U-15U: May bat 9 or 9 with an extra hitter. starters may re-enter one time into their original spot in the batting order

DH:

SIYBS uses the High School (NFHS) DH rules

Headfirst slides are permitted at all age levels **except at home plate!**

Penalty for headfirst slide at home= Runner out