

# **TEMPLETON YOUTH BASEBALL LEAGUE LOCAL RULES**



**2026**

TYBL Supplemental Local Rules PO Box 721  
Templeton, CA 93465



All games shall be played according to the Official Baseball Rules, section 1.00 to 10.22 with the exceptions listed in the official Babe Ruth/Cal Ripken Rules and Regulations and the exceptions contained herein. These exceptions to the rules of baseball have been made by the respective youth baseball organizations in order to adapt the game to fit the needs of their young participants. The primary principle guiding Templeton Youth Baseball League's (TYBL) selection and implementation of these rules is to make the game of baseball fun and rewarding in a positive learning atmosphere where we help all our young players advance their skills and abilities.

## **Chapter 1**

### **1.1 Selection of Managers:**

Managers and Coaches are selected based upon their ability to teach young people the game of baseball in a fun and inclusive fashion. All managers and coaches are to complete the online training course and clear a mandatory background check prior to the first game of the season. TYBL Board Members will take into consideration the amount of time previous coaches has contributed, attendance and participation at Board meetings throughout the year.

### **1.2 Division and Team Formation**

See Attachment "A"

### **1.3 Team Composition**

Cal Ripken (Rule 0.05) recommends a minimum of 12 players per team roster with a maximum of fifteen (15) players, a manager, and three (3) coaches. TYBL shall attempt to meet this recommendation at the formation of the season by distributing an equal number of players (with the goal of +/- 1) to all teams.

A maximum of two (2) players per team can be rostered based on the coaching staff (managers and coaches),

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## **Chapter 2**

### **2.1 Use and Setup of the Fields**

The home team (indicated at the last team or @) will occupy the 3rd base dugout. They are responsible for setting up the field. The visitor team is responsible for clean-up.

### **2.2 Game Scoring**

The Home Team (manager or delegate) is responsible for posting the official final score in the Sports Engine App. Teams shall use the Game Changer app as the team scorebook. The home team score keeper will be the official scorekeeper for the game.

### **2.3 Child Protection:**

TYBL's major concern is the welfare, protection, and care of its young athletes. All coaches, managers and volunteer parents will work to ensure the safety of our players in every aspect of their interactions. Adults should not put themselves in a situation where they are alone with a single child, not their own.

### **2.4 Heat Protection:**

During periods of high heat Coaches will ensure that their players drink plenty of water and do not overexert themselves. Coaches are responsible for heat protection for their players and to understand and implement the Heat Protection Handout on our website.

### **2.5 Cleats:**

No steel cleats are allowed under any circumstances, both in practice or games.

### **2.6 Bats:**

All bats must have the USA Baseball stamp on them with a 2 5/8-inch barrel maximum. No USSSA or BBCOR bats.

If an illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.

A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appealable play. The "at bat" will be considered legal once a pitch is thrown to the next batter. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

### **2.7 Respect:**

All Coaches, Managers, Adult Volunteers, Players, Parents, and any other onlookers will treat each other with respect.

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## **2.8 Discipline:**

All Players, Managers, Coaches, Parent Volunteers, Parents and Onlookers are held responsible for their behavior. When any person's behavior goes out of bounds and becomes disruptive, Templeton Youth Baseball League reserves the right to eject that person from the game. The only agents to employ the right of ejection are the Umpires or Board Members of Templeton Youth Baseball League. Any other person observing inappropriate behavior or language can approach a Board Member or Umpire and request action. Head Coaches are responsible for controlling their players, assistant coaches, and fans.

## **2.9 Violations of Playing Time, Batting Order, Cleats, or Pitching Rules:**

In the event of any dispute over the intentional or unintentional violation of any of these rules, the offended team manager must notify the umpire before a new inning begins that they are disputing the game on account of a rule violation.

The game should then carry on and be finished out. At the conclusion of the game (same day), the offended manager must contact a TYBL Board Member to explain the reason for the dispute. A TYBL appointed committee will then discuss and determine an appropriate resolution.

## **2.10 Ejection:**

Upon ejection the offender must leave the field and property of Templeton Unified School District. If they fail to do so the League will bring in the San Luis Obispo County Sheriff (North County substation 805-434-4290) to remedy the situation. A person being ejected will be treated with all courtesy and respect. If a child is being ejected and asked to leave the facility, then League Officials will ensure that a parent or guardian takes that child from our facilities. At no time will the child be left alone or in the presence of a single adult, not their parent or guardian. Any person ejected from one game will not be allowed to participate in or attend the team's next game. In the event of an ejection each case will be reviewed by a committee made up of at the minimum of the Board President, Vice President, and Player agent. Anyone who is directly involved in the case or has a family member involved will be recused from participation. If the Board feels it is appropriate, they will appoint other responsible parties to participate in the review. Depending upon the severity of the offense or repetition it could lead to varying lengths of probation up to the rest of the season. Serious offenses may require written records to be given to the offender and shared with Templeton Unified School District Officials. Any person who has been ejected has the right to review by the Templeton Youth Baseball League Board.

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## **2.11 Pitch Count**

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A

  

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

## **2.12 Balks**

Balks will only be called in the Major Division. Pitchers will be given one warning per game for a balk. (e.g. not coming set, twisting shoulders while engaged, or faking a throw to a base without disengaging first)

## **2.13 Starting Pitcher Re-entry**

Only the starting pitcher may return as a pitcher in the same game, provided he was not removed from the mound as a result of a coach's second mound visit in a prior inning. The starting pitcher is still subject to pitch count limitations and game or tournament inning quotas on his re-entry.

## **2.14 Mid-Inning Pitcher Substitution Eligibility**

A pitcher can only be replaced mid-inning by a player already on the field in that same inning. (this is to protect substitution and play requirements for all players)

## **2.15 Number of Hit Batters (Minors and Majors)**

A pitcher who hits 3 batters in a single game is ineligible to continue pitching in that game. (Rookie division limit is 2 batters)

## **2.20 Game Start Time**

The game start time will be announced by the umpire and confirmed with both team's scorekeeper and coach after informing the starting pitcher that he has two more pitches before game start.

## **2.30 Game Changer Settings**

TYBL teams on Game Changer need to be kept public with the designated board representative as admin for the duration of the season to ensure accountability for division rules on player substitutions and position assignments. Coaches (or their assistants) are responsible for reporting their team's substitutions to their scorekeeper every inning. If a team is made private or the division rules on player substitutions are challenged and deemed to have not been followed, a warning will be issued. On the second offense, the offending team will take a loss.

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## **Chapter 3**

### **Farm League (Ages 5-6)**

#### **3.1 Playing field dimensions:**

Bases set 50 feet apart and pitcher's rubber is set at approximately 30 feet from the front of home plate.

#### **3.2 Time of Play:**

No new inning shall start after 1 hour of play. A game can be no more than 4 innings.

#### **3.3 Fair Ball**

Ball must travel 15 feet in fair territory to be considered fair. This line will be created for infielder safety. 20 feet from home plate down baselines chalked across.

#### **3.4 Participation & Batter/Base Runner Rules:**

All Players play in the field each inning. Each player plays an infield position at least one inning per game. Unlimited player movement between positions is encouraged for the safety of players with loss of focus.

Each team hits through the whole line up every inning. The last player in the lineup will start on 1st base for their team's turn at bat each inning. The team's at-bat ends when the last player in the lineup has batted and can no longer advance or is called out.

Each batter gets 4 pitches from the machine and if a hit is not made, the player gets two swings off the tee.

A batter can round 1<sup>st</sup> base and go to 2<sup>nd</sup> base (no further) if the ball is hit past the infield.

If a batted ball hits the pitching machine it is a dead ball. Base runners can advance as the result of acts that occurred while the ball was live.

March: "Games outs" will be counted and after 3 outs all baserunners will be removed from the bases. The Last batter still runs all four bases.

April to May: If a defensive out is made the baserunner is removed from bases. The Last batter still runs all four bases.

#### **3.5 Safe play:**

Any Bats, Tee, and Balls not in use are to be picked up and removed from the field of play immediately after use. Coaches will be behind the safety screen when the ball is pitched. No under hand pitching to batters. Machine and tee batting only.

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## **3.6 Batting Order:**

Continuous batting order shall be used. Fixed batting lineup in numeric order by jersey number. Batter lineup Rotation: Leadoff batter game 1 number #1 Jersey. Game 2, lead off is #2. Etc. player misses game: leadoff next game present to correct rotation. example:(#3 missed game 3. #4 Leads off game 3. #3 leadoff game 4. #5 leadoff game 5)

## **3.7 Runs Allowed Per Inning:**

Do not keep score.

## **3.8 Stealing:**

No stealing is allowed. Lead offs are allowed after the pitch crosses home plate.

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## **Chapter 4** **Rookie League (Ages 7-8)**

### **4.1 Playing field dimensions:**

Bases are set 60 feet apart and the pitcher's rubber is set 40 feet from home plate. The Pitching Machine is set up approximately 42 feet from the front of home plate.

### **4.2 Time of Play:**

No new inning shall start after 80 minutes of play. A game can be no longer than 6 innings. Play clock starts when the batter enters the batter box. Coaches will decide who is responsible for the play clock.

### **4.3 Participation & Batter/Base Runner Rules:**

Each player plays an infield position at least one inning per game.

### **Opening Day games to Spring Break**

1. Pitching machine
  - a. The Batter shall receive 5 pitches or 3 swinging strikes. 3rd strike foul rule applies the at-bat continues unless the ball is caught to make an out. (example: Catcher catches third called strike foul tip or pop up.)
2. Both teams get 3 outs or can score 5 runs to complete an inning.
3. Batters and Baserunners can advance no more than 2 bases per hit. (Ex. running at first can go to third at his own risk. Batter can go to 2nd) If base runners over run their two base maximum and are tagged out. Out is counted. If base runners advance more than two bases safely, they are brought back at the end of play.
4. Bunts are allowed. No fake Bunt and then swings or attempts to hit. Automatic dead ball batter is out.
5. 10 players defensive - 4 outfielders must be played in the outfield grass until the ball is pitched. Infielders should be in "standard positions" No shifts, or extra players on or around the pitcher's mound.
6. No player can sit out more than one inning until each player has sat out at least one inning. Each player plays an infield position at least one inning per game.
7. Pitcher must play safely on either side or behind the pitching machine at or within 5'.
8. The Game is complete after 6 innings or 90 min and 4 complete innings.
9. Defensive position changes between batters is acceptable but not to slow the game or gain a competitive advantage unless there are safety issues. Example: catcher/pitcher or player not focused etc.
10. Catchers can only play two consecutive innings and no more than three innings per game.

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11. All players Bat. Batting line up is Jersey number order for season play (not tournament) each coach keeps a record of next to bat or last to have batted at end of game and will be first to bat next game. (example: Game 5 the last player to bat jersey number 10, game 6 leadoff batter player jersey number 11.
12. Late to game players who miss their at bat will take their normal batting line up when it comes. Defensive rotation requirements may not be met if a player misses the first inning.
13. Dead ball- player hit by pitch, ball stuck in fence or equipment, ball leaves field of play, ball hits pitching machine. runners return to last base, Batter awarded first base, baserunner then forced to advance.

## **Games after spring break till the end of the season. Excluding Tournament**

1. The first inning is kid pitch.
2. Only Two pitchers. They must be playing infield positions (excluding catcher) starting the first inning for substitution and rotation rules.
3. Pitch count per pitcher up to a max of 20 pitches.
4. The pitching machine finishes the inning when the pitching counts have expired.
5. After the pitcher hits two batters the pitcher is substituted. The Pitching machine can finish the inning for any reason.
6. Pitching machine 4 pitches or 3 swinging strikes.
7. Same as the first part of season rules. See above 2-13

### **4.4 Coach Duties:**

The Offensive team shall provide a coach to umpire behind the pitcher when no league umpire is present. A Defensive coach shall run the pitching machine placed behind the pitching mound. Assigning an "all time" pitching machine operator for the game or for a full inning is recommended.

Bats and Balls not in use are to be picked up and removed from the field of play immediately after use. Both teams' coaches will be responsible for this at all times.

Do not allow players out of the dugout around home plate without a batting helmet. Batter on deck is the exception.

Close calls or disagreement: If no league umpire is present, coaches will meet to discuss quickly and discreetly together. If it is too close to call, the call goes in favor of the base runner. Please don't yell across the field.

### **4.5 Between Innings:**

A maximum of 2 minutes or 6 warm up pitches; whichever comes first will be allowed between innings with time started upon the 3<sup>rd</sup> out. Catchers should be equipped with gear upon two outs ready to take the field.

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## **4.6 Ending of Play**

Play is dead when the pitcher has the ball on the mound.

## **4.7 Stealing:**

No stealing is allowed. Lead offs are allowed after the pitch crosses home plate.

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter by crossing home plate. A violation by one base runner shall affect all other base runners –

(a) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out on a fielder's choice, the runner or runners must return to the nearest unoccupied base to the one that was left. The umpire shall place the runners according to his judgment on the base value of the hit ball.

(b) when a base runner leaves the base before the pitched ball has reached the batter and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

(c) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits a clean single or double, the umpire shall determine the base value of the hit ball, and place the runners accordingly on the nearest unoccupied bases ahead of the batter. Runners who score in this scenario will be counted as runs.

NOTE: When an umpire detects a base runner leaving the base too soon, that umpire shall raise a hand and point to the runner immediately to indicate the violation.

NOTE 3: Tee Ball: Base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired the umpire shall call "time" and place the ball on the tee.

## **4.8 Runs Allowed Per Inning:**

Do not keep score.

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## **Chapter 5** **Minor League (Ages 9-10)**

### **5.1 Playing field dimensions:**

Bases are set 60 feet apart and the pitcher's rubber is set 46 feet from home plate.

### **5.2 Time of Play:**

No new inning shall start after 1 hour and 45 minutes of play or after 6 innings have been played, whichever occurs first. If the score is tied after 6 innings and the game time has been less than 1 hour and 45 minutes, a 7<sup>th</sup> inning may be played.

### **5.3 Between Innings:**

A maximum of 2 minutes or 6 warm up pitches; whichever comes first will be allowed between innings with time started upon the 3<sup>rd</sup> out. The umpire and the home statistician shall keep time. Catchers should be equipped with gear upon two outs ready to take the field.

### **5.4 Participation & Batter/Base Runner Rules:**

No player can sit out more than one inning until each player has sat out at least one inning. A team with less than 8 players will forfeit the game. Only the current opponent may loan a player to the other team; the player will be mutually agreed upon.

### **5.5 Batting Order:**

Continuous batting order shall be used.

### **5.51 NO On-Deck Batter:**

For the safety of all players and coaches, there shall be no on-deck batters at any time. Only the current batter should have a bat in hand. All other players must remain inside the dugout until it is their turn to bat. Up to three (3) warm-up swings are permitted for the current batter prior to stepping into the batter's box for his at-bat. Other warm-up swings are not permitted outside the dugout, including behind the backstop, along fences, or near spectator areas. Coaches are responsible for enforcing this rule to maintain a safe playing environment.

### **5.6 Stealing:**

On a dropped 3<sup>rd</sup> strike, the batter is out. Runners may advance at their own risk.

There are NO delayed steals. (e.g. When a catcher throws the ball back to the pitcher, the runner may not delay a steal of another base).

Lead offs and stealing are allowed only after the pitch crosses home plate. When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter by crossing home plate. A violation by one base runner shall affect all other base runners –

(a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner

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reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;

(b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out on a fielder's choice, the runner or runners must return to the nearest unoccupied base to the one that was left. The umpire shall place the runners according to his judgment on the base value of the hit ball.

(c) when a base runner leaves the base before the pitched ball has reached the batter and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

(d) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits a clean single, double, triple, or home-run, the umpire shall determine the base value of the hit ball, and place the runners accordingly on the nearest unoccupied bases ahead of the batter. Runners who score in this scenario will be counted as runs.

NOTE: When an umpire detects a base runner leaving the base too soon, that umpire shall raise a hand and point to the runner immediately to indicate the violation.

## **5.7 Runs Allowed Per Inning:**

Five run rule 1<sup>st</sup> – 3<sup>rd</sup> innings, 4<sup>th</sup> inning and beyond is open. The 10-run mercy rule is in effect after 4 innings of play or any completed inning thereafter. If the home team is up by ten runs going into the bottom half of the 4th inning or beyond, the game is over.

## **5.8 Sliding Rules:**

When there is a potential play (at Umpire's discretion) at second, third or home plate, the runner must slide feet first. This rule is to protect the basemen. In the event of a runner failing to slide in a close play the runner will be called out. Runners are allowed to slide headfirst only on a return to a base in the event of a pick off.

## **5.9 Minors Field Fence:**

Any ball that is hit over the outfield fence is ruled a home run. Any ball that hits the top rail of the fence (or any part of the player/outfielder) and continues over the fence (without first hitting the ground) is ruled a home run. Any ball that hits the ground and bounces over the outfield fence is ruled a ground-rule double. Any ball that is hit and rolls under (and beyond) the fence, is ruled a ground-rule double.

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## **Chapter 6** **Major League (Ages 11-12)**

### **6.1 Playing field dimensions:**

The Bases are set 70 feet apart and the pitcher's rubber is set 50 feet from home plate.

### **6.2 Time of Play:**

No new inning shall start after 2 hours of play or after 6 innings have been played, whichever occurs first. If the score is tied after 6 innings and the game time has been less than 2 hours, a 7<sup>th</sup> inning may be played.

### **6.25 Sun Safety Delay:**

In the opinion of the umpire, when the sun becomes a visual impairment to safety, the umpire may delay the game for the period of time necessary to resume play under safe conditions. The play clock will be stopped and started when the game resumes. As a guideline, delays should be called at the end of any half inning and not last for more than 30 minutes when possible.

### **6.3 Between Innings:**

A maximum of 2 minutes or 6 warm up pitches; whichever comes first will be allowed between innings with time started upon the 3<sup>rd</sup> out. The umpire and the home statistician shall keep time. Catchers should be equipped with gear upon two outs ready to take the field.

### **6.4 Participation & Batter/Base Runner Rules:**

No player can sit out more than one inning until each player has sat out at least one inning. Each player plays an infield position at least one inning per game. A team with less than 8 players will forfeit the game. Only the current opponent may loan a player to the other team; the player will be mutually agreed upon.

### **6.5 Batting Order:**

Continuous batting order shall be used.

### **6.6 Stealing:**

No local variation.

### **6.7 Runs Allowed Per Inning:**

Five run rule 1<sup>st</sup> – 3<sup>rd</sup> innings, 4<sup>th</sup> inning and beyond is open. The 10-run mercy rule is in effect after 4 innings of play or any completed inning thereafter. If the home team is up by ten runs going into the bottom half of the 4th inning or beyond, the game is over.

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## **6.8 Majors Field Fence:**

Any ball that is hit over the outfield fence is ruled a home run. Any ball that hits the top rail of the fence (or any part of the player/outfielder) and continues over the fence (without first hitting the ground) is ruled a home run. Any ball that hits the ground and bounces over the outfield fence is ruled a ground-rule double. Any ball that is hit and rolls under the fence, is ruled a ground-rule double.

## **6.9 Sliding Rules:**

When there is a potential play (at Umpire's discretion) at second, third or home plate, the runner must slide feet first. This rule is to protect the basemen. In the event of a runner failing to slide in a close play the runner will be called out. Runners are allowed to slide headfirst only on a return to a base in the event of a pick off.

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## **Chapter 7**

### **End of Season League Tournament Rules (Playoffs)**

All aforementioned rules are in full effect during the tournament with the following overriding modifications in effect:

#### **7.1 Seeding**

The home team will be the highest seeded team for the first round of the tournament. In the event of a tie, the team with the larger difference between points for and points against for the season will be in the lead. For subsequent rounds a coin toss will determine the home and away teams.

Tournament seeding is based on winning percentage, not record (due to possible rainouts during the regular season).

Seeding Schedule should be sent out to the league no later than One (1) month prior to the start of the playoff week.

#### **7.2 Minors and Majors Divisions:**

AGE	DAILY MAX (PITCHES IN DAY)	REST PERIOD		
		0 Days	1 Days	2 Days
8-9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

- a. **A League Age 8-9-10** – A pitcher shall not deliver more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
- b. **A League Age 11-12** – A pitcher shall not deliver more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.

The regular season pitch count limits are in effect until a team plays their first tournament game and the required rest has been met, which means the games on the final day of the regular season may impact the tournament. For example, if a pitcher throws 60 pitches on Saturday (final day of regular season) they cannot pitch in the tournament until Wednesday (3 days rest). Whereas if a pitcher has met the rest requirements from the regular season and throws 60 pitches on Tuesday of the tournament, the tournament pitch limits are in effect, and they may pitch again on Thursday.

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1. No player may pitch more than 3 innings per game.
2. Only the starting pitcher may return as a pitcher in the same game, so long as their game or tournament inning quota has not been exceeded.
3. The 5-run rule per inning is NOT in effect, all innings are open.
4. The 10-run mercy rule is in effect after 4 ½ innings of play.

## **7.3 Rookie Division:**

Each player plays an infield position at least one inning per game.

1. Pitching machine 4 pitches or 3 swinging strikes. Cannot foul out.
2. Both teams get 3 outs or can score 5 runs to complete an inning. Teams can only score 5 runs in the innings 1- 3 innings or 7 runs in the innings 4-6.
3. Batters and Baserunners can advance no more than 2 bases per hit. (Ex. running at first can go to third at his own risk. Batter can go to 2nd) If base runners over run their two base maximum and are tagged out. Out is counted. If base runners advance more than two bases safely they are brought back at end of play.
4. Bunts allowed.No fake Bunt and then swings or attempts to hit. Automatic dead ball batter is out.
5. 10 players defensive - 4 outfielders must be played in out field grass until the ball is pitched. Infielders should be in "standard positions" No shifts, or extra players on or around the pitcher's mound.
6. No player can sit out more than one inning until each player has sat out at least one inning. Each player plays an infield position at least one inning per game.
7. Pitcher must play safely on either side or behind pitching machine at within 5'
8. Game is complete after 6 innings or ~~90 min~~ and 4 complete innings.
9. Defensive position changes between batters is acceptable but not to slow the game or gain a competitive advantage . Unless safety issues. ex catcher/pitcher or player not focused etc.
10. Catchers only two consecutive innings and no more than three innings per game.
11. All players Bat.
12. Late to game players who miss their at bat will take their normal batting line up when it comes. Defensive rotation requirements may not be met if a player misses the first inning.
13. Dead ball- player hit by pitch, ball stuck in fence or equipment, ball leaves field of play, ball hits pitching machine. runners return to last base, Batter awarded first base, baserunner then forced to advance. Play stops when the pitcher has the ball within the 5 feet circle of the mound with no play attempt being made and the umpire calls time. Play stops when a runner has not committed to his allowed bases (no delayed stealing of second allowed base)

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per hit and umpire calls time.

## **7.4 Other Modifications:**

Games cannot end in a tie. Extra innings will be played until the tie is broken. If necessary, the umpire can postpone a game if lighting is an issue and the game will be completed the following day or as soon as possible.

## **7.5 Game Scoring Final Game Results**

The Game Changer Application shall be used for the official scoring. At the conclusion of each tournament game, each team manager MUST report the final score to the President via email to document the score along with who pitched in their game and how many innings they pitched.

## **7.6 Disputes and Violations of Rules End of Season Tournament:**

As restated from above, the following still applies during the tournament -

### *Violations of Playing Time, Batting Order, illegal bats, Cleats, or Pitching Rules:*

In the event of any dispute over the intentional, or unintentional, violation of any of these rules, the offended team manager must notify the umpire before a new inning begins that they are disputing the game on account of a rule(s) violation. The game should then carry on and be finished out. At the conclusion of the game (same day), the offended manager must contact the division director, to explain the reason(s) for the dispute. A TYBL appointed committee (the President plus two board members) will then discuss and determine an appropriate resolution.

# **TEMPLETON YOUTH BASEBALL LEAGUE LOCAL RULES**

## **Attachment A**

### **Team Formation Night Process**

The primary focus of TYBL's Team Formation Night is creating balanced, competitive teams. TYBL will maintain a fair process, receive input from coaches, and make an effort to fulfill special requests. TYBL will always consider opportunities for improvement. The current Team Formation Night Process is as follows:

1. Complete assessment process for Rookie, Minors & Majors divisions
2. Confirm who has assessed at two levels and eligibility for playing up
  - a. Age within one year of next division
  - b. Assessment was sufficient to not create safety issue
  - c. There is room in the next division up
    - i. If there are more candidates to play up than spaces available, determine appropriate priority
3. Confirm who has not assessed
  - a. For players who have registered but not assessed and are still approved to play, board applies reasonable assessment score
4. Create cards for each player with at least the following information:
  - a. Assessment identifier
  - b. Truncated name ("Z. Smith")
  - c. Age as of April 30th (to the second decimal place, "10.43")
  - d. Assessment score
  - e. Pitching assessment score
  - f. Information from prior season
    - i. Level played at with TYBL, if any
    - ii. All-star team, if any
    - iii. End-of-Season Assessment input
5. Mark player cards or use colored labels for the following:
  - a. Coach's child - Blue
  - b. Associated sponsor - Green
  - c. Sibling in the same division - Red
6. Cards kept in order by assessment score
  - a. Tiebreaker for assessment score is age (older player gets higher rank)
7. Create one card for each team (name of head coach & assistant coach)
8. On Team Formation Night:
  - a. Coaches are invited and each team should provide one representative (preferably head coach)
    - i. Start with Majors (to allow for filling open spots with players that want to move up)
    - ii. Move on to Minors, then Rookie
  - b. Board will provide two representatives to help facilitate and vote

## **TEMPLETON YOUTH BASEBALL LEAGUE LOCAL RULES**

9. Coach input on player rankings, for division at hand:
  - a. Board Rep sets out player cards on table in assessment score order
  - b. Coaches & Board Reps review the player rankings and make suggestions for changes
  - c. Any player card movement must be agreed to by all coaches & Board Reps
  - d. After coaches approve of final rankings, no further changes
  - e. Board Reps collect all the player cards, keeping them in the coach-approved ranking order
10. Player distribution
  - a. Board Rep deals out player cards in a serpentine fashion, dependent on number of teams in division
    - i. Start at top left (slot 1A; round 1, team A), move to right, one card for each team column; for second round, start with team on far right; and so on
11. Board Rep randomly selects coach cards to assign them a team column
12. Board Rep facilitates the trade of players for coach's child(ren), then siblings, then sponsors
  - a. Whenever possible, trades should be between players in the same round
    - i. Board can also consider if placing the player cards for coach's children and siblings in the relevant round (prior to dealing out all other player cards) would improve competitive balance of teams
  - b. All coaches and Board Reps must approve the trades
13. Coaches review all teams on the table and may suggest additional trades
14. Board Reps and Team Formation Coordinator huddle to discuss any other known issues/requests and if needed, recommend additional movements to the coaches
15. All coaches approve teams as laid out on the table
16. Entire board will review & approve rosters as soon as possible after Team Formation Night
  - a. Until final rosters are approved, board and coaches should not share any team details or reach out to any players