

**SSYO RULES FOR BASEBALL AND SOFTBALL April 2008**

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

<u>SPORT</u>	BOYS VARSITY	GIRLS VARSITY	BOYS CUB	GIRLS CUB
		FASTPITCH		MODIFIED SLOWPITCH
	<u>BASEBALL</u>	<u>SOFTBALL</u>	<u>BASEBALL</u>	<u>SOFTBALL</u>

LENGTH OF GAME  
 6 INNINGS                      6 INNINGS                      6 INNINGS                      6 INNINGS  
 No **NEW** inning can start after 1.5 hours after game start time. If game ends before 1.5 hours, next game will not start before scheduled time unless both coaches agree.  
 If after 6 innings, the score is tied and time allows all remaining innings will be played under International Rules.  
 International Rules: Inning begins with runner on second base. Runner on second base is the last batter from the previous inning.

DOUBLE HEADER  
 A Double Header will be two five-inning games played by the same two teams.

RAIN/DARKNESS  
 4 INNINGS -----

RUN RULE  
 Team up by 15 after 4 innings or 10 after 5 innings, wins game -----  
 At the **Cub Level** a maximum of 5 runs per inning can be scored.  
**Varsity softball** a maximum of 10 runs per inning can be scored.

STEALING                      YES                                      YES with pitch                      NO                                      NO

LEADING OFF                      YES                                      YES\*\*with Pitch                      NO\*See Note                      NO  
 \*Player may not leave base until ball has crossed home plate. Leaving early will result in player being called out.  
 \*\*PLAYER MAY LEAVE THE BASE AS SOON AS THE BALL LEAVES THE PITCHER'S HAND.

INFIELD FLY RULE                      YES                                      YES                                      YES                                      YES

\*\*\*\*\*INFIELD FLY RULE - RUNNERS ADVANCE AT THEIR OWN RISK.  
 Players must slide if there is a play at the base they are advancing to except first base. Player called "OUT" for not sliding and coach will be given a warning.

MINIMUM PLAYERS TO START GAME  
 8                                      8                                      8                                      8  
 TEAM NOT ON THE FIELD AND READY TO PLAY 10 MINUTES AFTER THE SCHEDULED GAME TIME WILL FORFEIT THE GAME. Teams may play the "forfeit game" but the game will stop 15 minutes before the next scheduled game to allow for warm-up time. Umpire must officiate the "forfeit game". Players arriving late may enter the game if at the field before the end of the 3<sup>rd</sup> inning. Late players will be added to the end of the batting rotation.

SUBSTITUTION/RE-ENTRY  
 \*OPTIONAL                      \*OPTIONAL                      N/A                                      N/A

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

ROTATION/FREE SUBSTITUTION  
 \*\*OPTIONAL                      \*\*OPTIONAL                      YES                                      YES

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

**VARSAITY LEVEL (BASEBALL & SOFTBALL)** Coaches must decide before the game if they are batting only nine players (Substitution) OR batting the entire roster (Rotation) and advise the other coach and the umpire of their decision.  
 Coaches must give opposing coach and the umpire the line up before the start of the game.

Both teams DO NOT have to choose the same option concerning batting. One team may decide to bat their entire roster and the other team has the option of batting their entire roster or bat only nine players.

**CUB LEVEL (Baseball & Softball)** - Everyone bats and there is free substitution.

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INNINGS  
PITCHED  
PER GAME

No Maximum	No Maximum	Maximum of 3	Maximum of 3
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FIELD  
DIMENSIONS  
PITCHING

90'	60'	75'	60'
60'	40'	48' (If possible)	35'

LENGTH OF  
SEASON

10 GAMES + PLAYOFFS	10 GAMES + PLAYOFFS	8 GAMES + PLAYOFFS	8 GAMES + PLAYOFFS
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Season begins Mid-April (Weather permitting).  
Playoffs - Saturday before Memorial Weekend (Single Elimination)

UNIFORMS

**Varsity players** must wear a full uniform. Matching shirts with numbers and matching pants. If hats are worn, they must be uniform and matching.  
**Cub players** must wear matching shirts with numbers. Uniform pants are not required BUT players MUST wear long pants (i.e. sweatpants or jeans).  
**No player** will be allowed to play softball or baseball wearing shorts as their uniform pants. No metal cleats for Cub players. Varsity baseball players may wear metal cleats.

EQUIPMENT

**Boys Varsity Baseball** - Legal baseball bat must have weight of no more than 5 oz. less than the length. Diameter cannot exceed 2.75".  
**Boys Cub Baseball** - Legal baseball bat must have weight of no more than 8.5 oz. less than the length. Diameter cannot exceed 2.75".  
In accordance with Minnesota State High School League rules, the SSYO has increased the length to weight ratio for Cub baseball bats from -8.5 to -9.0.  
**Girls Softball** - 12" fluorescent ball. Face masks are mandatory.

OTHER

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

**ALL BASEBALL AND SOFTBALL:**

- Requires helmets and full catcher's equipment. This includes chest protector, facemask with throat guard, helmet and shin guards.
- Only a player on the field may appeal missed base before next pitch. Player should notify umpire. Not necessary to throw to the missed base.
- SSYO follows High School League rule of 4-3 in regards to balls and strikes.

**GIRLS CUB MODIFIED SLOWPITCH:**

- Ball is dead until put into play by the batter. Runners may not advance.
- Team may play with 10 players on the field (4 outfielders).
- Any ball thrown in the strike zone is a legal pitch with no concern to the arc or lack of arc. All styles of pitching are allowed (i.e. windmill, sidearm, etc.)

**"HOME TEAM" DESIGNATED BY FLIP OF COIN BY UMPIRE** if game is a neutral site game.

Each team must provide two game balls per game.

**Home Team** is responsible to keep the official scorebook, fax scores to 952-888-0685 or email scores to [ssyomn@aol.com](mailto:ssyomn@aol.com)