

# **Keystone Youth Baseball**

**Ashville, Cresson, Gallitzin, Lilly,  
Loretto, and Portage**

## **Rules and Regulations**

**Revision  
April 2008**



## **Keystone Youth Baseball Rules and Regulations**

1. The league is to be comprised of Little League and Pee Wee League Teams.
2. The towns of Ashville, Cresson, Gallitzin, Lilly, Loretto, and Portage will sponsor their own team or teams.
3. **THE TEAM**
  - A. A Keystone Little League team shall consist of no more than 15 players on the game roster. If initial sign-ups (in each town) result in numbers that surpass the 15 player limit, each town could choose to rotate players or develop a standby list.
  - B. Only players listed on the team roster may be suited for a game.
  - C. A team with more than 15 players on a team roster must rotate players for scheduled games or originate a standby list. This circumstance would be necessitated when less than 20 players sign up for a town's program, but more than 15 players are on a roster; also, if the number of sign-ups result in a total that surpasses the 15 player limit for each team. Selection of players to be rotated would be determined by the manager. All players in the rotation would play in an equal amount of games. The standby process is explained in "E" below.
  - D. The rotation and/or standby process stated in "C" could be negated by having some of the more skilled 8 year olds move up to play for a 9&10 team; the problem could also be eliminated in the 11&12 Division by having some of the more skilled 10 year olds move up. If the number of players in a given town goes over the 15 player limit, another option could be to release the overflow players to play on another town's team if said player/s would choose to play for a said town. As always, when moving a player to a higher division or to play for said town, parental approval would be needed.
  - E. If a team loses a player during the season for a justifiable reason, for example, the player quits or is incapacitated, that team must obtain another player immediately from the Board of Controls (each town will have their own representative/s) if there is a standby list, as long as half of the season has not expired. Managers shall acquaint the Board of Controls with the conditions which necessitate a request for another player. A manager has an option to make a request for a player during the second half of the season. All teams should be notified about the request.
  - F. Managers and coaches are not eligible to manage or coach a team until they have reached the age of 18 or have been approved by the Board of Controls. An adult who has reached the age of 21 must be present to oversee the game.
  - G. Every team will have one manager and will have the option of having up to two coaches for voting and drafting purposes.
  - H. An established coach (for voting and drafting) has helped a team that he is currently coaching for more than  $\frac{1}{2}$  the "proceeding season."

- I. Each town will have its own Board of Controls for local management, plus a representative from the Pee Wee Division, 9 & 10 Division, and the 11 & 12 Division to deal with Keystone Youth League issues. Keystone reps will be appointed by each town's Board of Controls. Keystone Youth voting situations will consist of 9 votes (3 from each town). A quorum for Keystone League purposed will be 7 eligible reps (appointed substitutes for a given meeting could stand in for a town rep).

#### **4. THE PLAYERS/GAME PLAY/AWARDS**

- A. Pee Wee baseball is for boys and girls 5 to 8 years old. To be eligible, a boy or girl must turn 5 before August 1st and must not turn 9 before April 30th. At no time may a 9 year old remain in Pee Wee League ball. All boys and girls who are 9 before April 30th and are not 13 years old before April 30th will be eligible for Little League. Little League will be divided into a 9 & 10 year old division and an 11 & 12 year old division. No player turning 11 years old before April 30th will be eligible for the 9 & 10 division.
- B. If a question arises to the age of a player, acceptable proof of the age of the player in the form of a birth certificate or hospital record must be presented by the manager. All new players must present a copy of their birth certificate. All players must register to play ball even if they have been assigned a team.
- C. Every player who shows up for a ball game in uniform must play in the field for 6 defensive outs and bat at least once provided the game lasts 6 innings. In the case of disciplinary action, injury or sickness, an exception to the rule may be utilized. In case of injury, sickness, or ejection of a player and only 8 players remain on the field, a player can re-enter the game. Any violation of this rule will result in the game being forfeited by the violating team.
- D. Even though a player comes late for a game, he/she is required to play ball unless 3 full innings have been completed. If a game goes into extra innings, a player or players can re-enter the game. Player/s re-entering must be placed in their original spot in the batting order. A player cannot re-enter the game as a pitcher if the player has already pitched in the game.
- E. If a manager of a 9 & 10 year old team knows beforehand that he will not be able to field 9 players for a scheduled game, the manager may select 8 year olds (with parental permission) from the pee wee team/s of said town. If the manager of an 11 & 12 year old team knows beforehand that he will not field 9 players for a scheduled game, the manager may select available 10 year olds (with parental permission) from the 9 & 10 year old team/s of said town. Two players could be selected from the lower division programs, if 8 players are available to the manager for a scheduled game; three players could be selected from the lower division, if 7 players are available to the manager. Having 10 players for a game would guard against the possibility of sickness, injury, etc. leaving a team with only 8 players.

\*\*\*Note:

If, after moving lower division player/s up to play for absent player/s, assumed absent player/s from the original team line-up come to the game then the original player/s must play. If said team has 9 original team members, then the lower division player/s will not play in said game.

The only time lower division players can be inserted in a higher division line-up is when said team is shorthanded. At no time will a lower division player play in a game if the team being asked to play for has 9 or more original team members. If an injury/s sickness occurs during a game where lower level player/s were asked to come because coach thought he/she would be shorthanded, then lower level player could enter the game (this would only occur if said team did not have 9 original team members available to play).

- F. There will be no "Most Valuable Player" trophies or awards.
- G. All team trophies and/or awards won by the Keystone Youth League during All-Star competition will be placed at the trophy display area of the town of the manager of said All-Star team. Individual player (All-Star) trophies and/or awards will be the property of said players.
- H. All homerun balls will be given to the boy or girl who hits them.

## **5. SELECTION of PLAYERS**

- A. Each town will decide how players will be selected for a team/s. Once on a team a player must stay on that team unless a town gains or loses a team the next year (example: goes from 4 teams to 3 teams). In this case, the players from the team that no longer exists will be placed on other team rosters as to that particular town's team situation and selection process. In the case of a new team being added, the individual town would decide the selection process.
- B. Team rosters must be given to each town's League Representative to be displayed at the home field of the respective towns.
- C. If a player quits during the first scheduled week of play, that player must return the following year to the same team. If a player quits after the first scheduled week of play, he or she must sit out the following year. After sitting out said year, the player will be placed on the list of new eligible players. This rule applies to all 9 to 12 year olds. Players playing on an Ashville, Cresson, Gallitzin, Lilly, Loretto, or Portage team cannot change to a team for another town, unless:
  - 1. The said player receives a signed release from the former town's Board of Controls.
  - 2. Said player moved to one of the other towns. After a completed season the player must play for the same town (on the same team if still eligible for that age group) the next year.

## **6. INSURANCE and SPONSORSHIP**

- A. Each town will set own policy in regard to insurance for players.
- B. Each town will set own policy in regard to registration fees.
- C. Each town will set own policy in regard to sponsorship of teams.

## **7. PLAYING EQUIPMENT**

- A. All players must be in uniform: shirt, pants, cap, and socks.
- B. Each team will decide how equipment is to be dispersed.
- C. Collection of equipment will be determined by individual towns.
- D. Bats used are to be of regulation size and have the words "Little League" stamped on them. Bats brought by individual players, of course, must be of regulation size and must be readily available to other members of the team.
- E. A catcher must wear a protective cup.
- F. When warming up a pitcher, a catcher must wear a protective mask.
- G. All first year 9 & 10 year old players have the option to wear a batting helmet with mask.
- H. The preferred baseball for all divisions is either Wilson A1074LL1 or Wilson A1074BSST.

## **8. PITCHER**

- A. Pee Wees (5, 6, 7, 8 year olds)
  - 1. Will utilize a pitching machine.
- B. 9-10 Year Old League
  - 1. 6 innings total per week.
  - 2. 1 start per week.
  - 3. No rest needed between days.
  - 4. 1 pitch is considered an inning.
  - 5. Starting pitcher must complete the first batter.
- C. 11-12 Year Old League
  - 1. 9 innings total per week.
  - 2. 1 start per week.
  - 3. 6 innings allowed total on back to back days.
  - 4. After 6 innings- 2 Calendar days of rest are needed regardless of the week.
  - 5. 1 pitch is considered an inning.
  - 6. Starting pitcher must complete the first batter.
- D. As stated above, one pitch constitutes an inning.
- E. As stated above, a pitcher cannot make more than one start per week.
- F. A week for pitching starts on Monday and ends on Sunday. Every Monday starts a new week. When the manager is making out batting order for any second or third game during a week, the manager should indicate somewhere on the line-up sheet/card what player/s pitched in the previous game or games of said week with number of innings

- pitched also indicated. If previous pitcher or pitchers are not listed on line-up card, then opposing manager may ask other manager for name of player/s who pitched during said week. If a pitcher is removed from the mound, even if he or she is placed at another position, said pitcher may not return to the mound.
- G. A manager may not use more than 5 pitchers per game.
  - H. A pitcher hitting three batters during a game, said pitcher will be replaced immediately when third batter is hit.
  - I. A manager is allowed one trip (per pitcher—per inning) to the mound. The second trip to the mound and the manager must replace said pitcher. Calling a pitcher to the baseline, or other similar actions is considered a trip to the mound.
  - J. Any violation of the above said rules shall result in a forfeit for the opposing team.
  - K. Any founded violation of the above said rules, then that player's manager will be suspended for a period of one week. The manager will not be allowed at any League playing field (this would include being at the games as a spectator) during that week. The manager's assistant coaches will manage the team during his/her absence. Any accusations of rule violations would be heard by a committee of town representatives to decide if a suspension is warranted.
  - L. Two violations by a manager could constitute grounds for dismissal.

## **9. GAME PROCEDURES**

- A. Other than baseball players only the manager, two coaches, and scorekeeper are to be in the dugout.
- B. Players and coaches must remain in the dugout unless playing in the field, batting, on deck to bat (one player), or coaching the bases.
- C. Players and coaches are not to taunt opposing team members. This would include such verbalizations as hollering "swing" to a batter, the batter or opposing fielder's name, and taunting the pitcher. The umpire/s can also determine taunting violations.

## **10. 10-RUN DIFFERENCE and TIME LIMIT (11-12 Year Old League)**

- A. During a particular game, if there is a 10 run difference and four innings have been completed or three and one-half, if the home team is winning then the game will automatically be over.
- B. The game will automatically be over if there is at any time a 20 run difference, as long as the home team has batted.
- C. When two games are being played on a given day, the first game should start by 5:30 P.M. No new inning of the first game will be started after 8:00 P.M. on a school night and 8:15 P.M. on a non-school night. The second game, no new inning will be started after 10:00 P.M. on a school night or 11:00 P.M. on a

non-school night. Game stopped by curfew, school rule or darkness shall be resumed at that point on the first available later date.

### **11. 20-RUN DIFFERENCE and TIME LIMIT (9-10 Year Old League)**

- A. Maximum of 5 runs in the first 3 innings, unlimited runs after first 3 innings.
- B. The game will automatically be over if there is at any time a 20 run difference, as long as the home team has batted.
- C. When two games are being played on a given day, the first game should start by 5:30 P.M. No new inning of the first game will be started after 8:00 P.M. on a school night and 8:15 P.M. on a non-school night. The second game, no new inning will be started after 10:00 P.M. on a school night or 11:00 P.M. on a non-school night. Game stopped by curfew, school rule or darkness shall be resumed at that point on the first available later date.

### **12. EXTRA HITTER RULE**

- A. A manager may optionally add a tenth player to the lineup if done so before the first pitch of the game (delivered or called). The player will be referred to as the "extra hitter" and may bat anywhere in the order. The player may also switch roles with any other player in the lineup and become a fielder during the game. The player replaced in the field would then become the "extra hitter" (unless being replaced by a player not yet in the game) and both players would remain in the game and bat in their original positions in the batting order. The switching of roles may occur as often as desired with as many players possible according to the rules and regulations. The "extra hitter" may also be removed from the game, as long as he/she has been in the field for 6 defensive outs. No matter what changes are made, all players must play in the field for at least 6 defensive outs. \*An injured/sick player would be eligible to stay in the game if he/she was able to continue at his/her next at bat. If the player is unable to play, then the lineup would be compacted to 9 players. The injured player's spot in the lineup would be eliminated (The above scenario would occur if a team had only 10 players. If a team has more than 10 players a sub would take the injured players place in the lineup).

### **13. SUSPENSION of a PLAYER**

- A. No manager shall suspend a player without going through the Keystone Youth League's Board of Controls (reps from each town).
- B. If a player is ejected from a game by an umpire, the Keystone Youth League's Board of Controls will decide on a course of action which might include suspension, expulsion, or no action at all. Ejections should be reported by the umpire involved to the Keystone Youth League's Board of Controls.
- C. Managers must follow decisions made by the Board. If a suspended player plays in a game/s during said suspension, that game/s will be forfeited to opposing team(s).
- D. Suspension from Little League grounds means suspension from the playing field as well as any area belonging to any Keystone Youth member team.

#### **14. SCHEDULE/LEAGUE CHAMPIONS/RESCHEDULING**

- A. The schedule shall provide for not less than 2 games per week per team.
- B. The champion for the 9 & 10 Division and the 11 & 12 Division will be determined by the number of wins and losses during the season. When two teams tie for first place (wins and losses are the same), a one game playoff will decide the champion. The game would be played at the site of the team with more wins over the other. If these wins are equal, a coin flip will be used to decide the sight of the game. The game should be played no later than 3 days from the seasons end. The championship game will be played as if the beginning of a new week (All players would be eligible to pitch. All other rules would remain the same). If more than two teams would happen to tie for first place, the names of the teams would be placed in a "hat" and the two picked would play at the sight determined by "head to head" during the year or a coin flip. The second game would be played the very next day. All league rules would, again, apply to this second game.
- C. A traveling trophy would indicate the 9/10 Divisional Champ for said year; a traveling trophy will indicate the 11/12 Divisional Champ for said year. The traveling trophies will be kept at a site determined by said champion for that year. Each town will pay 1/4 of price for these traveling trophies. Any trophies for players of a championship team will be determined and paid for by said team/town involved.
- D. In case of inclement weather, the managers will communicate to determine if the game should be played. If at all possible, a decision should be made at least one hour before the start of a game so that players can be notified. Once the game has started, only the head umpire can stop play. Play will resume when the head umpire decides the field is safe to play on.
- E. Any ball game with four complete innings which is called because of inclement weather, the team with the scoring advantage wins and it is an official game. If rain occurs in the fifth or sixth inning, the score reverts back to the end of the preceding inning and the team with the scoring advantage wins. If the score is tied, a new ballgame will be scheduled.
- F. Games interrupted or cancelled after one complete inning, but before four complete innings because of inclement weather, curfew, school rule or darkness shall be resumed exactly where left off and rescheduled first on Friday, then Saturday, then Sunday of that week. The time of the games needs to be agreed upon by the managers.
- G. Games interrupted or cancelled before one complete inning because of inclement weather, curfew, school rule or darkness shall be started as a new game and rescheduled first on Friday, then Saturday, then Sunday of the week. The time of the games needs to be agreed upon by the managers.
- H. Pitching rules regarding starting pitchers, number of innings pitched and rest periods between innings apply to all interrupted and rescheduled games.

- I. The home plate umpire is in charge of the game.

## **15. SELECTION OF ALL STARS**

- A. The Pee Wee Division, 9 & 10 Year Old Division, and the 11 & 12 Year Old Division can opt to select one or two teams (an "A" team or an "A" and a "B" team). Each Pee Wee Division team should be comprised of no more than 14 team members. Each Little League (9 & 10s, 11 & 12s) team should be comprised of no more than 13 team members. The teams will represent the Keystone Youth League. If the league opts to field an "A" and a "B" team in a given year, it is strongly recommended that the "A" team be comprised of the older players in each Division (example: "A" team would be 12 year olds; "B" team would be 11 year old; "A" team would be 10 year olds; "B" team would be 9 year olds). Although it is suggested to select All-Star team members by age group, the final decision on the selection process to be used will be up to the managers/coaches of that particular year's All Star teams.
- B. Managers and coaches from the teams in each Division will meet to select All Star team members. Managers will be the spokesperson for their particular team members. The purpose of the All Star selection process is to pick 13 players (Pee Wee-14) who maintained a positive attitude throughout the season and exhibited baseball skills that warrant his/her selection. No team is guaranteed a selection. Players should be selected according to attitude and performance. Managers should take into account each player's seriousness about the game, as well as the player's fielding, throwing, catching, running, and batting skills. If an agreement cannot be made concerning a particular player/s, the manager of said All Star team will make a selection. This selection process should take into account family vacation plans—if a player is not going to be available to play then the manager in charge may want to make another selection.
- C. The manager of the first place team in each division will have the first opportunity to coach an All Star team (can opt to manage the "A" team or "B" team). If the first place team manager is not interested, then the second place manager will have the opportunity to coach the All Star team of his/her choice. The third place team manager would have the next opportunity, etc. The manager will choose up to two coaches to assist him with the team.
- D. Each town will pay their share of the expenses for All Star tournament play based on the number of team members represented on said team. Expenses including such items as jersey costs, tourney fees, etc. would be determined on a percentage basis (example: 4 players from Lilly would = 4/13 of the costs).
- E. Only the 11 and 12 year old players of the Keystone Youth League may be on the 11 and 12 year old All Star teams. Only the 9 and 10 year old players of the Keystone Youth League may be on the 9 and 10 year old All Star teams. Only players participating in the Pee Wees of the Keystone Youth League may be on the Pee Wee All Star teams. Players must participate in at least two-thirds of the regularly scheduled games in order to be eligible for All Stars.

## **16. PROTESTS**

- A. Protest must pertain to either the rules that govern the game of Little League Baseball or Keystone Youth League player rules.

- B. No protest can be made concerning an umpires call involving a safe or out call, balls and strikes, etc. Protests must be concerned with the interpretation of Little League rules and Keystone League guidelines. Judgement calls made by umpires are not grounds for a protest.
- C. Equipment cannot be the basis of a protest.
- D. Only a manager can make a protest. Managers must notify the umpire immediately before succeeding play begins in the game that is being played under protest.
- E. Protests must be in writing 24 hours after made known to the Head Umpire. It must describe the incident and be presented to Keystone Reps for review. The Head Umpire for said game should be present to discuss the matter. If not handed in by the 24 hour deadline, the protest will be dropped.

## **17. UMPIRES**

- A. Umpires must be at least 17 years old.
- B. Each town is responsible for scheduling two umpires for games played at said town's home field.
- C. Acquired umpires should have a firm grasp of rules that govern the game of baseball.
- D. In emergency situations, when two scheduled umpires are not present, others may umpire if agreed upon by both managers.
- E. No game will be played with less than 2 umpires without the consent of both managers.
- F. At no time will an umpire be subjected to physical abuse by managers, coaches, or spectators.
- G. Any person guilty of physical contact with an umpire will be suspended for 2 games with the possibility of additional actions if the physical encounter merits such action.
- H. Verbal abuse of umpires will be reported to the Keystone League Representatives and acted upon accordingly.
- I. Any person guilty of profanity or vulgarity toward an umpire during or after a game will be suspended for 2 games with the possibility of additional actions if needed.

## **18. RULES NOT COVERED**

- A. All rules and regulations not covered in these house rules will be referred to and Official Little League Rule Book.

## PEE WEE RULES AND REGULATIONS

1. The Pee Wee home team is responsible for the field. If concession stand is desired, home team is responsible for concession stand. 50/50 or “passing the hat” is permitted.
2. Pee Wee rosters will have a minimum of 9 players, maximum of 14 players. List names and birth dates. To be eligible to play, the players must be 5 years of age on August 1<sup>st</sup>, or not more than 8 years of age on April 30<sup>th</sup>.
3. Game duration:
  - A. 5 -6 year olds will play 4 innings or two hours
  - B. 7 – 8 year olds will play 5 innings or two hours
4. One base will be awarded on overthrows. This includes overthrows to the pitcher.
5. There is no leading off or stealing of bases.
6. Sliding
  - A. No sliding for ages 6 and under.
  - B. 7 and 8 year olds are permitted to slide – FEET FIRST ONLY!
7. Pitcher must play on first base side of pitching machine. Pitcher must be even with or behind the machine.
8. Each player on the roster who is present will have a place in the batting order. The team with the fewest number of players will determine how many are allowed to bat in an inning. Example: If one team has 12 players and the other has 14 players, 12 batters will be the maximum number of batters for each team per inning. (See rule 11 for exceptions). A player does not have to play the field to bat.
9. All players must play a minimum of two consecutive innings or one hour in the field.
10. Ten players can be on the field. (Nine in the field plus one catcher).
11. A game will not be forfeited because of number of players. The team can play with the number of players present. In this case, a maximum of ten players will bat per team per inning. If a team plays with less than 10 players, some players may bat more than once per inning. Batting order must be followed.
12. Five good pitches per batter. If the batter foul tips the last pitch, he/she gets another pitch.
  - A. 5 – 6 year old division – If the player fails to hit the ball in 5 pitches, said player will use the tee.
  - B. 7 – 8 year old division – If the player fails to hit the ball in 5 pitches, said player will be considered out. This rule includes 5-6 year olds playing in the 7 -8 year old division. (An exception will be made for mentally or physically handicapped players.)

13. An inning is over when the maximum number of batters have batted, or 3 outs are recorded.
14. If a batted ball hits the pitching machine or the ball pail, the ball will be called dead. The batter will advance to first base. Base runners will only advance if forced. No play can be made from the field.
15. The ball is dead when the pitcher has control of the ball in the circle of the mound. If a runner is more than half way, he/she advances to the next base. If the runner is less than half way, he/she must return to the previous base. (The pitcher has the option to make a play on the base runner.)
16. Only tee ball bats and official little league bats are permitted. Bats can be wooden or aluminum. Any bats used must be available to all players on either team.
17. No official score will be kept.