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BRIEF HISTORY OF SOUTHWEST YOUTH ATHLETIC LEAGUE SPORTSMANSHIP CODE

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History of Southwest Youth Athletic Association

FIVE MAN EFFORT STARTED THE SOUTHWEST YOUTH ATHLETIC ASSOCIATION

The Southwest Youth Athletic Association was organized in 1970-1971 by five Charter Members Beanie Conwell, Jerold Binkley, Frank Parkinson, W. W. (Doc) Scammon and Al Stallard. The purpose of the Southwest Youth Athletic Association was to sponsor a league to provide baseball and softball to the youth of southwest Topeka and the surrounding communities. Fifteen people attended the first meeting. Only the original five attended the second meeting.

First, money was needed. Individual memberships were sold for \$10 and \$25 and business memberships for \$100. Then donations were solicited. Six companies came through: Fairmont Foods, Fanestil Packing, Seven Up Bottling Company, Tastee Bread, Downtown Optimist Club and C&W Market. The Washburn Rural teachers held a pancake feed; a garage sale was conducted and with other fundraising projects, the teachers collected a total of \$5,000, a good sum but not nearly enough for the total project cost for four diamonds. Approximately \$76,000 was needed for the land, lights, bleachers, parking lot and concession stand. The founders did not intend to reach their goal in one year but did want to do so over several years with assistance from the community.

The five founders went to friends and proposed they each sign a \$2,000 note, which they guaranteed with their own money. The loan was obtained through the Security State Bank at Auburn. That was enough to buy twenty acres of ground and to build the original four diamonds. The loan was paid off long ago and the Miniette, Minorette, Mini and Metro diamonds were added in the mid-seventies.

The league was named after Ken Berry, a Washburn Rural athletic standout, who played major league baseball for the Chicago White Sox and California Angels.

Volunteerism is the key to the success of Southwest Youth Athletic Association. Not a dime of public funds nor tax dollars have been used on the complex. Many individuals, business firms, optimist clubs and others, and the community have contributed to the continuing growth of the program since 1972. From the building of the diamonds to the writing of the organization's philosophy, by-laws and rules, volunteers have made the dream a reality. In fact, the wives of the five founders managed and operated the concession stand for many years on a volunteer basis. Southwest Youth Athletic Association appreciates the good adult leadership for the teams. Many managers and coaches have contributed their time and talents as the league has grown from the first seventeen teams in 1972 to the great organization it is today.

THANK YOU ALL!

1. *OVERALL FACILITY RULES:*

- A. No beer or other alcoholic beverages are allowed on the property of the Southwest Youth Athletic Association (SYAA).
- B. The SYAA property is a smoke-free environment. The use of smokeless tobacco products is allowed on SYAA property but is prohibited near the concession stand, the dugouts, and anywhere within the confines of a playing field.
- C. Because the success of SYAA depends heavily upon revenue generated by concession sales, the Board of Directors asks that no food or drink be brought into the complex. An EXCEPTION is that players are allowed to bring their own water or sports drink for consumption by them in the dugout during their game. Violators should be reported to the Board. The PENALTY is that the violator will be asked to remove the food/drink from the complex.
- D. The speed limit at the complex is 10 mph. If any person is observed exceeding the limit, they may be subject to suspension from the complex for the remainder of the season at the discretion of the Board of Directors.

2. *Admissions*

- A. Admission shall be charged at the board's discretion.
- B. All-League players are admitted free when in uniform.

3. *Board Approvals*

- A. Entries of managers, coaches, sponsors and their teams for participation in the League will be subject to approval by the Board of Directors. The Board may reject any person as a manager, coach, scorekeeper or any sponsor for any reason the Board, in its sole discretion, deems practicable and in the best interests of the League and the youth participating in League activities.

- B. A member of the Southwest Youth Athletic Association Board of Directors will be on duty always during games. This person has the authority to enforce any and/or all rules.

4. *Managers*

- A. Any person desiring to manage any team must submit a written request to the proper Division Representative no later than December 1 of the year prior to that in which said person would like to manage. Those persons approved by the Board as managers shall submit a written request for any person desiring to be an assistant coach for that team no later than March 1 of the year in which said person would like to be an assistant coach. The Board shall make the final approvals for all managers, assistant coaches, scorekeepers, and sponsors.
- B. All managers and assistant coaches are required to agree to a background check performed at the Board's discretion. All managers/coaches will be required to provide all personal information requested on both a request to manage and/or a Release Waiver before being considered to manage/coach a team. Any person failing or refusing to so agree shall not be approved to manage or act as an assistant coach for that season.
- C. Throughout the year each manager (or a representative) shall help with various SYAA fundraising projects, the purpose of which is to provide youth with a facility to play baseball and softball.
- D. Managers must have medical release forms for all players at all practices and games.
- E. Managers will inform coaches, players and spectators of ALL Overall Facility Rules in # 1 above.
- F. A manager has the right to discipline any player for a maximum of one game per infraction. Any manager or coach disciplining a player during the season must submit a written explanation to the Division Representative, who, along with any other Board member, must approve prior to any disciplinary action. Line-up cards should show the player's name and the word 'disciplined.' Missing practices, attitude, behavior or missing scheduled games are justification for disciplining.

- G. Managers, coaches and scorekeepers will be expected to uphold the standards and qualifications adopted by the Board of Directors. Any infraction of these standards may result in ejection as listed in GENERAL RULES, rule 5.
- H. Standards and qualifications for managers, coaches and scorekeepers:
 - a. **Sportsmanship** -- on and off the field.
 - b. **Respect** -- for players (own team and others), umpires, other coaches, board members/staff and parents/fans.
 - c. **Knowledge of game and rules** -- read and understand the rulebook. Rules can be amended from year to year and be different based on the age division
 - d. **Responsibility** -- manager duties (packets, games, etc.) and coach and team behavior.
- I. Managers are in complete charge of and will be held accountable for the actions of all personnel connected with their teams during play.

5. *Scorekeepers*

- A. Each team shall furnish a scorekeeper stationed at the scorekeepers' table. EXCEPTION: Instructional Leagues do not keep score.
- B. Home team will be the official scorekeeper and shall keep the official score in the book provided by the league for each game.
- C. Visiting team shall run the scoreboard.
- D. No coaching shall be done from the score table. The only persons to be at the score table should be the scorers and the manager/coaches of the teams playing.

6. *Fees*

- A. All player fees and completed registrations must be submitted before a team member may participate in a practice or league game.
- B. Refund requests must be submitted in writing to the Board of Directors for consideration. An administrative fee of \$25.00 (Instructional \$15.00) will be

assessed on all refund requests. No refunds will be issued for requests received after fifteen (15) days from the commencement of the season.

C. No sponsor, manager, coach or any other person associated with a team will be allowed to pay the registration fee for any player or induce a player to play on a team by offering awards of any kind, including, but not limited to, money, free trips, free meals or free tickets to any event except those approved by the Southwest Youth Athletic Association, Inc.

D. All teams within sanctioned leagues are required to pay their own sanctioning fees.

7. *Team Equipment*

A. Managers must maintain the team's equipment to meet rules of safety.

B. Managers are REQUIRED to have a first aid kit at each practice and/or game.

C. All uniforms and equipment shall be purchased by the team through the option of sponsors, fundraisers or donations.

8. *Uniforms*

A. Baseball – All players shall be fully uniformed, which includes cap, pants, shirts and socks. Shirt tails must be uniformly worn.

B. Softball – All players shall wear matching shirts and shorts/pants. Shirt tails must be uniformly worn.

C. All uniforms shall have numbers on the front or back. Players not in compliance may be penalized.

1. **PENALTY:** If a player is in violation of this rule, the opposing manager may protest the player's eligibility subsequent to the first pitch after the player is entered into the official lineup and prior to the first pitch to the next succeeding batter. If the player is determined to be ineligible by the Home Plate Umpire, the player may not participate.

9. *Rosters*

- A. The official roster shall be the only eligibility list of personnel for the team. The final roster shall include name, address and phone number of the manager, coaches, scorekeeper and players. For all baseball and softball divisions a team shall have a minimum of 10 players and a maximum of 14 players.
- a. EXCEPTION: Metro Division -- Approval of Division Representative and Vice President of Baseball or Softball is necessary to carry more than 14 players.
- i. PENALTY: Forfeiture of all games during non-compliance.
- B. No players shall play in a division below that specified for their age group without approval of the respective Baseball or Softball Committees. A player may petition the respective Baseball or Softball Committees for permission to play one age group up from that to which they would normally be assigned. Such petition shall be submitted in writing no later than December 31st.
- C. Softball (girls): Age is that as of January 1st
- D. Baseball: Age is that as of April 30th
- E. **Baseball** players have the option to request to play with their grade as opposed to their age. The request must be registered and the division representative must be notified prior to the early registration deadline. All requests must be approved by the Baseball Committee. The following table will be used:

Division	Age	Grade
Instructional	4-6	Pre-K & K
Mini 7	7	1 st
Mini 8	8	2 nd
Midget 9	9	3 rd
Midget 10	10	4 th
Minor	11-12	5 th & 6 th
Major	13-14	7 th & 8 th
Metro	15-18	

- F. **Softball** players (girls) have the option to request to play with their grade as opposed to their age. To do so one must pre-register and notify the correct division representative by the pre-registration deadline. All requests must be

approved by the Softball Committee. The following table will be used:

Division	Age	Grade
Instructional	4-6	Pre-K & K
Novice	7-8	1 st 2 nd 3 rd
Miniette	9-10	3 rd 4 th 5 th
Minorette	11-12	5 th 6 th 7 th
Majorette	13-14	7 th 8 th 9 th
Metroette	15-18	

G. Players may only sign a roster for, and play on, one team per season.

10. Player Release

If a player wishes not to remain with the assigned team, the player may submit a written request for release to the SYAA Board of Directors by the early registration deadline stating the reasons for the request. If the Board of Directors grants this release, the player will be placed into the player pool.

11. Player Move-Up Procedure

A draft system will be used for all move-ups except for the Mini 7 to Mini 8 and the Midget 9 to Midget 10 divisions. The Division Representatives will conduct the drafts on dates of their choosing.

In the Mini and Midget Divisions, a manager can protect ten (10) players. In the Minor and Major Divisions, a manager can protect eight (8) players. Mini and Midget Division teams will remain intact for two years.

Only Board approved managers for their respective divisions and/or a representative who already has a player on that team may attend the draft.

A manager is required to protect his son. If the manager has multiple sons, he is required to protect one and may pick up the others during the draft. A manager, who has sons eligible under the draft and wishes to draft them, must so state in writing to the Division Representative prior to the draft. If so stated, the manager is required to select the son in the third round of the draft.

Any family, with a player already assigned to a team, having a brother becoming eligible through the move-up draft may request the brother option on the new eligible brother. This request must be submitted to the Division Representative, in writing, prior to the draft. The brother must be taken in the fifth round.

If by the April 1 deadline for submitting team rosters the pool has been depleted and there is still a team that does not have a complete roster, the manager may then go outside the League to seek new players. The SYAA Board must approve any such new player.

12. Player Trades Are Not Allowed

Should a manager be discovered to have overlooked or discouraged a player from remaining on a team, it shall be considered cause for possible suspension from the League.

13. Insurance

A. SYAA insurance is considered only a secondary provider.

14. Team & Player Eligibility

- A. No team is eligible for play until all qualifications established in these rules are met except by expressed permission of the Board of Directors.
- B. If a player is no longer participating prior to June 10, the manager must request a replacement from the player waiting list if players are available and the roster is below minimum level. If players are assigned by the Division Representative and all fees are paid, they will be immediately eligible to play. If there is no waiting list of players available, a team may participate below the minimum roster limit with Board approval.
- C. After June 10, players being added will be required to pay full league fees. They will, however, be excluded from the League fundraiser for that year only.
- D. By April 1st, all managers shall have players along with their parents sign a team roster. Players cannot quit one team and play for another in the Division once they have been drafted to a team. Players who refuse to play for the team to which they are drafted/assigned will not be allowed to be included in the draft the following year's season. Those players will be allowed to play in the age-appropriate division the following year only if included on a signed protection

list and registered before December 31st of the prior year. Players/parents may appeal application of this rule by providing to the Board of Directors a thorough written explanation of the reason for refusal to play.

15. Use of Diamonds

A. PRESEASON -- Preseason use of diamonds will be handled through the Division Representatives, only with approval of the President and Vice President of Operations. Teams using complex diamonds for practice/practice games without permission will be subject to imposed discipline of two forfeited games. Use of the field lights for preseason games and practice is not permitted.

1. PENALTY: May include automatic forfeiture of game (s) and/or suspension from the SYAA League as well as a monetary fine equal to the “demand charge” fee from the electric company which could be more than \$400.

B. REGULAR SEASON -- Use of the diamonds for practice and/or practice games will not be permitted once the regular season has started.

1. EXCEPTION – teams receiving a forfeit may use the scheduled diamond provided the diamond has not been previously rescheduled for a make-up game.

16. Bench & Field Personnel

When a team is on defense, players not in the game, coaches and the manager must stay in the dugout, unless players are warming up in the bullpen area. On offense, only base coaches, the batter, on-deck-batter and base runners are allowed on the field. Only one coach is allowed in each coaching box at one time. Only the following personnel shall be allowed to be on or near the players’ bench or near the area reserved for team members:

1. registered team players
2. registered team manager
3. a maximum of four registered coaches. EXCEPTION: if no registered coach is available, a fan or parent may be used.
4. one scorekeeper
5. two bat persons

2. *Scheduling Requests*

All Divisions excluding Metro and Metroette will be allowed to request certain “days off” of the schedule by following this procedure:

- A. All Managers will be allowed to submit to their Division Representative prior to March 15th a request for exemption from playing up to 2 specified weekends and up to 2 specific additional weekdays.

A weekend is defined as Friday, Saturday, **and** Sunday, and a weekday is defined as any day of the week including Friday, Saturday, **or** Sunday.

3. *Rescheduling of League Games*

It is the Manager’s responsibility to arrange changes to reschedule a league game, Managers will need to use the following outlined procedure:

1. Do NOT contact the Scheduler.
2. Notify the Division Representative of the date and the time of the game involved in a proposed change.
3. Inform the Manager of the opposing team that a change is being investigated.
4. Keep all the involved Managers apprised of any progress.
5. Look for either a game that could just switch spots (4 teams involved) or look for a team that is scheduled to play the common opponent on another date (3 teams involved).
6. If a swap can be made, send via email to the Division Representative and all Managers involved a description of the details of the swap. All Managers involved must mutually agree to the change in the schedule. The Division Representative will inform the Scheduler of the switch.

The schedule will stand as it was originally until the Scheduler is notified if there is to be a change. Reminder: A game may be played with as few as 7 players but inability to field a team incurs a recorded forfeit.

19. Umpires

- A. No League game will be played without the attendance of at least one official umpire.
 - 1. EXCEPTION: There will be no umpire for Instructional Division games. If only one official umpire is in attendance, a substitute umpire may be appointed by any member of the Board of Directors or the Chief Umpire. Once the game has begun, the substitute umpire shall have the same standing authority as an official umpire until an official umpire arrives. A manager of one of the involved teams must report to the Chief Umpire the absence or tardiness of any umpire.
- B. Managers and coaches are not allowed to umpire in the division in which their team participates. Players may not umpire in a division which is higher than two divisions below the division in which they participate or would be eligible to participate.
 - 1. EXCEPTION: 17 & 18 year old's may umpire in the Major and Majorette Divisions.
- C. The umpire shall keep the official time for the game.

20. Weather Policy

- A. On weeknights, games will be canceled if there is a tornado **WARNING** issued for all or a part of Shawnee County on or after 5:45 pm. This rule will not apply to weekend games due to the varying start times. Check our website at www.kenberryleague.com for play / no play information, via Facebook, Rainout Line or call the SYAA Hotline at 862-3929.
- B. In the case of severe weather conditions (i.e. lightning, fast approaching thunderstorms, etc.) arising during play, the on-duty **Board Members** will determine when play is to be called. If play is called, it will be announced over the PA system.
 - 1. In the case of inclement weather (i.e. rainy weather, no lightning, etc.) playing conditions on individual fields will be assessed by board members on duty to determine whether that field is playable.
 - 2. When a game is called for any reason, prior to being a complete game, the game is suspended at that point. The game shall be resumed at the point of the suspension on the rescheduled date. Any missing players may be replaced by new players as required but otherwise the lineup,

game time and innings pitched for the game shall remain as they were in the original game.

3. If both team's coaches agree, a suspended game may be recorded as complete regardless of the game situation at the time of the suspension.
4. If the game has completed enough innings to be considered a complete game per the division rules prior to the suspension of play, the game shall be considered a complete game at that point.
5. If the game is beyond the point at which a complete game could be called when it is suspended, the score shall revert to the score at the end of the last complete inning. If the score is tied at that point, then the games shall be considered not complete but suspended and will be played out from the point of the suspension at the rescheduled date.
6. The above rules shall apply to all regular season and post-season tournament games.

21. Tournament Seeding

A. Individual team won/loss records will determine tournament seed. In the event of a tie:

1. First tiebreaker is head-to-head competition.
2. Second tiebreaker is total runs allowed in head-to-head competition.
3. Third tiebreaker is total runs allowed during the regular season against all teams.
4. Fourth tiebreaker is a coin flip, attended by the affected managers and the Division Representative.

22. Postseason Tournaments

- A. All tournament arrangements and schedules are to be under the direct supervision of the Tournament Director, Board of Directors and the Chief Umpire.

- B. For purposes of any rules or PENALTIES, the beginning of tournament play shall be considered as a continuation of League season play, i.e. no rules will be suspended or PENALTIES prematurely terminated because of completion of the League season unless otherwise noted.
- C. All team rosters will be frozen at the end of the regular season and prior to the start of the Postseason Tournament. No players may be added to a team roster unless the roster would drop below 10 players because of the loss of a player. A player may only be dropped from a roster if he has an injury that prevents further play.
- D. BASEBALL & SOFTBALL: Other than the championship game and the "IF" game addressed in 22 E, the higher seed will be the home team throughout the tournament.
- E. BASEBALL & SOFTBALL: The team in the Winner's bracket of the championship game will be home team. If there is an "IF" game the loser's bracket team will be awarded home team.

23. Awards

Awards will be given to teams per the final league and tournament standings.

24. Sportsmanship Award

The following procedures will determine the winners of the Sportsmanship Award in each division. Winning the Sportsmanship Award is a goal worthy of pursuit during the entire season.

1. Each team manager, three (3) registered coaches and the team scorekeeper for every team in each division shall receive a ballot furnished by the league. As ballots are completed, strong consideration should be given to team members, managers and coaches and the spectators. At SYAA – Good Sportsmanship applies to everyone.

2. In addition to the persons eligible to vote for the Sportsmanship Award listed above, any umpire who has officiated in at least eight regular season games in any division shall be entitled to vote for the Sportsmanship Award in that division. Any umpires who have officiated in more than one division shall be entitled to vote for the Sportsmanship Award in every division in which they have officiated at least eight regular season games in the division in which they are voting. An umpire's vote shall be counted equally with all other votes.
3. In the event of a tie, the team receiving the most first place votes shall be judged the winner. If a tie still exists, three board members (one from Baseball, one from Softball and one at-large Board member) will vote to decide the winner.
4. It shall be the responsibility of each team manager to ensure that the team's ballots are placed in the ballot box designated by the League on or before the date indicated on the ballots. Failure to comply with these procedures by any team can result in that team's ineligibility for the Sportsmanship Award.
5. The Awards Committee will not hesitate to recommend to the Board of Directors the disqualification of any team from eligibility for earning the Sportsmanship Award in the regular season if that team is involved in unsportsmanlike conduct in tournament play.
6. All players not receiving a placement award will receive a participation award in the Mini, Midget and Minor Divisions. A sportsmanship award will be given in addition to any other awards received in all Baseball Divisions.

25. Coaching

Coaching of defensive players will be allowed only from the dugouts. Coaching of the team at bat may be from the dugout and by the base coaches on the field of play while the coaches abide by Federation for Baseball or for Softball USSSA rules. There can be no instruction to batters or calling of pitches from outside these areas.

26. Concession Stand

The concession stand will open at 5:45 pm and close at board discretion.

No food or drink may be brought into the complex. EXCEPTION: Players can bring their own water or sports drink for personal consumption by them in the dugout during

their game.

27. *Player Recruitment*

- A. Once a player has signed a protection form to play with a designated team, been drafted by a team, or been assigned to a team by the Division Representative, that player shall not be recruited for any future seasons (summer or fall) for the SYAA League until after the player's regular and post season tournament games are complete for the current season. This rule applies to all managers, coaches, prospective managers, prospective coaches, parents, players, relatives, friends, and any other person.
- B. The intent of this rule is to ensure a fun and stress-free experience for all participants during the year. Additionally, this is intended to ensure that dividing lines are not created within a team during the season.
- C. **PENALTY:** Upon receipt of an official complaint to the SYAA Board President and the SYAA Executive Committee, it will be determined by majority vote after meeting with all involved parties whether the complaint is valid. If the complaint is ruled valid, the Executive Committee will enforce appropriate sanctions based upon the frequency and severity of the infraction.

GENERAL RULES

1. Player Participation
2. Continuous Batting Lineups
3. Re-Entry Rule
4. Forfeiture of Game
5. Ejection
6. Thrown Equipment
7. Profanity
8. Protests
9. Game Start Time
10. Game End

BASEBALL GENERAL PLAYING RULES

1. Baseballs
2. Player Age Date
3. Full and Playable Teams
4. Players Equipment
5. Game Time
6. Pre-game Warm-up
7. Postponed Games
8. Designated Hitter and Courtesy Runner
9. Fake Tags
10. Obstruction
11. Collision Rule
12. Malicious Contact
13. Pitching Rule Violation
14. Player Participation in Another League or Tournament
15. Player Release
16. Player Move-Up Procedure
17. Player Trades – Not allowed
18. Participation and Sportsmanship Awards

BASEBALL DIVISION RULES

Boys Instructional (ages 4 & 6)

Mini Division (ages 7 & 8)

Midget Division (ages 9 & 10)

Minor Division (ages 11 & 12)

Major Division (ages 13 & 14)

Metro Division (ages 15 – 18)

SOFTBALL GENERAL PLAYING RULES

1. Calling Games and Complete Games
2. Game Time
3. Pre-Game Warm-Up
4. Player Move-Up Procedures and Protection Guidelines
5. Player's Age Date
6. Player's Equipment
7. Postponed Games
8. Softballs
9. Full and Playable Teams
10. Continuous Batting Lineups
11. Double Safety Bases
12. Participation and Sportsmanship Awards
13. Draft, Managers' Meeting and Preseason Rules Meeting
14. Collision Rule

SOFTBALL DIVISION RULES

Girls Instructional (ages 4 & 6)

Novice Division (ages 7 & 8)

Miniette Division (ages 9 & 10)

Minorette Division (ages 11 & 12)

Majorette Division (ages 13 & 14)

Metroette Division (ages 15 – 18)

DBA: SYAA LEAGUE SPORTSMANSHIP CODE

“Sportsmanship is that quality of honor that desires to be courteous, fair and respectful and is interpreted in the conduct of players, spectators, coaches and league authorities.”

FOR COACHES

“Every team should be coached to win, as that is the object of the game, but players as a whole should be taught that for every winner there is more honor in losing fairly than in winning unfairly. Teach the players to play the game hard, by fair means. Good sportsmanship is far more valuable than the mere winning of a game. Finally, teach the players to play the best game of which they are capable, and then, if they can’t win, to lose without a whimper, like sportsmen.”

FOR PLAYERS

“A sportsman doesn’t have to practice meekness. A player who wouldn’t fight for a square deal wouldn’t be much of a person, but the sportsman is careful to see that their opponent gets the same square deal. They are not required, with foolish generosity, to give an advantage, but they are required never to take a questionable advantage.”

“Sportsmanship is simple. It is merely gentle in strength, being courageous in weakness, keeping the rules, playing the game, being on the same level with adversaries and on the level with yourself.”

The objective of the SYAA League is to promote, develop and conduct safe, constructive, competitive baseball and softball; to teach discipline, fair play, good sportsmanship, cooperation and friendly rivalry. To accomplish the objective for all, everybody must participate in support of the objective.

It is with this in mind that league officials have set forth specific rules and regulations. They are not intended to create a hardship on any individual but are to be guidelines for all.

NO ONE HAS THE AUTHORITY TO OVERRIDE ANY RULE IN THIS BOOK WITHOUT FIRST RECEIVING A MAJORITY VOTE AT A MEETING OF THE SYAA BOARD OF DIRECTORS.

GENERAL RULES

1. PLAYER PARTICIPATION

Baseball: (Mini, Midget, Minor and Major) Each player shall play at least three of the first 5 innings in the field. If a game is completed in fewer than 5 innings, players who did not get 3 innings of defensive play shall play the first three (3) innings of the next game in the field. **PENALTY:** Forfeiture of the game

Softball: (Novice, Miniette, Minorette) Each player shall play at least 2 of the first 4 innings in the field. If a game is completed in fewer than 4 innings, players who did not get 2 innings of defensive play shall play the first 2 innings of the next game in the field. **PENALTY:** Forfeiture of the game.

Baseball and Softball:

Players arriving after the first pitch of the second inning are late and may participate but are not subject to minimum player participation rules.

RECOMMENDED PENALTY:

1st Violation: The manager is suspended from the SYAA property from the next League game played by that team.

2nd Violation: The manager is suspended from SYAA property for the next three League games played by that team.

3rd Violation: The manager will be suspended from the League and SYAA property, with the right to appeal to the Board of Directors.

a. PLAYER PARTICIPATION IN ANOTHER LEAGUE OR TOURNAMENT

Any player in any baseball division determined to have missed a regularly scheduled game at SYAA to participate in any other baseball association game or tournament will be disciplined in the following manner:

1st Occurrence – Suspended from the next 2 games in which the player was to participate.

2nd Occurrence – Suspended for the remainder of the season and must petition the S.Y.A.A. Board of Directors to be eligible to participate in any subsequent seasons at this complex.

THIS RULE WILL NOT APPLY TO TEAMS IF THE PLAYER OR TEAM(S) HAVE PRIOR APPROVAL FROM THE DIVISION REPRESENTATIVE AND/OR THE VP OF BASEBALL.

2. CONTINUOUS BATTING LINEUPS

This rule shall apply to all baseball and softball divisions using a continuous batting order. Every player present must be included in the batting order for the entire game. Players arriving late are to be added at the bottom of the batting order. No other changes in the batting order may be made once the batting order is entered into the official scorebook. Players injured or leaving early will be removed from the batting order without penalty unless the number of players falls below the minimum required official batting order. The player being removed must sit out six consecutive outs before being able to play. If the player's turn at bat would occur, the batter is passed over. No automatic out shall be assessed for a player being sat out for an injury.

3. RE-ENTRY RULE

- a. Any player, after being removed from the game, may re-enter provided both of the following conditions are met:
 1. The substitute has played one complete inning (3 outs defensively and 3 outs offensively).
 2. The player may not be inserted in the batting line up higher than he was unless his original spot in the lineup has been passed at least once. If his...

...original lineup spot has been passed at least once he may be reentered at any spot in the lineup.

A violation of the re-entry rule is a correctable offense and cannot be appealed. In order to be corrected, the violation must be reported to the umpire, who will determine the action necessary, if any is appropriate, to correct the violation at the point in the game it was detected and reported. The game will resume at the point at which the violation was reported to the umpire. No portion of the game is to be replayed.

- b. In the case of player injury requiring attention and removal from the game and no other substitutes are available, the Re-Entry rule does not apply.
- c. Players shall be considered as entered into the game and the lineup whenever they have assumed their playing position or entered the batter's box and the ball is put into play by the umpire.

4. FORFEITURE OF GAME

A forfeited game is one that is declared ended by the Chief Umpire for violation of rules. The game is recorded as an offended team's 7-0 win. A game is forfeited for the following: A team is not ready to play at game time.

- a. A team is not ready to play at game time.
- b. Any team personnel refuse to leave the game at an umpire's request.
- c. A team plays an ineligible player, defined as a player not on the team's roster.
- d. A team is unable to field a playable team at game time or within a reasonable time thereafter.
- e. A pitching rule violation has occurred.

5. EJECTION

If a player, manager, coach or fan is ejected from any game sponsored by the League, minimum penalties will be assessed as follows:

1st ejection – Suspension from the game from which ejected plus the next game played on SYAA property by the team represented at the time of ejection.

2nd Ejection – Suspension from the game from which ejected plus the next three games played on SYAA property by the team represented at the time of ejection.

3rd Ejection – Suspension from the game from which ejected plus automatic ejection from the League, with the right of appeal to the Board of Directors.

At the time of ejection, the individual must leave the diamond and immediate area from which ejected. Immediate area translates into out of sight, out of sound of game. More severe penalties may be assessed by a committee consisting of the Division Representative, Vice President of Baseball or Vice President of Softball and the Chief Umpire. If a member of this committee needs to be recused, they may be replaced by any member of the Executive Committee. This committee may also take action against other unsportsmanlike activities that did not lead to an ejection.

Suspension in this context means that the suspended person may be present on SYAA property only as a peaceable spectator. The person must remain at least 200 feet from either dugout, both before and during the game or games, from which he or she is suspended.

6. THROWN EQUIPMENT

Thrown equipment will not be tolerated. A warning shall be given to the managers in the pre-game meeting with the umpires. Violations will be enforced as indicated:

1st Offense – A team warning will be given.

2nd Offense – Ball is dead; the batter is out.

3rd Offense – Ball is dead; the batter is out and is ejected from the game.

Violations must occur in the same game and must be determined by the umpire. Intentionally thrown equipment may be cause for ejection at the discretion of the umpire.

7. PROFANITY

Profanity will not be tolerated.

PENALTY: Player, manager, coach or fan will be ejected.

8. PROTESTS

- a. All games shall be run by umpires under the supervision of the Chief Umpire. The Baseball/Softball Committee shall be the interpreter of these rules.
- b. All protests regarding a rule interpretation shall be considered only if the protest is made to the game umpires at the time of the rule infraction. The official scorebook shall be marked by the home plate umpire and a written explanation by the protesting manager, accompanied by a \$25.00 protest fee, shall be given to a member of the Board of Directors within 24 hours of the completion of the game. The Protest Committee's decision shall be final through a written report. In case the protest is allowed, the protest fee shall be returned and the game shall be replayed from the point of the protest. The Protest Committee's decision shall be final upon submission of a written report within 72 hours.
- c. During tournament play, available Board Members shall immediately settle all protests after a \$25.00 protest fee has been posted. In case the protest is allowed, the protest fee shall be returned. Written or delayed protests are not allowed during tournaments.
- d. In the event a Board Member is involved in a protest, or their team would be affected by a decision, they will not participate in the problem resolution.

9. GAME START TIME

No league games may start after 10:30 pm.

10. GAME END

If either team is behind by more runs than can mathematically be scored due to per inning run limits and the time limit has been reached, the game is ended. If a batter has received any pitches when the time limit is reached, they shall complete that at-bat prior to the game's being ended. Only the normal amount of runs per inning shall be considered to determine if a game shall proceed beyond the normal time limit. No runs that may be scored by a home run over the fence shall be taken into consideration.

If a game ends due to any division mercy run rule and more that 15 minutes of regulation game time still remains the two coaches may decide to continue play if they wish as long as both coaches agree. Play will continue until the end of official time at which time all play shall stop. The official score for the game shall be the score of the game at the time the mercy rule went into effect. No record will be kept of runs scored or pitching used

during the extra time played. Play shall stop at any time at the request of either coach. No batter shall start his at bat with less than one minute of official time remaining. Play shall not continue beyond the regulation time for any reason. Umpires will remain on the field and in charge of all play during the extra time.

For Baseball

If a game is tied after all innings have been completed or if the time-limit has expired, the following tiebreaker rule will go into effect.

The Visiting team will start the inning with a runner on second base and will be considered to have one out. The runner placed at second will be the batter who is scheduled to bat last in their offensive half of the inning. The Visiting team's half inning will be completed by either three outs or the division's inning run limitation, whichever occurs first. At the completion of the Visiting team's half inning, the Home team would start their offensive half inning under the same scenario.

If the game remains tied after the tiebreaker inning, the teams will play another inning until one team outscored the other. The runner placed at second in any additional tiebreaker innings will be a continuation of the previous inning results.

All existing division rules remain in effect for the tiebreaker inning(s) including pitching limitations and playing time in the field requirements.

For Softball

Regular season games may end in a tie except in tournament.

BASEBALL GENERAL PLAYING RULES

ALL DIVISIONS

Official Rules of the Kansas State High School Athletic Association supplemented by the following rules shall govern play and conduct of players and team officials in all League games. In case of conflict between the Kansas State High School Athletic Association rules and those of the SYAA League, the league rules will prevail. These rules have been adopted in accordance with the purposes and aims of the SYAA League as set forth in its Constitution and have as their basis the teaching and development of good sportsmanship and fair play. The Rules Committee shall be the interpreter of these rules.

1. BASEBALLS

a. Baseballs used shall be the following:

--Boys Instructional Division—R.I.F. 10 shall be used (Reduced Injury Factor)

--Mini, Midget and Minor Divisions—Little League or equivalent. No synthetic covers allowed.

--Major and Metro Divisions—Kansas High School or better. All balls must be stamped with the NFHS or USSSA symbol. No synthetic covers allowed.

b. Each team shall furnish one new ball and one acceptable ball at game time. This rule shall apply to regular season play and postseason tournament games.

2. PLAYER AGE DATE

Age is determined by how old the player is on April 30th.

3. FULL AND PLAYABLE TEAMS

A full team shall consist of at least ten (10) boys in the Mini Division and nine (9) boys in all the other divisions.

A playable team shall consist of at least eight (8) boys in the Mini Division and seven (7) in all the other divisions.

A team will be assessed an automatic out when the number of active players falls below nine. The automatic out will be assessed when the missing player would have come up to bat. Only one automatic out will be assessed for a missing player regardless of whether a team has 7 or 8 players present.

EXCEPTION: Mini does not take an automatic out with nine (9) players. A player must be inserted into the lineup as soon as he arrives if a vacant position exists.

4. PLAYER EQUIPMENT

All batters and base runners shall wear batting helmets with earpieces. All catchers shall wear a protecting helmet under a mask with a throat protector. The mask and helmet must be stamped as NOCSAE approved gear. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). All players should wear supporters and catchers should wear support with cup. A player may not participate without required equipment.

All players **MUST** wear a catcher's mask when taking warm-up throws from a pitcher while on the field of play and for all warm-up areas.

Use of Official Aluminum or Magnesium bats is optional. All bats shall be no more than 2 3/4 inches in diameter. There are no restrictions for weight or length **EXCEPTION:** Metro Division.

For Metro Division all KSHSAA rules for bat dimensions will apply.

5. GAME TIME

- a. Weekday game start times will be 6:15 pm and 8:30 pm in all divisions **EXCEPT** that Mini division will have starting times of 6:15 pm and 7:45 pm, unless otherwise noted. Weekend times may vary.
- b. Games will be played in their entirety, regardless of starting time.
- c. Game time begins immediately upon the first warm-up pitch made by the starting pitcher.
- d. The home team scorekeeper will make note of the actual starting time with verification of the home plate umpire.

- e. Each new ½ (half) inning shall begin no more than three minutes from the last recorded out of the prior ½ (half) inning. The scorekeeper shall advise, if necessary, the home plate umpire when the three minutes has expired so that the home plate umpire can advise the coach of same. Upon the expiration of three minutes, the home plate umpire shall commence the next ½ (half) inning. If the pitcher is not prepared to pitch at the time the home plate umpire commences the new ½ (half) inning, the umpire shall award the batter a called ball every five seconds until said pitcher is ready to commence. If the batter is not in the batter's box prepared to receive pitches at the time the home plate umpire commences the new ½ (half) inning, the umpire shall award the pitcher a called strike every five seconds until said batter is in the batter's box.

6. PRE-GAME WARMUP

No players or teams will be allowed to practice on any infield prior to scheduled pre-game warm-up time once the fields are prepared for scheduled games.

- a. For 6:15 pm games the visiting team will warm up from 5:50 pm to 6:00 pm and the home team from 6:00 pm to 6:10 pm. It is the manager's responsibility to see that warmups begin on time.
- b. When games exceed the time limit each team of the following game will be allowed 7 minutes for infield warm-up after the field has been cleared from the preceding game. The second game may not start ahead of schedule unless approved by both managers and the umpires.
- c. In order to ensure proper starting time for each game the home plate umpire shall be at the prescribed diamond at 6:00 pm. The home plate umpire for the succeeding game will return to the diamond to make certain the following game begins 15 minutes after the field has been cleared from the preceding game.

7. POSTPONED GAMES

The baseball scheduler shall reschedule all postponed or rained out games for each division. The official notification of rescheduled games will be posted on the website – www.kenberryleague.com. It is the responsibility of each manager to check the website for rescheduled games. Games may be postponed by mutual agreement of the Managers involved, with the approval of the VP of Baseball and President of the Board, if given 14 days' notice. A game being rescheduled due to weather will be rescheduled no sooner than 60 hours after the originally scheduled start time, at the discretion of the Scheduler.

8. DESIGNATED HITTER AND COURTESY RUNNER

The designated hitter rule does not apply. A team may use a courtesy runner for the catcher or pitcher any time they are on base. The use of a courtesy runner does not determine compliance with the Player Participation rule, nor does it constitute an at bat for the courtesy runner. The courtesy runner must be a legal substitute or in the case of teams using a continuous batting lineup the courtesy runner must be the last batter not on base. Only the catcher may be run for in the Mini division.

9. FAKE TAGS

Fake tags are defined as obstruction of a runner in KSHAA Rules and shall be enforced as such.

10. OBSTRUCTION

Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner.

11. COLLISION RULE

A runner will be called out for failing to slide or attempting to avoid contact with a defensive player when:

- a. A defensive player has the ball waiting to make a tag on a base runner.
- b. Any other instance in which the umpire deems contact could have been avoided without unfair advantage to the defense.

Note: Any defensive player taking advantage of this rule and setting up in the base path without the ball will be called for obstruction.

12. MALICIOUS CONTACT

As defined and determined by the umpire, malicious contact by any player will result in immediate ejection from the game. Malicious contact supersedes any obstruction or interference that may occur on the play.

13. PITCHING RULE VIOLATION

The following are pitching rule violations:

- a. A pitcher exceeds any of the division rules for pitching

A pitcher may return to the pitcher's warm-up area for additional warm-up throws while his team is at bat without incurring any pitching rule violation.

A pitcher may leave the mound and play another position or sit on the bench and still return to the mound to pitch as long as he still has any eligible innings left.

BASEBALL DIVISION RULES

BOYS INSTRUCTIONAL DIVISION

1. SEASON – Consists of ten (10) games.
2. UNIFORMS – A uniform consisting of a T-shirt and hat will be provided by the league.
3. EQUIPMENT – Balls, helmets, batting tees and catcher's helmet will be provided by the league. The safety baseball will be used for this division.
4. GAME TIME – All games will consist of a maximum of 4 innings or 1 hour and 15 minutes, whichever occurs first. When the time limit expires the inning in progress will be fully completed.
5. PITCHING MACHINE–
 - a. The pitching machine shall be positioned 30 feet from the rear point of home plate. The pitching machine speed shall be set at no more than 20/25 mph.

The use of the pitching machine is optional.

Use of the pitching machine is recommended for teams of 6-year-olds since that is what the league for 7-year-olds use.

Players 4-5 years old may or may not be physically able to hit from the pitching machine; therefore, its use with them is optional.

The coach of each team may use the pitching machine for some players or may pitch to other players on the same team.

The main goal is to make it fun for all players and to ensure that each player experiences as much batting success as possible.

- b. The coach of the team batting shall be in charge of delivering pitches to the batter.
- c. Each batter shall receive four pitches. If the batter fouls off the 4th pitch he will continue to receive pitches until he either puts a ball into play or swings and misses a pitch. At that point the batter will hit from the tee.
- d. If a batted ball strikes any part of the pitching machine the ball is declared a dead ball and the ball will be considered the same as a foul ball.
- e. The player pitcher shall position himself on the left or the right of the pitching machine at his discretion. He must be behind the machine when the pitch is delivered. A violation of this rule will result in a no pitch.
- f. No fielder, except the catcher, shall position himself any closer to home plate than the pitching machine when the pitch is delivered. A violation of this rule will result in a no pitch.
- g. The coach of the batting team shall declare a no pitch if in their judgment the pitch did not cross the plate in the strike zone.
- h. The defensive coach has the discretion, to declare any play dead immediately if he feels that a fielder is in danger of running into the pitching machine while fielding a ball. The batter will be awarded first base, and all other base runners will advance one base. This is to ensure the safety of the players and to keep the game moving.

6. BATTING –

- a. Each batter shall receive 4 pitches. If the batter fouls off the 4th pitch, he will continue to receive pitches until he either puts a ball in play, or swings and misses a pitch. Then the batter will hit from the tee.
- b. Each batter shall have at least 2 at bats per game. The roster size will determine whether 6 or 7 players will bat each half inning.
 - 1. Teams with a twelve (12) player roster will bat six (6) players each half inning.

2. Teams with a thirteen (13) player roster will bat six (6) players in the first half inning and seven (7) players in the second half inning. In succeeding half innings, the number of batters will repeat in the same order.
3. Teams with a fourteen (14) player roster will bat 7 players in each half inning.
- c. If a batted ball strikes any part of the pitching machine, the ball shall be declared dead and the ball shall be considered the same as a foul ball.
7. DEFENSE – Rotation of players through defensive positions is mandatory. Catcher must remain in position, with helmet on, behind the hitter when the ball is hit off the tee. The defensive team shall be allowed to have four (4) coaches on the field with their team.
8. BASE LENGTH – Minimum 45 feet.
9. OUTS – Batters and runners who make an out must return to the dugout.
10. BASERUNNING – When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area, whether or not the defensive team has control of the ball. If a base runner is between bases, he may only advance to, but not past, the next base. This also applies to the **last** batter in the inning. NO runner may advance on an overthrow. A runner cannot steal and may not leave the base until the ball is hit. PENALTY: The runner is sent back.
11. INFIELD FLY RULE - The infield fly rule, as defined by KSHSAA, does not apply.

MINI DIVISION – Ages 7 & 8

1. Base length shall be 60 feet.
2. All players will bat in the Mini Division, regardless of whether or not they are in the field.
3. In the interest of safety and maximum playing time, the use of chin straps on all batting helmets is highly recommended.
4. A base runner may not lead off the base before the ball crosses the plate.
PENALTY: First offense the team is warned. Upon succeeding occurrences, the base runner is out.

5. A base runner is limited to stealing one base at a time. A base runner may steal any base except home. If a play is made on any base runner other than the throw to second base on an attempted steal of second base or the throw to third base on the attempted steal of third base, the ball becomes live and base runners may advance at their own risk including advancing from third base to home. For example: A team with base runners on first and third could advance those runners at their own risk if the defensive team threw to third base or first base in an attempt to put out a base runner. The base runner on third base cannot advance if the defensive team is attempting to put out the base runner stealing second base.
Only one base may be taken on an overthrow.
EXCEPTION: A base runner is limited to stealing one base at a time regardless of an overthrow during the attempted steal. If, after a batted ball, the defense attempts to play on any runner other than the batter-runner at first base, all runners may advance one base on each overthrow at their own risk. This batter-runner may also advance at his own risk if any other runner is played upon.
6. The double safety base will be used at first base.
7. The infield fly rule, as defined by KSHSAA, will not be applied.
8. Each player shall play at least one inning on the infield each game. EXCEPTION: Parental request to the League Representative for the player **not** to play infield. No player shall sit out more than one inning per game unless every player has sat out at least one inning. Players who have not shown up prior to the first pitch are excluded from this rule but are still subject to SYAA General Rule #1 concerning player participation.
9. Five innings or 1 hour 30 minutes shall constitute a complete game. If the umpire calls the game due to rain, darkness or other cause which makes further play impossible, a game shall be considered complete provided 3 innings have been played or 2 and one-half innings have been played if the home team is ahead.
10. A 10-run lead at the end of 3 innings shall be considered a complete game. An 8 run lead after 4 innings shall be considered a complete game.
11. Each one-half inning is complete after three outs, or five runs whichever occurs first.
EXCEPTION: All runs scored by a home run over the fence shall count.

12. The front legs of the pitching machine shall be positioned 40 feet from the rear point of home base. The pitching machine speed shall be no less than 39 MPH for both Instructional and Mini age divisions.
13. An offensive coach shall be in charge of delivering the pitch to the batter. A batted or thrown ball shall be declared dead if an offensive coach who is running the pitching machine touches a live ball. The umpire shall rule where runners are to be placed if they rule that there is any interference with play.
14. Each batter shall receive 5 pitches or will get 3 swings at legal pitches, whichever occurs first. If the batter fouls off the 5th pitch or the 3rd swing, he will continue to receive pitches until he either puts a ball in play, looks at a legal pitch without swinging, or swings and misses a pitch.
If a batted ball strikes any part of the pitching machine, the ball is declared dead and the batter shall be awarded first base. All other runners shall advance one base from the base they occupied at the time of the pitch.
15. The umpire shall declare a no pitch if, in his judgment, the pitch did not cross the plate in the strike zone. If a batter is hit by a pitch, the ball will be declared dead and it shall not count as a legal pitch to the batter. The batter cannot advance to first base and no other runners may advance on the pitch.
16. The player pitcher shall position himself on the left or right of the machine at his discretion. He must remain behind the front legs of the pitching machine until the ball crosses the plate.
PENALTY: The offensive team may take the result of the play or declare the pitch a no pitch.
17. After all, playing action has stopped on a batted ball, the umpire shall call time and allow the ball to be returned to the pitcher/coach. If the pitcher/coach touches a ball prior to time's being called, all runners must return to the last base touched.
18. No fielder except the catcher may position himself any closer to home plate than the pitching machine prior to the pitch's being delivered. A violation of this rule will result in a no pitch.
19. The umpire may, at his discretion, declare any play dead if he feels that a fielder is in danger of running into the pitching machine while fielding a ball. The umpire will then award any bases or declare any outs that in his judgment would have taken place

without the interference of the pitching machine. This is to ensure the safety of the players.

20. A team may bunt a maximum of 2 times in each inning. Fake bunts shall be prohibited. Any batter that “shows” bunt is committed to bunt or take the pitch. A batter who swings at a pitch after “showing” bunt shall be called out and no runners may advance on the play.
21. For post-season tournament games, the championship will be played with no time limit. All regular season run rules will still apply.
22. A thrown ball that strikes the pitching machine shall be live and in play.

MIDGET DIVISION – Ages 9 & 10

1. Base length will be 65 feet, pitching distance 46 feet, home to second as well as first to third base 91 feet and 11 inches.
2. Five innings or 1 hour and 45 minutes hours shall constitute a complete game. If the umpire calls the game due to rain, darkness or other cause which makes further play impossible, a game shall be considered complete provided 3 innings have been played or 2 and one-half innings have been played if the home team is ahead.

A 10-run lead at the end of 3 innings shall be considered a complete game. An 8 run lead at the end of 4 innings shall be considered a complete game.
3. All players will bat in the Midget Division regardless of whether or not they are in the field. Playing time in the field will determine compliance with the Player Participation rule.
4. Each $\frac{1}{2}$ inning is complete after 3 outs or 5 runs, whichever occurs first.
EXCEPTION: All runs scored by a home run over the fence shall count.
5. A pitcher may pitch two innings per game. One pitch in an inning constitutes a full inning for purposes of this rule. This includes all practice games.
EXCEPTION: Midget 10 ONLY- one pitcher for each team may pitch 3 innings in a game. A pitcher may not pitch 3 innings in consecutive games unless the games are on different days. No pitcher in the Midget division shall pitch more than 4 innings in a day.
6. A manager/coach may only make one visit to the mound per pitcher per inning.
7. The KSHSAA infield fly rule will be applied.
8. Balks may be called by the umpires. Each pitcher shall receive one warning per inning for a balk. The ball shall be declared dead on the balk warning and no runners may advance. Any further balks by that pitcher in the same inning that he has received a warning shall be enforced per NFHS (National Federation of High School Associations) rules.
9. **MIDGET 9 ONLY** – The dropped third strike rule will not apply. A batter may NOT advance to first base on a dropped third strike. The batter is out on the play.

- a. A base runner may not leave his base prior to a pitch crossing the plate. Once a pitch has crossed the plate the runner is free to attempt to steal the next base at his own risk.
 - b. A runner must immediately advance to his next base or return to the last base touched once the pitcher has the ball and is completely on the raised portion of the pitching mound.
 - c. A runner that fails to immediately return to his last base or advance to the next base once the pitcher has the ball on the mound shall be called out.
 - d. A runner that leaves a base prior to a pitch crossing the plate shall be called out.
 - e. No balks will be called on the pitcher. If the pitcher does balk the ball shall be declared no pitch and dead. No runner may advance.
10. For post-season tournament games the championship will be played with no time limit. All regular season run rules will still apply.
11. Each player shall play at least 2 of the first 4 innings in the field. In the event that a game is completed in less than 4 innings, players who did not get 2 innings of defensive play shall play the first 3 innings of the next game in the field. Players who have not shown up prior to the first pitch are excluded from this rule but are still subject to SYAA General Rule #1 concerning player participation.

MINOR DIVISION – Ages 11 & 12

1. Base length will be 70 feet, pitching distance 50 feet, home to second and first to third will be 99 feet.
2. Six innings or 1 hour and 45 minutes shall constitute a complete game.

If the umpire calls the game due to rain, darkness or other cause which makes further play impossible, a game shall be considered complete provided 4 innings have been played or 3 and one-half innings have been played if the home team is ahead.

A 15-run lead constitutes a complete game at the end of 3 innings. A 12-run lead constitutes a complete game at the end of 4 innings. An 8 run lead shall constitute a complete game at the end of 5 innings.

3. Each $\frac{1}{2}$ inning is complete after 3 outs or 7 runs, whichever occurs first.
EXCEPTION: All runs scored by a home run over the fence shall count.
4. A pitcher may pitch 6 innings in a 2 day period but no more than 4 innings in a single game. One pitch in an inning constitutes a full inning for purposes of this rule. This includes all practice games. A pitcher may return to the pitching position in a game after he has already pitched in that same game and been removed. This rule applies even if the pitcher does not play any other position after he leaves as the pitcher. All of the pitching restrictions that limit the number of innings allowed still apply. If a pitcher throws one pitch in an inning, he is considered to have pitched one full inning.
5. Balks will be enforced as follows:
1st Offense per pitcher – A warning, the ball becomes dead at the time of the balk and no runners may advance or be called out as a result of the balk.
2nd Offense per pitcher – KSHAA rules will be enforced.
6. All players will bat in the Minor Division regardless of whether or not they are in the field. Playing time in the field will determine compliance with the Player Participation rule.

8. Each player shall play at least 3 of the first 5 innings in the field. In the event that a game is completed in less than 5 innings, players who did not get 3 innings of defensive play shall play the first 3 innings of the next game in the field. Players who have not shown up prior to the first pitch are excluded from this rule but are still subject to SYAA General Rule #1 concerning player participation.
9. For postseason tournaments, games in the championship will be played with no time limit. All regular season run rules will still apply.

MAJOR DIVISION –Ages 13 & 14

1. Base length will be 80 feet, 113 feet from point of home plate to second base and/or first base to third base, 56 feet from the back of home plate to the edge of the pitching rubber.
2. Seven innings or 2 hours shall constitute a complete game.
If the umpire calls the game due to rain, darkness or other cause which makes further play impossible, a game shall be considered complete provided 5 innings have been played or 4 and one-half innings have been played if the home team is ahead.

A 15-run lead constitutes a complete game at the end of 3 innings. A 12-run lead constitutes a complete game at the end of 4 innings. A 10-run lead constitutes a complete game at the end of 5 innings.

Each $\frac{1}{2}$ inning shall consist of 3 outs or 10 runs, whichever occurs first.

3. A pitcher may pitch a maximum of (7) innings in a two-day period but no more than five innings per game. One pitch in an inning constitutes a full inning. A pitcher may return to the pitching position in a game after he has already pitched in that same game and been removed. This rule applies even if the pitcher does not play any other position after he leaves as the pitcher. All of the pitching restrictions that limit the number of innings allowed still apply. If a pitcher throws one pitch in an inning he is considered to have pitched one full inning.
4. All players will bat regardless of whether or not they are in the field. Playing time in the field will determine compliance with Player Participation rule.
5. Each player shall play at least 3 of the first 5 innings in the field. In the event that a game is completed in less than 5 innings, players who did not get 3 innings of defensive play shall play the first 3 innings of the next game in the field. Players

who have not shown up prior to the first pitch are excluded from this rule but are still subject to SYAA General Rule #1 concerning player participation.

7. Metal spikes will be allowed. EXCEPTION: Pitcher may not use metal spikes on any artificial mound.
8. For post-season tournaments, the championship games will be played with no time limit. All regular season run rules will still apply.

METRO DIVISION – Ages 15-18

1. Base length will be 90 feet, 60 feet 6 inches from back of home plate to front edge of pitching rubber, 127 feet 3 inches from point of home plate to second base or first to third base.
2. Seven innings or 2 hours shall constitute a complete game.

If the umpire calls the game due to rain, darkness or other cause which makes further play impossible, a game shall be considered complete providing 5 innings have been played (4 and ½ if the home team is ahead).

A 15-run lead constitutes a complete game at the end of 3 innings. A 12-run lead constitutes a complete game at the end of 4 innings. A 10-run lead constitutes a complete game at the end of 5 innings.

3. Metal spikes will be allowed. All players shall wear matching uniforms with numbers on the back. No player shall play who does not have a complete uniform which includes pants, shirt, shoes and cap. No player shall remove any part of his uniform while in the confines of the playing field except in the case of an injury. A protest for an illegal uniform must be made prior to the first appearance of the player in question in the game. Such a protest will follow the standard SYAA protest procedure.
4. A team may bat a straight nine-player line up according to KSHSAA rules. A team may elect to use a continuous batting line up. The choice of which lineup type to use must be made prior to the start of a game. The coach shall inform the official scorekeeper and the umpire which type of lineup will be used. The lineup type may not change after the start of the game.

5. Only one automatic out must be taken in the batting order if a team is short of players, regardless of whether there are 7 or 8 players present.
6. A player or coach may be restricted to the dugout at any time by the umpire. A player or coach who is restricted to the dugout may not participate in the current game in any fashion except as an observer. A restricted player or coach shall be immediately ejected for any further violations of any type. No additional PENALTIES shall apply to a player or coach who is restricted to the dugout during a game. A coach may only leave the dugout to attend to an injured player.
7. All players present for each game shall appear at bat at least once and shall play 3 continuous outs in the field.

PENALTY: Forfeiture of the game.

EXCEPTION: If the game ends due to a game-ending run rule before all players have fulfilled this requirement, no penalty shall apply.

8. There shall be no maximum roster limits in the Metro division. Any player added to the roster beyond the 14-player limit shall pay an added fee of \$40 above the standard fee before being added to the roster. All players added to the roster must complete an individual Player Registration form for insurance purposes. Complete rosters must be submitted prior to first game. No roster additions are allowed after the start of the season without the approval of the Vice President of Baseball and/or the Metro division representative. Conditions that would merit roster additions would include player attrition due to player relocation or injury. Other situations would be reviewed by the Vice President of Baseball or the Metro Division representative on an individual basis. Players who leave a team for personal reasons will be interviewed along with team management. Roster additions under these circumstances would come from the existing waiting list of Metro players. Any roster additions must be made at least 24 hours prior to the start time of the first game in which the new player would be used. No one will be allowed to play for 2 different Metro teams or be on the roster of any other teams at SYAA during the regular season or the postseason tournament. No team may have more than four (4) eighteen-year-old players. A player's age shall be determined by his age on May 30.
9. There is NO draft for the Metro Division. A player who is interested in playing in the Metro Division and is not associated with a team, must contact the Division Representative.
10. Postseason tournament games in the championship will be played with no time limit. All regular season run rules will still apply.

11. A pitcher in the Metro division may only pitch 9 innings in one day and no more than 12 innings in a 48-hour period. One pitch in an inning will be considered a complete inning for the purpose of this rule.
12. A courtesy runner may be used for the pitcher and/or catcher at any time. The same runner may not run for the pitcher and catcher in the same inning unless no other runner is available. Being a courtesy runner does not constitute participation for the purpose of satisfying Metro Rule 7.
13. All bats used in the Metro division shall comply with the BBCOR standards set by KSHSAA.
14. The NFHS designated hitter rule will not be used in the Metro division.
15. Any player, coach or spectator who is ejected from the game must follow all rules for ejected persons as outlined in SYAA General Rule 5. In addition, any person ejected from a Metro Division game shall suffer the following

PENALTIES:

- a. First ejection- ejected person is suspended from the game in which he is ejected and for the next 2 scheduled games.
- b. Second ejection- ejected person is suspended from the game in which he is ejected and for the next 3 scheduled games.
- c. Third ejection- ejected person is suspended for the rest of the season and any postseason play.

SOFTBALL GENERAL PLAYING RULES

Play will be governed by USSSA rules except where local rules override.

1. CALLING GAMES AND COMPLETE GAMES

A game shall be considered complete when one of the following occurs:

- a. Innings – See respective divisions for maximum innings.
- b. Time Rule – See respective divisions for time limits.
- c. Tie-breaker (only in tournament)– If, after the completion of the maximum innings in ALL SOFTBALL DIVISIONS, or the time has expired and the game is tied in these same divisions, the following tie-breaker will be played to determine the winning team. Starting with the top of the next inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player that is scheduled to bat last in that respective half inning being placed on second base.
- d. Regular season games may end in a tie.

2. GAME TIME

The first game shall start at the time shown on the playing schedule. The second or later game shall start no sooner than the time shown on the playing schedule or 15 minutes after the previous game. Games may start early with the approval of both managers and the umpire.

3. PRE-GAME WARM-UP – FOR NOVICE, MININETTE AND MINORETTE DIVISIONS ONLY

No players or teams will be allowed to practice on any infield prior to scheduled pre-game warm-up time once the fields are prepared for scheduled games.

- a. Visiting team will warm up from 5:50 pm to 6:00 pm and home team from 6:00 pm to 6:10 pm on weeknights. It is the manager's responsibility to see that their team begins on time.
- b. When games run over the time limit each team of the following game will be allowed 7 minutes for infield warm-up after it has been cleared from the preceding game. The second game may not start ahead of schedule unless approved by both managers and the umpires.
- c. In order to ensure proper starting time for each game the home plate umpire shall be at the diamond at 6:00 pm. The home plate umpire for the succeeding game will return to the diamond to make certain the following game begins 15 minutes after the field has been cleared from the preceding game.

4. PLAYER MOVE-UP PROCEDURES AND PROTECTION GUIDELINES FOR ALL SOFTBALL DIVISIONS EXCEPT INSTRUCTIONAL

- a. Applications to manage a team should be received by the Division Representative on or before November 1.
- b. Managers will be given the protection form after they have been approved by the Board of Directors.
- c. The remainder of each team will be filled via the player draft or assigned by the division representative through a waiting list.
- d. Players drafted to a team will be tied that team for one season.
- e. All player's that played the previous season will be guaranteed a roster spot provided their registration form and fees are submitted prior to January 15th.
- f. Completed Player Protection Forms, Individual Player Registrations and fees must be turned into Division Rep by January 1st for the team to be eligible for the USD 437 practice diamond lottery.
- g. Any player requesting a withdrawal from a protection list will be placed on the draft list. Once a protection list is signed, that player will not be allowed to switch to another team's protection list.

5. PLAYER'S AGE DATE

Age is determined by how old the player is on January 1 prior to the start of the season.

6. PLAYER'S EQUIPMENT

All batters, including the on-deck batters and base runners must wear NOCSAE approved batting helmets with face masks. All catchers must wear a catcher's helmet with throat protector, this includes when players are warming up pitchers. Any catcher's helmet or helmet and mask combination must include full ear protection (dual ear flaps). A player may not participate without the required equipment. Metal cleats will be allowed in the Majorette and Metroette divisions only. All pitchers, first baseman, second baseman and third baseman & shortstop shall wear protective face masks when in the field of play. Any other defensive player may wear a face mask at their discretion.

7. POSTPONED GAMES

The softball scheduler shall reschedule all postponed or suspended games at the first open calendar date. A league team may be required to play two games on the same day in League play, provided games are not in succession. The official notification of rescheduled or suspended games shall be the website, www.kenberryleague.com. It is the responsibility of each manager to check the website for rescheduled games. Once rescheduled and posted, game times will not be changed. A game being rescheduled due to weather will be rescheduled no sooner than 60 hours after the original scheduled start time, at the discretion of the softball scheduler.

8. SOFTBALLS

Each team will furnish one (1) acceptable or new ball for every regular season game and tournament games. ONLY USSSA approved optic yellow softballs will be allowed for league and tournament play. All softballs MUST be leather covered. EXCEPTION: Instructional division will use an 11" optic yellow RIF ball. Novice and Miniette Division shall use the eleven (11) inch softballs. Minorette, Majorette and Metroette shall use the twelve (12) inch softballs.

9. FULL AND PLAYABLE TEAMS

A full team shall consist of ten (10) players in the Novice and Miniette Divisions. Nine (9) players in Minorette, Majorette and Metroette Divisions shall constitute a full team. A playable team shall consist of seven (7) girls in all divisions. Only one automatic out must be taken in the batting order if a team is below a full team, regardless of whether there are 7 or 8 players present. EXCEPTION: **Novice and Miniette Divisions Only** – an automatic out will be assessed if the number of players falls below nine (9). A player must be inserted in the line-up as soon as they arrive if a vacant position exists.

- a. Guest player(s) are allowed for league play only if the following criteria are met
1. Not used as a pitcher or catcher
 2. Must be registered at SYAA
 3. Must be in same age division
 4. Only in a league game (no tournaments)
 5. Team requesting player must be at 8 players or below
 6. Approval from the VP of Softball.
 7. Opposing coach is notified at game time.

10. CONTINUOUS BATTING LINEUPS

Every team member present must be included in the batting order for the entire game. Players coming late are to be added at the end of the batting order. No changes in the batting order may be made once the order is entered into the official scorebook.

11. DOUBLE SAFETY BASES

The double safety bases will be used in all divisions.

12. PARTICIPATION AND SPORTSMANSHIP AWARDS

All players not receiving a placement award will receive a participation award in the Novice and Miniette Divisions. A sportsmanship award will be given in addition to any other awards received in all Softball Divisions.

13. DRAFT, MANAGERS' MEETING AND PRESEASON RULES MEETINGS

All managers or a team representative must attend all of these meetings.

14. COLLISION RULE

The runner will be called out for failing to slide or attempt to avoid contact with a defensive player when:

- a. A defensive player **has the ball waiting** to make a tag on the baserunner.
- b. Any other instance in which the umpire deems contact could have been avoided without unfair advantage to the defense.
- c. The effect of the Collision Rule is that the ball is dead. The runner is out. All other runners must return to the last base touched. If the act is determined to be **flagrant**, the offender shall be ejected.

Note: Any defensive player taking advantage of this rule and setting up in the base path without the ball will be called for obstruction.

SOFTBALL DIVISION RULES

GIRLS INSTRUCTIONAL DIVISION – Ages 4 - 6

Will split age groups 4-5 (no experience), 5-6 (some experience) via team assignments and scheduling.

1. SEASON – Consists of ten (10) games.
2. UNIFORMS – A uniform consisting of a T-shirt and hat will be provided by the League.
3. EQUIPMENT – Balls, helmets, batting tees and catcher's helmet will be provided by the League. The safety softball will be used for this division.
4. GAME TIME – All games will consist of a maximum of 4 innings or 1 hour 15 minutes, whichever occurs first. When the time limit expires, the inning in progress will be fully completed.

If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 3 innings have been played.

5. PITCHING – A manager or coach will pitch to his/her team when they are at bat.
6. BATTING – The ball will be hit off the tee after four (4) pitches from the coach. Each player will have at least 2 at bats per game. The roster size will determine whether 6 or 7 players will bat in each 1/2 inning. For example: a 12-player roster will bat 6 players per 1/2 inning. A 13-player roster size will bat 6 in the first half inning and 7 in the second half inning. A 14-player roster will bat 7 players per half inning.
7. DEFENSE – Rotation of defensive positions is mandatory. Catcher must remain in position, with mask on, behind the hitter when the ball is hit off the tee. The defensive team shall be allowed to have four (4) coaches on the field with their team.
8. BASE LENGTH – Minimum 45 feet.
9. OUTS – Batters and runners who make an out must return to the dugout.

10. **BASERUNNING** – When the ball is hit into the outfield, the base runner may advance until the ball is returned to the chalked infield area, whether or not the defensive team has control of the ball. If a base runner is between bases, the runner may only advance to, but not past the next base. This also applies to the **last** batter in the inning. **NO** runner may advance on an overthrow. A runner cannot steal and may not leave the base until the ball is hit. **PENALTY:** The runner is sent back.
11. All players will play in the field during defensive play. Additional players will be placed in the outfield, while **ONLY** normal infield positioning will be maintained, i.e. pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base. Outfielders must be in contact with the grass when the ball is hit.
12. Each player shall play at least one inning on the infield each game. If game time limit occurs before the 3rd inning, players who did not play an infield defensive position shall play an infield position the first inning of the next game. **EXCEPTION:** Written request from a parent to not play infield.
13. The infield fly rule does not apply.

NOVICE DIVISION – Ages 7 & 8

When feasible, based on the number of teams in the league, it will be split into Gold and Silver divisions. This will be based on Managers' choice with a review and final decision to be made by the softball committee.

1. Five innings or 1 hour and 15 minutes shall constitute a complete game. A minimum of three innings must be played.

If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 3 innings have been played or 2 and a half innings if the home team is ahead.

A 10-run lead at the end of 3 innings shall constitute a complete game. An 8 run lead at the end of 4 innings shall constitute a complete game.

2. Base lengths will be 60 feet.
3. Each half inning is complete after three outs or five runs. Continuous batting lineup will be used.
4. Player Participation Rules
 - a. Each player must play two innings of each game in the field.
 - b. Free substitution is permitted.

- c. Each player shall play at least one inning on the infield within the first 4 innings of each game. In the event that a game is completed in less than four innings, any player who did not get to play infield shall play the first 2 innings of the next game in the infield. EXCEPTION: Written request from a parent to not play the infield must be submitted to the Novice Division Rep prior to the start of the season. PENALTY: Forfeiture of game.
 - d. No player shall sit the bench more than one inning per game unless every player has sat at least one inning. Note: Players who have not shown up prior to the first pitch are excluded from this rule but are still subject to SYAA General Rule #1 concerning player participation.
5. The team in the field will consist of ten players. The tenth player shall be a roving outfielder and shall be stationed outside the infield the same distance from home plate as the other outfielders. Outfielders must be stationed in the grass until the ball is hit.
6. Rules for Machine Pitching
- a. Distance for the front leg of the machine shall be 35 feet.
 - b. Speed for the machine will be between 35 and 37 mph.
 - c. Prior to each game the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly.
 - d. The umpire may adjust the machine at the start of any inning if he/she believes it is needed unless the machine has been hit and is not set correctly.
 - e. The coach cannot adjust the machine without umpire approval. The coach for the team at bat shall feed balls to the machine.
 - f. Each batter shall receive 5 pitches or 3 swinging strikes whichever comes first.
 - g. If a batter fouls the 5th pitch or the 3rd swing she will receive another pitch until she hits the ball fair or allows another pitch to pass.
 - h. A batter hit by a pitch will not be awarded first base and the pitch shall not count as one of the 5 pitches allowed.
 - i. Any batted ball that strikes the machine or the coach running the machine is dead immediately and the batter is awarded first base. Any other runners on base shall not advance unless forced to by the batter-runner.
 - j. At the start of the pitch, one player only shall be in the pitcher's position on either side of the pitching machine. The pitcher may not leave their position until the ball leaves the machine. No player other than the catcher shall position themselves closer to home plate than the pitcher.

- k. If a thrown ball strikes the machine it shall be considered live and in play.
 - l. If the coach pitcher intentionally interferes with a thrown ball, it is a delayed dead ball and after the play, the umpire shall award at least one base to all runners unless they advanced at least one base on the play. All outs on the play would stand.
7. Rules for Kid/Coach pitch
- a. A player may pitch no more than 2 innings in a game. The innings must be consecutive. One pitch in an inning shall be considered a full inning.
 - b. A pitcher that is removed from the pitching position for any reason may not return to pitch in that game.
 - c. The pitching distance shall be 35 feet.
 - d. The pitcher shall deliver pitches to the batter until the batter either gets a hit, strikes out or receives 4 balls.
 - e. No batter shall walk. If a batter receives 4 balls from a player pitcher an offensive coach shall deliver any remaining pitches to the batter.
 - f. The batter shall receive pitches from the coach pitcher until she either strikes out or hits the ball.
 - g. Any strikes on the batter when the coach pitcher begins to pitch will still count.
 - h. No batter shall advance to first if hit by a coach pitchers pitch. The ball is dead and it shall count as a no pitch.
 - i. If the coach pitcher is hit by a batted ball the ball is dead immediately. The batter-runner shall advance to first and all other runners shall return to their time of pitch bases unless forced to advance by the batter-runner.
 - j. If a coach pitcher is hit by a thrown ball all runners will be awarded one base from the time of the throw for interference. The ball shall remain live.
 - k. If the game goes to ITB the offensive coach shall pitch to all batters. No kid pitch will be allowed in ITB innings.
8. Batting
- a. A batter is automatically out after 3 strikes. There is no dropped 3rd strike rule.
 - b. No batter may walk.
 - c. No bunts are allowed.
9. A base runner may not leave the base until the ball leaves the machine or the pitchers hand. PENALTY: First offense the team is warned. Following occurrences, the runner is out.

10. When a batter's ball is fielded by an infielder and a throw is attempted to first base, the batter/runner may not advance past first base if the ball goes into foul territory. The intent of this rule is to encourage throws to first base. Players playing an outfield position are not considered to be an infielder.

If a base runner other than the batter/runner is determined by the umpire to be between bases when the ball enters the foul territory, that runner may proceed at her own risk to, but not past, the next base. If any runner, other than the batter-runner, is subsequently played upon, then all runners including the batter-runner may advance at their own risk.

11. All runners may only advance one base per overthrow at their own risk.

EXCEPTION: batter-runner stipulated in Rule 9.

After a ball has been hit in fair territory, any base runner may advance at their own risk until the ball is in the possession of the pitcher inside the infield lines. The pitcher may not move beyond the baselines toward the outfield to gain possession of the ball. (EXCEPTION: stipulated in Rule 9). Time shall be called when the pitcher has possession of the ball inside the infield. If a runner is more than halfway to the next base when time is called she will be awarded that base. IF the runner is not more than halfway to the next base when time is called she shall be returned safely to the last base she touched.

12. The infield fly rule does not apply.

13. Bats may not exceed thirty (30) inches in length. All bats designated as Tee ball bats are permitted.

14. Coaches are allowed one offensive and one defensive conference per inning.

15. Post-season tournament games for the championship shall be played with no time limit. All regular season run rules will still apply.

MINIETTE DIVISION –Ages 9 & 10

When feasible, based on the number of teams in the league, it will be split into Gold and Silver divisions. This will be based on Managers' choice with a review and final decision to be made by the softball committee.

1. Game length will be six innings or one hour and 15 minutes (5 and one-half innings if the home team is ahead).
If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 4 innings have been played or 3 ½ innings have been played if the home team is ahead.
2. Base lengths will be 60 feet. Pitching distance will be 35 feet.
3. Each one-half inning is complete after three outs or five (5) runs, whichever occurs first. EXCEPTION: All runs scored by a home run over the fence shall count.
4. A 12-run lead after 3 innings shall constitute a complete game. A 10-run lead after 4 innings shall constitute a complete game. An 8 run lead after 5 innings shall constitute a complete game.
5. A base runner may not lead-off base before the ball leaves the pitcher's hand. A base runner is limited to stealing one base at a time. Base runners may steal any base including home.
6. The infield fly rule does not apply.
7. Illegal pitches will be called only if the pitch is released illegally.
8. A walked batter or a batter hit by a pitch is limited to first base unless played upon. PENALTY: The runner is out.
9. All base runners shall promptly commit themselves to a base as soon as the pitcher has possession of the ball in the circle. Failure to commit promptly will result in the base runner being called out.
10. A player may pitch no more than four (4) innings per game. A player pitching one pitch in any inning constitutes an inning pitched. A pitcher pulled during an inning and remaining on the playing field may return to the pitching position without being charged an additional inning. A pitcher may be removed from her position to play

somewhere else or to sit on the bench and still return to pitch if she has innings remaining

11. Runners can only score on: A batted ball, a walked or hit batter with the bases full, an awarded base when the ball goes out of play.
12. Post-season tournament games for the championship shall be played with no time limit. All regular season run rules will still apply.
13. There is no dropped third strike rule. The batter is out after the third strike and cannot advance to first base.

MINIETTE 10 ONLY-

- a. Each $\frac{1}{2}$ inning shall consist of 3 outs or 5 runs, whichever occurs first.
- b. A base runner is not limited to stealing one base at a time.
- c. The infield fly rule shall apply.

MINORETTE DIVISION – Ages 11 & 12

1. Game length will be seven innings or 1 hour and 15 minutes (six and one-half if the home team is ahead).

If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 5 innings have been played or 4 ½ innings have been played if the home team is ahead.

A 12-run lead at the end of 3 innings shall constitute a complete game. A 10-run lead at the end of 4 innings shall constitute a complete game. An 8 run lead at the end of 5 innings shall constitute a complete game.

2. Base lengths will be 60 feet. Pitching distance will be 40 feet.
3. Each one-half inning is complete after three outs or seven (7) runs, whichever occurs first. EXCEPTION: All runs scored by a home run over the fence shall count.
4. A base runner may not lead-off base before the ball leaves the pitcher's hand.
5. Post-season tournament games for the championship shall be played with no time limit. All regular season run rules will still apply
6. A pitcher may be removed for her position to play somewhere else or to sit on the bench and can still return to pitch as long as she has innings remaining.

MAJORETTE DIVISION - Ages 13 & 14

1. Game length will be seven innings or 1 hour and 15 minutes (six and one-half if the home team is ahead). There will be no pre-game infield practice. If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 5 innings have been played or 4 ½ innings have been played if the home team is ahead.

A 12-run lead at the end of 3 innings shall constitute a complete game. A 10-run lead at the end of 4 innings shall constitute a complete game. An 8 run lead at the end of 5 innings shall constitute a complete game.

2. Base lengths will be 60 feet. Pitching distance will be 43 feet.
3. Each one-half inning is complete after three outs or seven (7) runs, whichever occurs first. All runs scored by a home run over the fence shall count.
4. Post-season tournament games for the championship shall be played with no time limit. All regular season run rules will still apply
5. Player participation rules shall not apply to the Majorette Division.
6. A pitcher may be removed for her position and play somewhere else or sit on the bench and return to pitch as long as she has innings remaining.
7. Metal spikes are allowed in the Majorette Division.

METROETTE DIVISION – Ages 15 – 18

There is NO draft in the Metroette Division. If you are a player looking for a team, contact the Division Representative. Although there are no guarantees, all attempts will be made to place you on a team.

USSSA Rules will govern all play, except as noted in General Rules and herein:

1. Seven innings or one hour and 15 minutes shall constitute a complete game.
If the game is called due to rain, darkness, or other cause which makes further play impossible, a game shall be considered complete provided 5 innings have been played or 4 ½ innings have been played if the home team is ahead. There will be no pre-game infield practice.
- A 12 run lead at the end of 3 innings shall constitute a complete game. A 10 run lead at the end of 4 innings shall constitute a complete game. A 8 run lead at the end of 5 innings shall constitute a complete game.
2. Base length will be 60 feet. Pitching distance will be 43 feet.
3. Each one-half inning is complete after three outs or nine (9) runs, whichever occurs first. EXCEPTION: All runs scored by a home run over the fence shall count.
4. Continuous batting lineups will be used.
5. Only one automatic out must be taken in the batting order if a team is short of players, regardless of whether there are 7 or 8 players present.
6. Players may be added to a team's roster with the Metroette Division Representative or VP of Softball's approval. Such Players are required to sign the team roster. Such players must also fill out an Individual Player Registration form for insurance purposes. Any roster additions must be made and approved by the appropriate Representative at least 24 hours prior to the first game in which the new player will participate. The PENALTY for using an illegal player or one not approved correctly is forfeiture of all games in which the player participates.
7. The Post-season tournament games for the championship shall be played with no time limit. All regular season run rules will still apply
8. The Metroette Division Rules will supersede any conflicting General Rules.
9. Metal spikes are allowed in the Metroette Division.

BOARD MEMBERS

Current Members

Position	Name	Phone
President	Chris Walker	218-6433
Vice President - Baseball	Dan Ramberg	224.5021
Vice President - Softball	Ty Dragoo	817-9607
Vice President - Operations	Greg Moody	213-3565
Secretary	James Hurla	703-853-8857
Treasurer	Chris Romine	230-7671
Instructional Boys - League Rep	Gary Haag	806-2865
Mini Baseball - League Representative	Jason Konrade	620-794-7940
Midget Baseball - League Representative	James Hurla	853-8857
Minor Baseball - League Representative	Ben Riddell	251-8722
Major Baseball - League Representative	Brian Foster	554-8550
Metro Baseball - League Representative	Art Oczko	817-5663
Inst. Girls- League Representative	Ty Dragoo	817-9607
Novice Softball - League Representative	Rita Hinck	817-3678
Miniett Softball - League Representative	Tammy Torrez	368-2435
Minorette Softball - League Representative	Erik Wood	260-4456
Majorette Softball - League Representative	Ty Dragoo	817-9607
Metroette Softball - League Rep	Ty Dragoo	817-9607
Tournament Director	Art Oczko	817-5663
Fund Raising Committee		
Communications Director	Art Oczko	817-5663
Fall Ball Director	Art Oczko	817-5663
Umpire in Chief	Tanner Reece	
Administrative Assistant		
Concession Stand Manager	Jess Dragoo	817-9610
Member-at-large	Kathy Baird Ben Riddell Jesse Gosney Katie Beach Sami Moore Jacob Henry Jesse Gosney John Freerkson Bruce Dial Corey Moore	

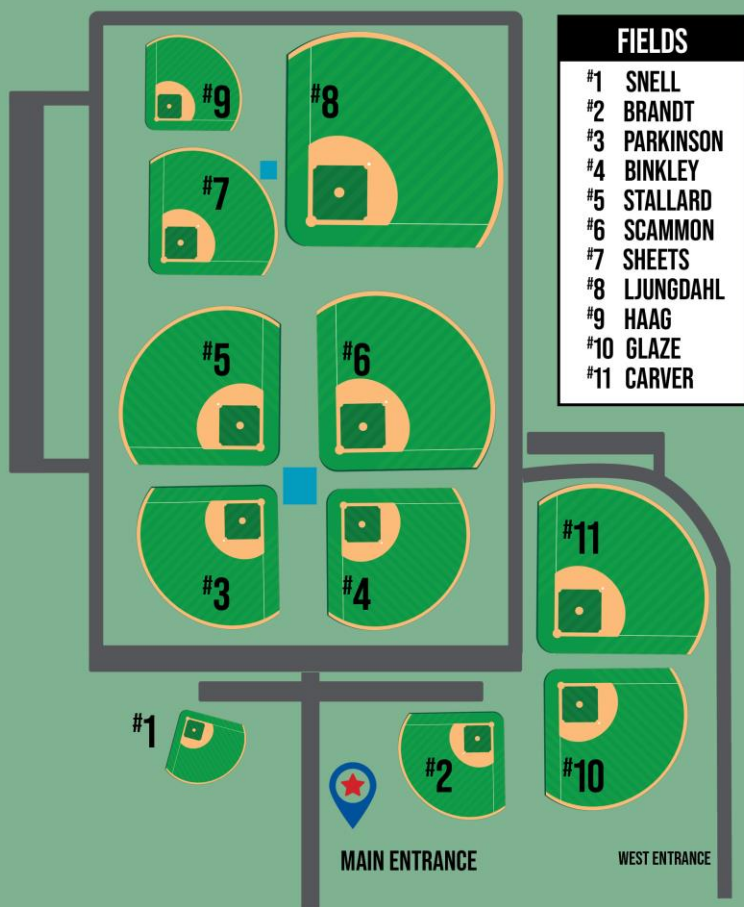
Our league mailing address:

SYAA / SYAA League
4011 SW 29th St #342
Topeka, KS 66614

Location:
5825 SW 61st Street
Topeka, Ks 66619

Rain Out HOTLINE: **785-862-3929**

All Rain Out information will also be posted to this website along with our Facebook and Twitter feeds. Please note that messages left on our rain outline will not be returned. This line is used for outgoing information only.



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Brown, Nate	(804) 868-9909	Boys Instructional II	Tiny Titans
Brown, Vera	(804) 955-9557	Boys Instructional II	Tiny Titans
Reamer, Taylor	(785) 559-8789	Boys Instructional II	The Sluggers
Reamer, Justin	(785) 380-6730	Girls Instructional - Softball	Topeka Aces
Alvarez, Michael		Major 13U - Baseball	Rangers
Bachura, Daniel	7855610197	Major 13U - Baseball	Council Grove Braves
Branch, Dalton	7859693170	Major 13U - Baseball	Pirates
Byers, Aaron	(785) 224-0110	Major 13U - Baseball	Byers - TBD
Flowers, Cory	(785) 554-2330	Major 13U - Baseball	Topeka Huskies
Gossard, Jason	7855542168	Major 13U - Baseball	Storm
Hartman, Frank	(620) 474-3644	Major 13U - Baseball	Council Grove Braves
Jarvis, Ben	(620) 767-2727	Major 13U - Baseball	Council Grove Braves
Lamison, Justin	(717) 419-4411	Major 13U - Baseball	Lamison - TBA
Perry, Gregory	7859694854	Major 13U - Baseball	Wild Hawks
Rottinghaus, Charles	(785) 313-0521	Major 13U - Baseball	Wild Hawks
Saenz, Rito	7856408506	Major 13U - Baseball	Eliminators
Sterling, Scott	(785) 431-6449	Major 13U - Baseball	Storm
Swart, Kenneth	(785) 608-0409	Major 13U - Baseball	Topeka Oilers
Welch, Beau	(620) 412-6481	Major 13U - Baseball	Emporia Reds
Brobst, Jonathan	(785) 845-4796	Major 14U - Baseball	Tornadoes
Harmon, Greg	(785) 230-3804	Major 14U - Baseball	Topeka Thunder
Keeling, Shawn	(785) 409-3479	Major 14U - Baseball	Pirates
Konrade, Jason	6207947940	Major 14U - Baseball	Kansas Shockdaws
Olsen, Collin	(785) 766-1764	Major 14U - Baseball	Tornadoes
Rice, William	(785) 633-2121	Major 14U - Baseball	Topeka Thunder
Swisher, Jake	(785) 249-8217	Major 14U - Baseball	Avengers
Taylor, Brittany	(785) 845-0648	Major 14U - Baseball	The Reapers
Taylor, Kevin	(785) 845-9534	Major 14U - Baseball	The Reapers

Willard, Chris	(785) 845-5323	Major 14U - Baseball	Raptors
Ebert, Jeff	(785) 249-2782	Majorette 14U - Softball	Topeka Angels Blue
Hentges, Kristen	(785) 249-0561	Majorette 14U - Softball	Aftershock
Heptinstall, Pj	(785) 817-1890	Majorette 14U - Softball	Aftershock
Badura, Kaleb	785-220-1714	Midget 10U - Baseball	Wolverines
Balding, Jimmy	(620) 340-7578	Midget 10U - Baseball	Midwest Miners
Christianson, Cole	(785) 218-7515	Midget 10U - Baseball	Mission Valley Vikings
Duncan, Spencer	(785) 608-1001	Midget 10U - Baseball	Diamondbacks
Erb, Kenton	(785) 236-1620	Midget 10U - Baseball	Silver Lake Eagles
Holmes, Andrew	(620) 960-2193	Midget 10U - Baseball	Raptors
Kooser, Brad	(785) 219-9288	Midget 10U - Baseball	Midwest Miners
Luke, Ryan	(785) 559-0025	Midget 10U - Baseball	Silver Lake Eagles
Menke, Alissa	(785) 224-0299	Midget 10U - Baseball	56ers
Menke, Tony	(620) 340-5024	Midget 10U - Baseball	56ers
Noble, Ben	(785) 220-8263	Midget 10U - Baseball	Silver Lake Eagles
Rutledge, Brenda	7859694221	Midget 10U - Baseball	Mission Valley Vikings
Rutledge, Cole	(785) 289-0038	Midget 10U - Baseball	Mission Valley Vikings
Tremblay, Michael	(785) 845-1047	Midget 10U - Baseball	Wolverines
Whalen, Derrick	(785) 418-5673	Midget 10U - Baseball	Midwest Miners
Whitehead, John	(785) 220-6888	Midget 10U - Baseball	Wolverines
Wilson, Troy	(785) 817-7810	Midget 10U - Baseball	Raptors
Billings, Richard	9134067711	Midget 9U - Baseball	Pirates
Conrade, Aaron	(620) 341-1987	Midget 9U - Baseball	Emporia Reds 9U
Gould, Grant	(785) 231-9335	Midget 9U - Baseball	Dragons
Gould, Julie	(785) 554-6747	Midget 9U - Baseball	Dragons
Haas, Jerod	(785) 554-0162	Midget 9U - Baseball	Raptors

Heincker, Carl	(785) 221-9257	Midget 9U - Baseball	Dragons
Horton, Josh	(913) 461-5570	Midget 9U - Baseball	Dragons
Hutchison, John	(785) 640-9888	Midget 9U - Baseball	Raptors
Isch, Cody	(785) 409-2202	Midget 9U - Baseball	Lebo Legacy
Miller, Shawn	(620) 343-0717	Midget 9U - Baseball	Lebo Legacy
Winterscheidt, Kody	(785) 477-0843	Midget 9U - Baseball	Raptors
Anglemyer, Corey	(785) 639-5100	Mini 7U - Baseball	Topeka Tigers
Arndt, Luke	(785) 218-2205	Mini 7U - Baseball	Emporia Reds
Eckhardt, Josh	(785) 217-7032	Mini 7U - Baseball	Topeka Bison
Griffith, Brad	(785) 608-2968	Mini 7U - Baseball	Sharks
Knoll, Michael	(785) 380-8402	Mini 7U - Baseball	Topeka Tigers
Koontz, April	(785) 221-6575	Mini 7U - Baseball	The Jets
Koontz, Cory	(785) 221-3665	Mini 7U - Baseball	The Jets
Markley, Corey	(785) 633-8100	Mini 7U - Baseball	Raptors
Meyer, Jared	(785) 230-0732	Mini 7U - Baseball	Rockets
Miller, Shawn	(620) 343-0717	Mini 7U - Baseball	Legacy
Noe, Kyle	(785) 633-4597	Mini 7U - Baseball	Raptors
Stainbacz, Tyshaun	(314) 201-7388	Mini 7U - Baseball	Cardinals
Stubblefield, Steven	7858069072	Mini 7U - Baseball	Topeka Tigers
Allen, Jim	7856338051	Mini 8U - Baseball	Cowboys
Blodgett, Jacob	(785) 608-7783	Mini 8U - Baseball	Cowboys
Chooncharoen, Steven	(785) 845-2815	Mini 8U - Baseball	Wolfpack
Danielson, Brett	7859694518	Mini 8U - Baseball	Cougars
Danielson, Brett	7859694518	Mini 8U - Baseball	Cougars
Henry, Ashley	(785) 409-8118	Mini 8U - Baseball	Cougars
King, Scott	(785) 640-5822	Mini 8U - Baseball	Cowboys
McGinnis, Michael	(785) 207-0915	Mini 8U - Baseball	Cowboys
Sanders, Ben	(785) 249-8796	Mini 8U - Baseball	The Jets
Smith, Alan	(785) 213-8740	Mini 8U - Baseball	Top City Titans

Thompson, Chase	(678) 675-5781	Mini 8U - Baseball	Wolfpack
Armitage, Danielle	(620) 794-7010	Miniette 10U - Softball	Emporia Energy
Bathurst, Emily	(913) 961-3279	Miniette 10U - Softball	Topeka F5 Storm
Eicher, Michael	(785) 845-5221	Miniette 10U - Softball	Windstorm
Fisher, Timothy	(785) 213-7591	Miniette 10U - Softball	Topeka Terror
Hodges, David	(785) 221-2605	Miniette 10U - Softball	Windstorm
Jones, Scott	(620) 341-0240	Miniette 10U - Softball	Emporia Energy
Meyer, Clint	(620) 481-0016	Miniette 10U - Softball	Emporia Energy
Miller, Ryan	(785) 249-8102	Miniette 10U - Softball	Twisters
Moore, Brandon	(785) 554-2552	Miniette 10U - Softball	Lady Royals
Munoz, Buffie	(785) 969-6113	Miniette 10U - Softball	Topeka Queens
Sprinkle, Danielle	785-643-1336	Miniette 10U - Softball	Emporia Energy Sprinkle
Wray, Tarin	(785) 760-4649	Miniette 10U - Softball	Blue Heat
Bailey, Eric	(785) 220-2483	Miniette 9U - Softball	Dynamite
Billinger, Matthew	(913) 709-1430	Miniette 9U - Softball	Topeka Surge Storm
Brown, Mae	(785) 220-8903	Miniette 9U - Softball	Topeka Surge Storm
Crook, Jennifer	(620) 412-6097	Miniette 9U - Softball	Emporia Energy Crook
Dultmeier, Justin	(785) 581-2632	Miniette 9U - Softball	Yellow Jackets
Jackson , Craig	7858068762	Miniette 9U - Softball	Topeka Surge Storm
Lovelady, Jennifer	(785) 217-6719	Miniette 9U - Softball	Bomb Squad
Ouellette-miller, Rhandy	(785) 383-4427	Miniette 9U - Softball	Yellow Jackets

Rowley, Krista	(785) 220-4563	Miniette 9U - Softball	The Heat
Smith, Julie	(918) 766-1514	Miniette 9U - Softball	9U Draft
Spencer, Ryan	(785) 608-0550	Miniette 9U - Softball	Spencer TBA
Collins, John	(620) 481-1666	Minor 11U - Baseball	Dragons
Hamman, Levi	(785) 817-1944	Minor 11U - Baseball	Topeka Cardinals
Hartman, Frank	(620) 474-3644	Minor 11U - Baseball	Council Grove
Henley, Greg	7853836294	Minor 11U - Baseball	Topeka Tornadoes
Henley, Nicole	(785) 260-1241	Minor 11U - Baseball	Topeka Tornadoes
Kooser, Bradley	(785) 845-9938	Minor 11U - Baseball	Midwest Spikes
Miller, Shawn	(620) 343-0717	Minor 11U - Baseball	Legacy
Mohwinkle, Ryan	(785) 554-7179	Minor 11U - Baseball	Topeka Titans
Potter, Brandon	(785) 249-9466	Minor 11U - Baseball	Chargers
Ross, Matt	(785) 512-0878	Minor 11U - Baseball	Council Grove
Seamans, Dana	(785) 633-4327	Minor 11U - Baseball	Predators
Singleton, Brandon	(785) 249-8363	Minor 11U - Baseball	Topeka Cardinals
Tompkins, Justin	(785) 249-9307	Minor 11U - Baseball	Dragons
Wedel, Jonathan	(785) 554-8231	Minor 11U - Baseball	Topeka Cardinals
Ziegenhirt, Lucas	(620) 767-3011	Minor 11U - Baseball	Council Grove
Bivens, Aaron	(785) 554-1567	Minor 12U - Baseball	Angels
Fitch, Lance	7856336294	Minor 12U - Baseball	TBA2
Ford, Richard	(620) 872-4066	Minor 12U - Baseball	Monarchs
Hopkins, Mark	(785) 438-9475	Minor 12U - Baseball	Monarchs
Manion, Richard	(785) 640-3716	Minor 12U - Baseball	Topeka Knights
Mitchell, Patrick	(785) 554-7250	Minor 12U - Baseball	Honey Badgers
Neely, Ben	(620) 313-0993	Minor 12U - Baseball	Emporia Reds
Warner, Brandon	7852072851	Minor 12U - Baseball	Monarchs
Brenner, Scott	(785) 633-5315	Minorette 12U Softball	Dust Divas
Crawford, Joe	(913) 683-0097	Minorette 12U Softball	Blue Heat

Dragoo, Ty	(785) 817-9607	Minorette 12U Softball	Blast
Evans, Ashley	(785) 608-9500	Minorette 12U Softball	Topeka Queens
Gellings, Ben		Minorette 12U Softball	Sparx
Griswold, Sunny	(316) 323-4574	Minorette 12U Softball	Emporia Energy
Hopkins, Mark	(785) 438-9475	Minorette 12U Softball	Capital City Monarchs
Howard, Kate	7852301253	Minorette 12U Softball	Topeka Thunder
Jones, Diane	(785) 608-6439	Minorette 12U Softball	Topeka Knockouts
Koch, Bianca	(941) 457-5325	Minorette 12U Softball	Sparx
Lopez, Olivia	7855543734	Minorette 12U Softball	Topeka Thunder
Moore, Corey	(913) 205-0647	Minorette 12U Softball	Blast
Moore, Sami	316-305-6224	Minorette 12U Softball	Blast
Rosencutter, Jacob	(785) 925-7560	Minorette 12U Softball	Topeka Knockouts
Sanromani, Dustin	(316) 734-0457	Minorette 12U Softball	Flint Hills Tropics
Wilkens, Matt	(620) 767-3977	Minorette 12U Softball	Flint Hills Tropics
Wittrock, Joseph	5156644263	Minorette 12U Softball	Blast
Bowser, Jarrod	(785) 364-0728	Novice 7U - Softball	Holton Blue Heat
Bridges, Amanda	(620) 591-9338	Novice 7U - Softball	Emporia Energy Bridges
Burkdoll, Hannah	(785) 640-3443	Novice 7U - Softball	Mini Mayhem
Cyphers, Matthew	(785) 221-0953	Novice 7U - Softball	Holton Blue Heat
Heincker, Carl	(785) 221-9257	Novice 7U - Softball	Topeka Twisters
Heincker, Janine	(785) 249-3058	Novice 7U - Softball	Topeka Twisters

Martin, Kassiah	(785) 230-4713	Novice 7U - Softball	Lady Gators
Morse Mayo, Sarah	(785) 845-8785	Novice 7U - Softball	Mustangs
Oswald, Kirsten		Novice 7U - Softball	Lebo Legacy
Arndt, Jennifer	(623) 476-9494	Novice 8U - Softball	Emporia Energy
Ast, Kimberly	(620) 794-7326	Novice 8U - Softball	Emporia Energy
Barkemeyer, Keith	(785) 249-0101	Novice 8U - Softball	Topeka Dirt Eaters
Garst, Allison	(785) 250-1736	Novice 8U - Softball	Topeka Cheetahs
Garst, Nicole	(816) 916-7521	Novice 8U - Softball	Dynamite
Hall, Joel	(785) 691-7638	Novice 8U - Softball	Dynamite
Hayes, Carla	(785) 410-3918	Novice 8U - Softball	Topeka Cheetahs
Humphreys, Dustin	(620) 344-2018	Novice 8U - Softball	Emporia Energy
Johnson, Sarah	(785) 318-2038	Novice 8U - Softball	Silver Lake Eagles
Lowe, Michael	(785) 608-1833	Novice 8U - Softball	Silver Lake Eagles
Matile, Brent	(620) 496-5107	Novice 8U - Softball	Topeka Cheetahs
Mcavay, Megan	(785) 640-3603	Novice 8U - Softball	Lady Royals
Meyer, Jared	(785) 230-0732	Novice 8U - Softball	Topeka Cheetahs
Owen, Ericka	(785) 633-3907	Novice 8U - Softball	Topeka Queens
Reel, Ian	(816) 721-0518	Novice 8U - Softball	Silver Lake Eagles
Shandy, Dorie	(316) 210-8030	Novice 8U - Softball	Dynamite
Simone, Adam	(785) 231-9333	Novice 8U - Softball	Silver Lake Eagles
Taylor, Doug	(785) 431-3230	Novice 8U - Softball	Queen Bees

Notes