

Yellow is new for 2024

Southwest Minnesota Baseball League Rules

Coaching

1. Coaches will provide a roster to the league secretary. Once a player is listed on a roster - said player will only play for that team. Player's are not allowed to switch teams (within the division) for league games and will not be allowed to play for other teams once eliminated from tournament play. Coaches or players found to violate this rule will be disqualified from league play and/or disqualified from the tournament.
2. Coaches are required to exchange lineups prior to the start of each game.
3. Coaches of the home team are designated the official scorekeepers.
4. Coaches are responsible for all team equipment and should keep it off the playing field.
5. Coaches are responsible for checking the other team's bats prior to the start of the game. Teams found to be using an illegal bat in game play will result in the coach being removed from the game!
6. **Coaches are responsible for the conduct of the players on their team and the parents and fans associated with the team.** The SWMYBL expects coaches to assist in the positive administration of the game rules and to show exemplary conduct both on and off the field.
7. Coaches are ambassadors of the SWMYBL and are expected to follow the rules of conduct and sportsmanship established by the league. Any abuse of the coaching privilege may result in suspension of coaching duties.

Game Play

1. Intended length of the game is six (6) innings. If a doubleheader is scheduled, two 5 inning games will be played. A new inning cannot begin after 1 hour and 40 minutes. (Game begins with the first pitch.)
2. 34 & 56 Leagues will have no time limit.
Games may end in a tie in regular season play.
3. **In tournament play, no new inning may start after 1 hour and 40 minutes.**
In tournament play - If a game is tied after 6 innings the international tiebreaker rule will be used.
The last out of the previous inning will start on second base. Each team has a turn at bat until a winner is determined.

4. Official games will consist of a minimum of 4 complete innings (3 ½ if the home team is ahead.) If a lesser amount of innings is completed and the game is suspended due to weather, the game will resume at the point that play was suspended, if possible.
5. Rainouts and postponements will be dealt with by the two affected coaches and League rep who will make efforts to reschedule if possible.
Make up games shall be played prior to the league tournament. If no make up game is played, a coin flip shall determine a winner in the standings. This game will be scored 1-0.
6. A minimum of eight (8) players per team is required to start a game. When batting, the ninth (9) position will count as an out. If one team fails to field 8 players, it will forfeit the game. (In this situation, coaches are encouraged to play a scrimmage using players from a combination of the teams.)
For league play, if both teams can field 10 players, 10 players may be used in the field.
For tournament play - only 9 players will be allowed in the field.
7. All players are required to play at least two (2) consecutive innings in the field and no player may sit more than two (2) consecutive innings on the bench.
8. The game will not be interrupted by rule interpretations or protests of umpire calls. Any rule clarification request should be made to the home umpire. Only head coaches may approach the home plate umpire for clarifications.
9. Game protests may be filed by the head coach after the completion of the game.
10. Distances: 34 league - 46 foot rubber and 60 foot bases. (Approximate)
56 league - 49 foot rubber and 70 foot bases. (Approximate)
11. Each team should keep score during the game - Home team has the official scorebook for the game. **Head coaches will be responsible for reporting the score in the app or to the league secretary.**

Equipment

1. Metal cleats are not allowed.
2. Wooden bats are not allowed.
3. Bat restrictions: No bat shall be more than 2 ¾ " in diameter and 33" long.
All bats must have a USA stamp!
4. Jerseys should be tucked in when possible. Hats shall be worn facing forward.
5. Baseballs should be in good condition.

Batting

1. Each team is limited to five (5) runs per inning except for the 6th inning which will be (10) runs.

****For the league tournament - the 6th inning will be open.**

2. All players are included in the batting lineup.
3. All players must wear helmets while batting, on deck and on base. Only on deck batters are allowed outside of the dugout.
4. Bunting is allowed.
5. Batters in the "56" league may run on a dropped third strike unless first base is occupied with less than 2 outs.
With 2 outs, a dropped third strike does not result in the end of the inning. The runner may run on a dropped third strike even if the base is occupied.
6. Batters will not throw their helmet or bat for any reason. Batters who throw a bat or helmet in an unsportsmanlike manner may be disqualified from the game.
7. "Hand part of the bat" - The hands are part of the body, not part of the bat. Example: A player attempting to avoid the pitch but being struck on the hand will be awarded first base (hit by pitch), a player who initiates a swing and is struck on the hand is a foul ball resulting in a strike.
 Either case is according to the umpire's discretion.

Base Running

1. Base runners are required to wear batting helmets.
2. Stealing is allowed.
 34 League - Runners may not leave the base until the pitch has crossed home plate. If a base runner leaves base too early the runner may be called out. The base runner must be on the base when the pitcher delivers the ball.
 56 League - Runners may leave when the ball leaves the pitcher's hand.
3. Base runners may advance on passed balls and wild pitches.
 - A. "56" league (5th and 6th): Home plate is open - players may score via stolen base, or advancing on a passed ball or wild pitch.
 - B. "34" league (3rd and 4th): *Home plate is not closed on an overthrow to third base from the catcher. Each runner can advance one base and then home is closed. Home Plate is closed on past pitches from the pitcher.* Runners may advance home on an overthrow IF the play began with a batted ball.
4. Sliding is required: If contact is made at any base (Except 1st base), including home plate - and the runner does not slide, the runner may be called out. Any runner acting in an unsportsmanlike manner may be disqualified.
5. Base runners will be allowed one (1) base on any overthrow resulting in the ball going out of bounds.
6. Courtesy runners are allowed for the pitcher and catcher.

Catching

1. All catchers must wear a mask, chest protector and shin guards.
2. All catchers are subject to the catcher interference rule: Catchers making contact with a batter during a swing will result in the batter being awarded 1st base.

Pitching

1. Pitchers are limited to three (3) innings per game and six (6) innings per week - one pitch is considered an inning.
**For the League Tournament, pitchers are allowed a total of 12 innings. 3 innings for each weeknight game and 6 innings on Saturday.
2. If a pitcher leaves the mound he may not pitch again in that game. For the purpose of league play a week is considered Monday through Sunday.
3. Pitchers will be allowed five (5) warm up pitches between innings.
4. Pitchers cannot balk.
5. Pitchers may not wear batting gloves, sweat bands, distracting undergarments(White arm sleeves), jewelry on the neck or other loose fitting clothing.
6. Pitchers found to violate the innings limit will be disqualified from the event and the coach will be disqualified from the event.

Umpires

1. Umpires will be provided by the home team. If an umpire or umpire crew fails to show the coaches may recruit volunteers to fill that role. (If no protective equipment is available, balls and strikes may be called by the umpire behind the pitcher.)
2. Home plate umpires are required to wear chest protectors and face masks.
3. Umpires will be provided a new game ball.
4. Point of Emphasis-Please try to have an umpire behind home plate.

Sportsmanship

1. Unsportsmanlike conduct will not be tolerated and may result in ejection of any player, coach or spectator from the game and facilities.
 - a. An ejection of a coach or player may return for the next game in the same tournament.
 - b. If the same person is ejected a 2nd time, done for the tournament.
2. All coaches are required to be familiar with the SWMNYBL rules and coaches conduct code.
3. If using illegal bats (USSSA).
 - 1st Offense-results in half inning ending with no runs scored that inning.
 - 2nd Offense-same as first but, head coach is suspended for that game and the next game played.
 - 3rd Offense-The head coach is suspended for the rest of the year.

Report any issues and Offenses to League President Jeff Einck