



Double-A Baseball League Rules

Syracuse City

1. Game Format -

- A. All Playing Rules will be those under the current National Federation of State High School (NFHS) rules. This applies to gameplay only and does not include administrative procedures or actions. Amended Syracuse Parks & Recreation Youth Baseball playing rules are as follows:
- A. Game timing: No new innings will begin after 55 minutes; teams will finish the inning. The drop-dead time will be 65 minutes. Once 65 minutes have been reached the game will end. If the home team is ahead, they WIN, if the visitor is ahead at that time, reverse back to the previous inning. If the game was a tie at the point, then the game would end in a tie.
- B. Games ending in a tie will remain a tie and count as a win for both teams.
- C. An inning or half-inning ends when a team gets three outs or reaches 7 runs. This is a “hard” seven runs meaning only 7 runs will count that inning.
- D. The first team listed is the home team and is always on the third base side.
- E. There will be an umpire behind the plate.
- F. There will be a field umpire calling the bases
 - a. The field umpire will be delivering the pitches from the pitching machine.
- G. Once a batted ball reaches the infield and play is slowed and no out is imminent, the umpire will call time, and baserunners will no longer be allowed to advance to another base. The umpire may ask runners to return to their previous base if determined that “time” was called before the runners advance.

2. Equipment -

- A. Equipment such as balls, batting helmets, and bats will be provided by the Syracuse Parks and Recreation Department.
- B. Catchers MUST wear a NOCSAE-approved face mask with helmet, protective cup, chest protector, and shin guards.
- C. Players are allowed to use their own equipment.
 - a) Players are permitted to use bats that are certified by the Bat Performance Factor(BPF) of 1.15 or certified by USA Baseball. Each bat used must have one of the above-mentioned certifications printed on the bat for it to be a legal bat.

3. Players -

- A. A minimum of eight players constitutes a team. If a team cannot field a minimum of eight players by 10 minutes after the scheduled game time, the team will forfeit the game. The 10-minute grace period will be taken from the game time.
- B. Free substitutions are permitted. EXCEPTION: players must play the entire inning defensively unless injured.
- C. All players must sit out 1 inning, defensively, before any player sits out 2 innings, defensively, unless injured.
- D. The batting order consists of ALL team members present, each batting in the same rotation throughout the game. Any players who are late will be added to the end of the line-up.
- E. All players must remain in the dugout when not playing defense, batting on deck, or base running.
- F. Teams will play with 9 players defensively.
- G. After starting the game teams can drop down to a minimum of 7 players due to injury. It will be considered an out once those players come up to bat and can end the inning if it is the third out.
- H. If a team drops to 6 players, the game will be considered a forfeit.

4. Batter & Base Runners–

- A. Most every pitch is a strike; however, the umpire behind the plate may rule a pitch to be a NO-PITCH if it is out of the strike zone.
- B. Each batter receives 3 pitches unless a NO-PITCH is called. If the 3rd pitch is a foul the batter will continue until they either hit the ball in fair territory or strike out.



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- C. A batter hit by a pitch will be awarded first base.
- D. **Stealing – There is no stealing in the league.**
- E. **Batting Helmet** – All batters, on-deck batters, and runners must wear a batting helmet.

5. Batter & Base Runners (continued)–

- F. Speed up Rule – with two outs, running for the catcher is allowed but must be for the catcher from the previous inning. It is recommended, but not required. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on the bases.
Note: If the team decides not to use the speed-up rule, it is suggested that they have either a coach or substitute from the bench (the substitute must wear a catcher's mask) warm the pitcher while the catcher is putting on their equipment.
- G. The base runner must attempt to avoid contact with the catcher whenever there is a close play at home. (Penalty: the base runner may be called out and may be ejected from the game if the umpire deems the contact intentional).
- H. The umpire will declare a dead ball when:
 - a. A batted ball hits the pitching machine (the batter will be awarded first base).
 - b. The ball is popped up directly over the pitching machine. It will be considered a foul ball; the batter will hit it again.
 - c. A ball hit into the pitcher's circle that does not pass through it, will be considered a dead ball, due to safety concerns. It will be considered a base hit (the batter will be awarded first base). Baserunners can only advance if forced.

6. Coaches –

- A. One adult coach is permitted in each coach's box. All other coaches must remain in the dugout.
- B. All line-ups must be submitted to the scorekeeper at least 10 minutes before the scheduled game time.
- C. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the umpire **BEFORE THE NEXT PITCH.**
 - a. If the umpire cannot solve the problem the site supervisor will make the final ruling on the play in question.

7. Field Dimensions –

- A. Bases will be set at 60'.
- B. Pitcher's circle 4ft radius around the pitching rubber.
- C. The distance between the pitching rubber and home plate is 38ft.

8. Pitching Machine Interference –

- A. Pitching machine speed is set by the official, approximately 35-40 mph, depending on game and field conditions.
- B. The placement of the pitching machine within the pitching circle is a hazardous situation and should be treated as such. No player will be allowed to stand in front of the pitching machine. No player will be allowed to come into the painted circle (pitcher's circle) surrounding the machine at any time. This area is considered a deadball area. Any batted ball or thrown ball that settled in this area will be considered dead ball and runners will advance one base. A ball that rolls through the painted circle surrounding the pitching machine at a high speed is considered live and may be fielded on legal ground.