

SWARTZ CREEK YOUTH BASEBALL

15 and Under Division

(Age based as of May 1, 2025)

Equipment

1. Bat Rules:
 - a. No 2 ¾" Barrel Size for any bat
 - b. Age 15 uses -3, Age 14 can use up to -5, no restrictions on Age 13
 - c. Drop 3 (-3) must be BBCOR or a 1.15 BPF Stamped bat
 - d. USA & USSSA bats are allowed
2. All batters and base runners must wear helmets with extended ear flaps which cover the ear and temple on each side of the head. This includes the players in the "on deck" circle.
3. All players must wear an athletic supporter and cup.
4. All players must wear caps while playing in the field, except catcher. Cap must be supplied by either sponsor or parents.
5. Metal spikes are allowed.

Batting

1. Batter is out when they step into batter's box without wearing a helmet, and the pitcher is standing on the rubber with the ball (unless manager calls time before the umpire declares the batter is out).
2. Drop 3rd strike rule is in effect.
3. All players will bat.
4. Throwing the bat, unintentional or otherwise, is not allowed. The offending team will be given 1 warning. A second violation by the same team will result in the player being immediately ruled out.
5. Bunting and intentional walks are allowed.

Base Running

1. Base runner is out when they deliberately remove their helmet during playing action. They shall be declared out after playing action is completed unless they have ceased to be a base runner or by having scored.
2. Stealing will be allowed at any time during live play (runners do not have to wait till the ball is released).
3. Leading off will not have a restriction.
4. Catchers/Pitchers may be replaced with a runner at any time (in any inning).
5. Barreling a fielder by the base runner will not be allowed. A base runner barreling into a fielder, who is at their respective base/plate **attempting to or waiting for a thrown ball to tag** the base runner, will be automatically out. The runner **MUST SLIDE** if there is a close play. A runner touching home plate before the catcher catches the ball is not considered a "must slide" but recommended. Barreling is defined as a base runner forcibly colliding with a fielder without attempting to slide. Contact between a base runner and a fielder is not automatically barreling. The final decision is made by the umpire as to the intent of the base runner or fielder for an ejection. Ejection will be based on the violence of the collision.
6. Runners are allowed to advance in any live ball situation as long as the ball remains in fair play.

Pitching:

1. A pitcher may pitch 5 innings or 90 pitches maximum, whichever comes first, to be tracked by each team's scorekeeper. A pitcher will be charged with 1 inning upon throwing their first pitch.
2. A pitcher may change positions during the game or be placed on the bench.
3. No talking while pitcher is in pitching motion and batter is in swinging motion.

Playing Field

1. Pitching mound distance will be 60 feet.
2. Base distance will be 90 feet.

3. Managers, coaches, parents, and players will not stand in the area between the backstop and dugout or bench during play.
4. There will be 1 pitcher, 1 catcher, 4 infielders and 3 outfielders.

Playing the game

1. A regulation game consists of 6 innings:
 - a. **Games will be: 7 innings or 2 hr. time limit**
 - b. A complete game consists of 4 innings –
 - i. If a game is not complete and is called because of rain, darkness or other causes make further playing impossible, or if the game is tied, it will be continued from the exact point of suspension.
 - ii. If a game is called due to the situations above in the 5th, 6th, or 7th inning, the game ends with the scores at the end of the last completed inning.
2. Mercy rule is 15 runs lead after 4 innings, 10 run lead after 5 innings.
3. **5 run limit in each inning. Losing team can score more than 5 runs in last inning, but can not score more than the leading team.**
4. We will have a 1 inning International Tie Breaker rule if it's tied after time limit or 6 innings (1 out, last out will be the runner on 2nd base). Pitching rule DOES apply for the tie breaker, continue with the line-up - 3 run limit
5. A team forfeits a game if they cannot field a team of at least seven (7) players 10 minutes after schedule game start time.
6. The infield fly rule is in effect.
7. No new inning is to be started after one **hour and fifty-nine (1:59)** from their **schedule time**, unless there are unforeseen circumstances even if the game is tied.
8. A late player may be added to the bottom of the line up only if the lineup has not “gone around” and if you have more than 9 players (less than 9 players, late players may be inserted into the lineup). If you do not have 9 players in the lineup, missing players will be considered automatic outs. Players leaving in the middle of the game will be considered outs (even with 10 players starting), with the exception of injury.

General rules

Tie breakers for team standings are

1. Tie-breaker is head-to-head games
2. Total runs differential in head-to-head games
3. Runs differential scored all season
4. Runs allowed

(If there is a 3-way tie, use the same tie-breaker system to reduced it down to 2 teams and then start back to #1)

1. SUBS- During league games, teams may borrow a player from a lower division to fulfill a team: The sub must bat last and play outfield only.
 - a. Subs are allowed to be used for playoff games. Players must have played in 51 percent of league games to play in the playoff games.
2. Managers, coaches, parents and players will not stand in the area between the back stop and the dugout or bench during play.
3. Only one coach from each team will be allowed to talk to an umpire at any given time, either before, during or after game.
4. The “Home Team” sits along the 3rd baseline, “Visiting Team” along the 1st baseline.
5. The winning team must text the final game score to 15u Commissioner within 24 hrs.
6. Schedules, Scores, Standings and league information is located on the website:
<https://www.leaguelineup.com/welcome.asp?url=scyouthbaseball>