

## Notice to all Coaches

Please note the following points concerning the YSIBA Playing Regulations:

1. Games which are delayed due to the 15 minute courtesy extension will still start **officially** at the scheduled time [ie. 6:45 PM for Rookie Ball, not 7:00]
2. No jewellery whatsoever is allowed to be worn by players. This includes taped-over earrings and all silicone bracelets. The only taped items permitted are:
  - A. The paper / plastic bracelets issued for purposes of admission and meals to summer camps. It is recommended that these be taped over as well and not worn on the pitching wrist and ...
  - B. Medic-Alert bracelets. These are not considered jewellery but must be worn on the non-pitching wrist and covered with tape, preferably clear tape.
3. All players and coaches are to wear their uniform tops tucked into the pants.
4. Physical altercations between players, team officials or umpires shall result in an automatic ejection with no appeal. The ejected person[s] will automatically be suspended and called to appear before the disciplinary committee.
5. In all situations where a tag or force play may result at a base [or home plate], there are only two factors forcing the runner to slide: first, to avoid contact with the defensive player and, secondly, to avoid the tag. Runners are not otherwise compelled to slide. However, if hard contact does ensue and the runner did not slide to avoid it, the player risks being ejected by the umpire.
6. Any person warming up the pitcher must wear a mask, inside or beyond the infield fencing.
7. Please attempt to have your catcher in proper equipment to start each inning on time. This is always a source of delay if not looked after.
8. **In Junior and Senior Rookie, neither coaches nor parents will be permitted to remain in the vicinity of home plate while the ball is alive.**
9. **Jr. and Sr. Rookie defensive coaches should note that if you must physically adjust your players' position, this must be done prior to the ball being put into play. Physically assisting a player at any level or division after the ball is in play is interference and will be ruled on by the umpires.**

## Injured Players

If any team member is injured, regardless of the division of play involved, the following shall apply:

1. Should the injury occur prior to the game and the player wishes to bat and/or enter the game defensively, the coach must state this at the start of the game. If this is the case, he must attempt to bat for his first appearance, or be removed from the game.
2. When a player becomes injured during the game then a coach must state this prior to the start of that team's offensive inning.
3. If the injury occurs during the at bat, or the player feels he would like to try to bat and finds it too difficult, then the next batter will take over with the same count.
4. If the injured player is unable to bat at all, then the offensive team will skip over that player without an out being registered and the batting order would continue from that point.
5. The injured player would then be out of the rest of the game and would not be allowed to play defensively.
6. Injured players requiring a pinch runner may be replaced by the last player declared out. They will now be required to sit, defensively, for one inning and their injury reassessed by their coach.
7. If a player is bleeding or has any blood on their uniform or person, they shall be removed from the game until the situation is corrected.
8. Any player determined apparently unconscious shall not return to play in the game without written authorization from a physician.