

RULES

FYB will follow USSSA National rules, FYB Local rules list below. If not covered in the USSSA national rules we will follow **Major League Baseball Rules**.

GAME START TIMES

Starting game: It is critical that we start games on time (especially on Saturday due to how many games we must play and the possibility of getting behind). Please arrive early for games and get your line-up turned in 15 minutes before start time to the press box.

- Previous Game Teams: Exit the dug-out immediately after the completion of your game so we can begin our next game.
- Next Game Teams: Incoming teams please enter the dug out immediately and be ready to take infield if offered by scorekeeper. If infield not offered, be prepared to play immediately.
- Saturday League Play:
 - All teams must be ready to play 15 minutes prior to official start time to keep games moving. Please have your team warmed up and ready to play.

All games at FYB Wolfforth Fields will have players announced by scorekeeper before the game and home team will offer a prayer.

Games without announcing, both teams need to meet at home plate prior start of game and Home team will offer a prayer.

Scorekeeper or Umpire will start official game time immediately after the prayer is completed.

Coaches please validate the field is ready to play prior to the announcing of line-ups and the team prayer. If field problems are identified after game time starts, clock will not be stopped.

If scoreboard in use, the scoreboard clock is the official time. In the event, there isn't a scorekeeper, umpire will keep official time.

COACHES:

- Only four (4) coaches allowed on field and dugout during a game in all leagues.
 - All coaches must apply and go through a background check prior to being allowed to coach.
 - Any coach under the age of 18 must wear a helmet always while on the playing field.
 - Only 4 approved coaches and team players may be allowed on the field and in the dugout at any time during a game.
 - No youth batboys allowed on field at any time.
- Rules for background checks:
 - When the amount of time is over 10 years for felony conviction and the felony does not involve child related offenses or is sexual related offenses the person may coach or manage as determined by Frenship Youth Executive Board.
 - When the amount of time is over 5 years for a misdemeanor conviction that do not involve child related offenses or sexual related offenses the person may coach or manage as determined by Frenship Youth Baseball Executive Board.

- Any conviction on the background check that relates to the injury of a child related to Texas Penal Code – Offenses against a Person – Chapter 22- Assaultive offenses and or is a sexual offense as defined by the Texas Penal Code - Chapter 21- Sexual Offenses will not be allowed to coach or manage a team or teams as determined by the Frenship Youth Baseball Executive Board.
- Exceptions to misdemeanor violations include all class C traffic or vehicle violations.
- Any convictions that are committed during regular season play, fall ball, or tournaments must be reported to the league director, Sergeant at Arms, or Board President. Failure to report convictions within seven (7) days will result in immediate suspension from all Frenship Youth Baseball Sanctioned events (Season play and Tournaments) for no less than one (1) year as determined by the Frenship Youth Baseball Executive Board. Reportable convictions include all convictions except class C misdemeanor traffic or vehicle violations.
 - The Frenship Youth Baseball Executive Board may request a statement and or references about information obtained on a background check.
 - There is no appeal process all decisions made by Frenship Youth Baseball Executive Board Board are final regarding background checks.
 - All communication regarding background checks will be done on a need to know basis. Any information gathered by background is public knowledge and therefore is not considered confidential. The Frenship Youth Baseball Executive Board does understand the sensitivity of this information and will treat all information gathered as private, unless there is justifiable cause to release information.
- The coach fee is \$25 for FYB to do background checks and provide an ID badge.
- FYB may issue identification badges for all leagues.
- A coach may not be allowed on the field without a badge.
 - Umpires will check badges before start of game.
- If a team is in need for a parent to fill-in as a coach, a background check must be conducted prior to the game otherwise parent or other coach not allowed on the field to assist.
 - Please plan as the league cannot perform a background check before a game but must have 3 days' lead time.
 - E-mail new coach application to ld@fybusssa.org to obtain coaching approval
 - League will replace lost badges for \$5 each.

USSSA RULE SPECIFIC AMENDMENTS

(USSSA 3.05A Amendment) Player Roster Eligibility

Open Leagues player eligibility. All teams must present their official league rosters to the league at sign-ups. It is recommended to start with additional players now in case of injuries or players quitting the team.

Adding a player: If at any time during the season a team falls below 10 players for the league to consider adding a player to the roster:

1. Manager needs to submit in writing (using the league player release form) the reason they lost a player.
 - a. The league will follow-up with the parent to determine why player is no longer playing with your team.
2. If league allows a new player, the manager must present to the League Commissioner the following:
 - a. Application of new player.
 - b. League Commissioner will verify that new player hasn't been on any FYB league roster earlier in the year.
 - c. Manager must show proof of insurance of new player and USSSA roster
 - d. Manager must pay \$100 for the new player to be added to their roster.
 - e. Player will not be allowed to play prior to League Commissioner Approval.
 - f. If a new player plays prior to being approved by the league, all games the illegal player played in will be forfeited.

League rosters are locked, and no additional players will be allowed after May 1st. If you can't field a team in May and June, then the remainder of the season may be forfeited.

Effective this year, FYB will allow substitute players in the Open League to eliminate forfeits:

- Teams may use 2 players who must play in the outfield and bat 8th and 9th on the roster.
- Player must be a registered player on another team in the same division.
 - Example: 11AA Cubs are short one player, they may borrow one player from another team in 11AA only. They may not borrow a player from any open or draft leagues teams. The borrowed player is required to wear his teams uniform for the game.

Any coaching staff that forfeits the remainder of the season must petition the board to be allowed to have an open team in the league in the future.

Individual players may not be on multiple rosters within their league and age division. They may play on more than one league roster in different leagues and different age divisions with board approval. To request board approval, please e-mail ld@fybusssa.org with request. For the safety of the players and to eliminate player burn-out, it is advised to limit player participation to a single team in a single league.

Illegal Players: If an opposing team protests a player's eligibility (see rule 15.00 below) and it is determined that the player isn't a legal player on the roster, then the game will be forfeited, and the Manager will be ejected for the next game.

(USSSA 7.02.D Amendment) APPROVED TEAM LINE-UPS

FYB League will observe 7.02.D.1(c) for league play.

- All teams will bat the line-up of all present players in all leagues, for all league games and for all league end of season tournament play.

- If opposing team protests (see rule 16.00 below) team not batting the line-up, and it is determined by Umpire that it is correct, game will be discontinued, and game will be scored a forfeit and manager will be ejected for the next game.
- It is required that all players play a minimum of one (1) defensive innings per game. The only exception to this is if a team is run ruled in the first inning.
 - Penalty for breaking the rule. If a player does not meet the requirement, he will start and play the full next scheduled game. A manager or coach not following this rule will be given a warning for the first offense. He will be ejected for one game on the second offense.
- FYB will only count an out if a team falls below 9 players in all leagues.

(USSSA 7.02.F Amendment) FYB will follow rule and add following:

- A team that can't field 8 players to start a game, a forfeit will be called at scheduled start time.

(USSSA 7.02.G Amendment) If at any time after a game starts, a team falls below 8 players, due to injury, ejection, illness or any other reason, then the game will be forfeited and will be scored per league forfeit rules.

For all leagues, only 120 seconds will be allowed between innings. This will speed up the games. Umpires may enforce this rule with a ball or strike if they deem a team is intentionally delaying the inning.

(USSSA 7.03 Amendment) GAME TIMES

1. 6U – 5 innings or 60 minutes, whichever is less. No inning shall begin after 60 minutes.
2. 8U – 5 innings or 75 minutes, whichever is less. No inning shall begin after 75 minutes.
3. 10U – 6 innings or 90 minutes, whichever is less. Finish the inning.
4. 12U – 6 innings or 90 minutes, whichever is less. Finish the inning.
5. 14U – 7 innings or 105 minutes, whichever is less. Finish the inning.

A new inning begins immediately after the third out made by the home team.

Tie Breakers

6U & 8U: No extra innings, game will result in a tie.

10U, 12U and 14U: 1 extra inning beyond official game or past allotted innings. If a team doesn't win after one inning, game will result in a tie.

- All extra-inning games will be California Rule. Each team will start with 1 out and the last player to record an out will start on second base.

(USSSA 7.03.B-1 Amendment) RUN RULES

6U & 8U

1. A team may score a maximum of seven (7) runs per inning.

2. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.
 - If the losing team has not batted thru their lineup, all remaining players will get an “unofficial at bat” ensuring all players get at least one “at bat” in the game.

10U-12U-14U

1. 20 runs after 1 complete inning
 2. 20 runs after 2 complete innings
 3. 12 runs after 3 complete innings
 4. 8 runs after 4 complete innings
- If a team exceeds a 20-run lead at any point during a game, then the game will be scored as final.
 - If the losing team has not batted thru their lineup, all remaining players will get an “unofficial at bat” to make sure every player gets at least one “at bat” in the game.

(USSSA 7.03.C and 7.03.D) SUSPENDED GAMES

Game Changes

League reserves the right to change any scheduled game at any time for any reason. All schedule changes will be made on the website. It is the team’s responsibility to review the website for any schedule changes.

Rain-outs

FYB will update our website as soon as a determination is made that the fields aren’t playable due to rain. Remember, it may be raining in Lubbock, but Wolfforth may not have received any rain.

If a game is rained out, FYB will reschedule the game. Please check your schedule on the FYB Website for the new scheduled time.

If a game is suspended due to rain or other weather conditions the following is how FYB will proceed:

- If game time is less than 50% completed, the game will be suspended, and a make-up time will be assigned, and the game will resume where it left off for remaining time.
- If a game has completed over 50% of game time, then game will be scored at time game is suspended regardless of who is batting.

Lightning

Player and fan safety is paramount. FYB has lightning detection equipment on site and monitors all storms online as well.

In the following box is information from the National Weather Service on Lightning Safety:

Safe Buildings

A **safe building** is one that is fully enclosed with a roof, walls and floor, and has plumbing or wiring. Examples include a home, school, church, hotel, office building or shopping center. Once inside, stay away from showers, sinks, bath tubs, and electronic equipment such as TVs, radios, corded telephones and computers.

Unsafe buildings include car ports, open garages, covered patios, picnic shelters, beach pavilions, golf shelters, tents of any kinds, **baseball dugouts**, sheds and greenhouses.

Safe Vehicles

A **safe vehicle** is any fully enclosed metal-topped vehicle such as a hard-topped car, minivan, bus, truck, etc. While inside a safe vehicle, do not use electronic devices such as radio communications during a thunderstorm. If you drive into a thunderstorm, slow down and use extra caution. If possible, pull off the road into a safe area. Do not leave the vehicle during a thunderstorm.

Unsafe vehicles include convertibles, golf carts, riding mowers, open cab construction equipment and boats without cabins.

Depending on how close lightning strikes are in proximity to the field will determine our course of action:

1. Delay Game:

If a game is delayed for lightning, all players and fans must **vacate the complex and go to their cars** to wait out the lightning. A delay will be at least 20 minutes before game will be resumed. Managers (only) and umpires need to report the press box. When the games are ready to resume, managers will be notified in the press box and they can contact their players to come back to the field.

2. Suspend or Cancel Game:

If it is determined that games won't be resumed due to the lightning or rain, then the following rules will apply:

- If game time is less than 50% completed, a make-up time will be assigned, and the game will resume where it left off for remaining time.
- If a game has completed over 50% of game time, the game will be considered complete and the final score posted will be the score of the game at the last completed inning of play.

Any suspended or cancelled game will be rescheduled by the league for either Wednesday evenings or Sunday afternoons. Failure of teams to play during scheduled make-up time will result in a forfeit. All teams must check the website for make-up game times.

All reschedules, and delay of games must be a league decision. If a team decide to leave during a delay or not start a game on their own accord, then league will not reschedule the game and team that didn't start the game will forfeit the game and game will be scored using forfeit scoring rules.

Rescheduling of Games

If a team can't field enough players for a game and the coaches knows in advance, please work with other managers in your league to reschedule games.

- Contact coach of other team, if opposing team can't reschedule, then a forfeit will ensue if you can't field the minimum required number of players.
- If team agrees to move, find another time in the schedule and see if the other managers would be willing to move games, if all managers agree, then all managers must e-mail league director at ld@fybusssa.org to facilitate schedule change. **By all managers, we mean the opposing team(s) must approve of the trade as well as impacted teams. Changing games without league consent will result in a forfeit for the team that initiated the change without getting league approval.** Schedule changes aren't official until the league has updated the League schedule on the FYB website.

Forfeit Consequences for Open Teams:

Forfeits negatively impact players on your team and cost your opponent's team. Below are the consequences for forfeits:

- 1st forfeit- Manager issued a warning and game will be scored using the league forfeit scoring listed below.
- 2nd Forfeit- \$50 reinstatement fee must be paid prior to playing next game and game will be scored using the league forfeit scoring listed below.
- 3rd Forfeit- \$100 reinstatement fee must be paid prior to playing next game and game will be scored using the league forfeit scoring listed below.
- If a game is played without paying the forfeit fees, then the game will be a forfeit and scored accordingly.

Forfeit Scoring

If a forfeit is called for any reason and the league doesn't receive notification at least 6 hours in advance at ld@fybusssa.org the game will be scored 15-0 for the non-forfeiting team in both local standings and in USSSA standings. If the league receives at least 6 hours' advance notification enabling the league to notify opposing team, then the game will not be scored in USSSA standings.

(USSSA 7.04 Amendment)

FYB Safety Rules

- **Slash Bunting**
 - Slashing is defined as a batter presenting a bunt stance attempting to pull in the 1st and 3rd basemen and then pulling back and swinging. A player may fake a bunt and pull back and not swing.
 - If SLASH is called by umpire, batter will be called out. Dead ball and any bases runners will return to previous base. Third base coach may be ejected if the umpire calls multiple infractions during a game.

 - **Suicide Squeeze Runner Stealing Home**
 - If a runner attempts to steal home from 3rd base while the pitcher is pitching, and the batter makes a full swing:
 - If this play is called by the umpire, the runner and the batter will both be called out and the third base coach will ejected from the game.
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DIVISION SPECIFIC RULES

14U League Specific

Rule 7.01.C Modification: FYB will allow a maximum of a drop 8 (-8) bat in 14U league play only since there will be 13 and 14-year-old players in this division. 14U teams must use a drop 5 (-5) bat for any USSSA tournaments.

Rule 7.01.G Modification: All catcher's helmets must cover both ears, no two-piece catcher helmets allowed.

10U Draft League Specific:

FYB will follow USSSA Rule 11.00 for this league:

11.01 is in effect.

11.02 is in effect.

11.03 is in effect.

11.04 is in effect.

11.05 is not in effect in this league.

RULE 8.00 COACH PITCH SPECIFIC RULES 6U Division (Coach Pitch):

2. (USSSA 8.04b addendum) FYB will follow 8.04b and in addition add the following:
 - a. Coach pitcher:
 - i. Must be a coach from team hitting.
 - ii. During dead ball, may align the player for hitting.
 - iii. Once the ball is in play, no coaching allowed.
 1. Failure to comply will result in verbal warning from umpire.
 2. Second time will result in removal of pitcher for remainder of game.
 - iv. Coach should exit the field behind the batter running to first until dead ball is called.
3. (USSSA 8.06 addendum) FYB will follow 8.06 and in addition add the following:
 - a. Coach Catcher:
 - i. Coach catcher must be a coach from defensive team.
 - ii. Monitor the location of the player catcher and ensure his safety.
 - iii. When ball is in play no coaching at any time.
 1. Failure to comply will result in verbal warning from umpire.
 2. Second time will result in removal of catcher for remainder of game.
 - iv. Once player hits, coach catcher is responsible for removing the bat from the field of play for safety purposes.
 - b. Player Catcher:
 - i. Catcher must stand up, be opposite side of the batter and off center of the plate.
 - ii. Catcher may not be directly behind the plate or squatting to catch ball
 - iii. No catcher equipment allowed in this league
4. (USSSA 8.07 addendum)
 - a. All players will play in the field on defense
 - b. Defensive team must field normal infield.
 - c. All remaining players on team will be in outfield.
 - i. Outfield is defined as at least 15 feet behind infield dirt.
 - d. No coaches will be allowed on the field during play.
5. (USSSA 7.02. D.1(c) addendum)
 - a. All League teams are required to use a continuous line-up.
 - b. FYB will only charge a team with an out if they fall below 9 players on the field.
6. (USSSA 8.17 addendum)
 - a. FYB will not allow a courtesy runner for a catcher. The only time a courtesy runner will be used is for an injured player. The courtesy runner will be the player that made the last out.
7. (USSSA 8.20 addendum) FYB will follow rule 8.20 and in addition add the following:
 - a. When umpire calls time after determining that the **lead runner** is no longer attempting to advance the umpires will determine the status of the non-lead runners:
 - i. If base runner is over halfway to next base in umpire's judgment, then runner will be awarded next base.
 - ii. If base runner not halfway to next base in umpire's judgment, then runner must return to original base.

1. When the lead runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
 2. This is an umpire judgment call and cannot be argued.
- b. Field 4 6U League only rule:
- i. If the ball is thrown to 1st base and not caught, and the ball continues to travel past the 1st base dugout towards the outfield area in foul territory it is to be considered a dead ball and all runners are advanced one base.

8U DRAFT LEAGUE COACH PITCH SPECIFIC RULES

1. (USSSA 8.07 addendum)
 - a. All players will play in the field on defense.
 - b. Defensive team will field normal infield.
 - c. All remaining players on team will be in outfield.
 - i. Outfield is defined as 15 feet behind infield dirt.
2. (USSSA 8.20 addendum) FYB will follow rule 8.20 and in addition add the following:
 - a. When umpire calls time after determining that the **lead runner** is no longer attempting to advance the umpires will determine the status of the non-lead runners:
 - i. If base runner is over halfway to next base in umpire’s judgment, then runner will be awarded next base.
 - ii. If base runner not halfway to next base in umpire’s judgment, then runner must return to original base.
 1. When the lead runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
 2. This is an umpire judgment call and cannot be argued.

7U and 8U OPEN SPECIFIC RULES: Open teams will follow rules listed above with the following exception:

1. (USSSA 8.07) will be followed.
 - a. Team will bat a continuous line-up.
 - b. Defensive team will field normal infield and have 4 outfielders.
 - i. Outfield is defined as 15 feet behind infield dirt.
 - c. All players must play 2 defensive innings per game.
2. (USSSA 8.20 addendum) FYB will follow rule 8.20 and in addition add the following:
 - b. When umpire calls time after determining that the **lead runner** is no longer attempting to advance the umpires will determine the status of the non-lead runners:
 - i. If base runner is over halfway to next base in umpire’s judgment, then runner will be awarded next base.

- ii. If base runner not halfway to next base in umpire's judgment, then runner must return to original base.
 1. When the lead runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
 2. This is an umpire judgment call and cannot be argued.

RULE 10.00-T-BALL

FYB T-ball local rules

1. 4-year-old players only.
2. No score will be kept.
3. All players on team will play defense
4. Two inning game
5. Each offensive player will bat through the lineup and advance one base
6. Last batter will be the home run batter
7. Coaches are allowed on the field play to assist team.
8. Parents and siblings who aren't coaches aren't allowed on the field.

Rule 13.00- SAFTEY RULES

Please note Concussion protocols.

RULE 14.00.00-SPORTSMANSHIP AND EJECTIONS. FYB will follow all rules listed. ADDITIONAL LEAGUE RULES ON SPORTSMANSHIP and consequences for breaking rules.

1. Umpires oversee all play on the field.
 - a. Approaching an umpire: **Either the Manager or a coach may respectfully approach an umpire by first calling time out.** Once the umpire grants the time out, that coach from the team may approach and discuss his concern with the umpire. There will be no rushing of the field or ganging up on an umpire. If more than one coach from same team joins the meeting uninvited by the umpire, the umpire will end the meeting.
2. The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
 - a. Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.

- b. Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.
 - c. Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.
3. **Judgment Calls: Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.**
4. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes shall not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
5. If there is reasonable doubt that any umpire's decision may conflict with the rules, the **manager** may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
6. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making the original call. The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Base runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. If the manager comes out to argue with an umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over balls and strikes.
7. Immediately following a game, the umpire shall report to the league / tournament officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach, fan, or manager and the reasons therefore.
8. **CHATTER:** For all leagues, no "chatter" will be allowed. Chatter is defined as noise designed to bother the opposing team including chatter from dug out or field.

FYB PRESCRIBED PENALTIES FOR SPORTSMANSHIP VIOLATIONS AND EJECTIONS of USSSA RULE 14.00

1. If an Umpire requests a player, manager or coach to go to the dugout for the remainder of the inning, that is considered your first and final warning. The next issue will result in the person being ejected and asked to leave the complex (field 1-4, complex is defined as outside gate entrances, Field 5 is considered past the outfield fence on Field 5)
 2. If an Umpire requests a fan to take their seat in the stands that is considered the fan's first and final warning. The next issue will result in an ejection from the game and the fan will be asked to leave the complex.
 3. If anyone (player, coach, manager or fan) is ejected, the game will be stopped until the ejected person exits the ball park (which is outside the outer fences). Failure to exit the ballpark, the league reserves the right to contact local law enforcement. If a coach is ejected for the game, the team will not be allowed to add another coach during the game. If two coaches are ejected in the same game from the same team, then the game will be forfeited at that time.
 - a. Umpires will report name of ejected person/s to League Director for tracking.
 - b. If ejected, the coach, player or fan will be required to sit out the next game and not allowed into the park.
 4. If anyone is ejected twice from the complex in one season, including FYB hosted tournaments, they will not be allowed to enter the complex during any games for the remainder of the season.
 5. Anyone who is ejected for the remainder of the season, must petition the board before being allowed to play in the league again.
 6. The use of vulgar language, offensive or threatening statements will be prohibited and grounds for immediate ejection from the park.
 7. The league (Executive Board and League Director) have the right to eject or require a player, coach, manager or spectator to leave the park for inappropriate behavior or for actions observed by the league that may not have been observed by the umpire.
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RULE 16.00 Protests

FYB will follow 16.01in regards to protests.

16.02 The protest fee is \$100 cash (no checks will be accepted for a protest). The fee will be returned only if the protest is upheld. During protest, clock will be stopped during the protest. Please provide to the umpire the specific rule that you are protesting.

OTHER RULES:

Boom boxes: Boom boxes and music are allowed before games only. No walk-up music during the game or between innings. No offensive or vulgar lyrics allowed. If anyone opposes the music or deems offensive, umpire will ask that music be turned off. Failure to turn off music could lead to manager of team being ejected.

SCOREKEEPING: Any questions regarding the score of the game should go through the Manager to the Umpire. No-one is allowed upstairs in press box during the game.

TIMEKEEPING: Scorekeepers will announce official time start of game and keep official time. If time on scoreboard is working that will be the official time. If not, either scorekeeper or umpire will have official time.

TEAM COMPLAINTS

If you have a concern regarding a situation with your player's team, please discuss with your team manager or coach first. If this doesn't resolve the issue, then you may submit your concern in writing to ldfyb3@gmail.com

UMPIRE COMPLAINTS

FYB expects professionalism of its umpires at all time. If an umpire acts in an unprofessional manner, feel free to address with League Director by going to the press box (complaints will not be dealt with in front of the game or during a game) or in writing by submitting an e-mail to ldfyb3@gmail.com

LEAGUE COMPLAINTS

If you have a concern on anything in the league, please submit your concern in writing to ldfyb3@gmail.com