HOTLINE FOR INFORMATION—513-881-9660
Call the Hotline at anytime during the year for updates on leagues, players and sometimes Wayne’s trivia, plus some of Ron’s “great” jokes.
Or visit the website: Yesterday’s-Kids.Com
HOTLINE IS ALSO FOR RAINOUTS—513-881-9660
Before games if the weather looks threatening for field conditions and or for game delays, call after 7:30PM on the night before a game and/or after 7:30AM on game day.

GENERAL RULES FOR PLAY:
PLAYER CONDUCT:
• All players are encouraged to follow Yesterday’s Kids guiding principles of sportsmanship, camaraderie, team play and fun. The league will not tolerate players not adhering to these principles. If you disrespect other players, violate league rules, harass umpires, aggressively argue and especially if you use foul language you will be reprimanded. We are all gentlemen and let’s show that we can act like gentleman and respect the sensibilities of other players and the wives and friends watching our games. Thank you for your cooperation—The Commissioners

GAME RULES:
• Teams will field a maximum of eleven (11) players on defense. A game starts when the home team makes the first pitch. If a team has between 8 and 10 roster players, at game time or any time during the game, the opposing team must loan one player to be used only as catcher. The loaned catcher will be used on defense only. The innings played as a loaned catcher does not count as one of his three defensive innings for his team. During the game it is recommended that different players be used as the loaned player.

• A team must play with the players available on their team roster at game time (with a loaned player if necessary), late-arriving players can be added. A player entering the game after it starts must be placed at the bottom of the batting order. 
• Games will be seven innings unless the manager of a team behind by 12 or more runs after five innings elects to stop the game. Games that are suspended due to field conditions will be played to completion (at least 7 innings) at a later time. If a game is stopped due to rain—players must stay at the fields until official cancelation by Ron Pfeffer or Wayne Carlisle is made, DO NOT LEAVE THE FIELD UNTIL THE GAME IS CANCELED. Games of fewer than seven-innings may be played if necessary and at the discretion of the Commissioners.
• Games are played on 65-foot base paths.
• A team can score a maximum of five runs per inning, except in the seventh inning when teams can score as many runs as they are able.
• Pitchers must pitch from a 24” X 6” pitching rubber. The pitching rubber will be set at 50 feet from home plate. The pitcher’s pivot foot must start and be in contact with the pitching rubber as he delivers the pitch.
• A pitching screen will be used during batting practice and games. The screen is to be placed 35 feet from home plate and is to be centered and lined up with second base.

• A pitched ball is a strike if it passes over the screen and arrives at the home plate having attained the height of between 6 and 12-feet and lands on either the plate or on the black mat behind the plate. All other pitches will be called a “ball.”
• The pitched ball must travel over the screen and the pitcher must pitch from behind the screen and remain behind the screen until the ball is hit. Balls pitched from outside the left or right side of the screen is an illegal pitch and will be called a ball. A pitched ball striking the screen from behind is a ball.
• A batted ball striking the screen on a no strike count or a one-strike count is called a strike. However, if a batted ball hits the screen on a two-strike count it’s called a dead ball and not a strike. A batter cannot strike out when his batted ball hits the screen when he has two strikes.
• A thrown ball by the defense, which strikes the screen, is still a live ball and play should continue.
• Batting practice must be taken within the use of the pitching screen. Both teams must take batting practice together by alternating batters and sharing pitching duties. During batting practice batters are limited to seven (7) fair-hit-balls. Batting practice must end by 9:25 AM to allow five minutes to get the game started at 9:30 AM.
• The “infield fly rule” is eliminated. All batted balls are in play and there is no automatic out of a player hitting a pop fly in the infield. A fielder may not allow an infield fly to drop to the ground attempting to get a double play. The umpire will rule whether the fielder could have caught the ball.
• Walk Rule—This rule is intended to prevent pitchers from walking batters more than one time per game. Each player is allowed to be walked only one time during a game. When a player comes to bat after being walked previously and is walked again, he will have the choice of: (1) take the walk OR (2) he may choose to be pitched to, strikes will be called but no balls and the at bat will result in a hit or an out.

PLAYER RULES:
Yesterday’s Kids rules generally follow the USASS rule book; however where necessary the Commission has made changes to fit our organizational needs and special situations. The rules of the organization can be changed or modified only by the Board of Commissioners. Each year the Commissioners review the rules and make changes where necessary.
• The league encourages players to make a strong effort to attend every game. If a player knows he will miss a game, he must inform his manager ASAP. Be considerate and give your manager as much notice as possible and if you know in advance you will miss a game during the season tell him on the first day of league play. And if you can’t play due to injury—go to the game anyway to support your team.
• Outfielders must remain on the outfield grass area of the field for all batters and can advance only when the batter makes contact with the ball.
• After two strikes a batter is out if he hits a foul ball.
• A runner running to first base must touch the orange base when there is a play being made and the defensive player must touch the white base. If the runner touches the white base when
there is a play at first base he is out and if the defensive player touches the orange base on a play at first base the runner is safe. A runner can round first base touching the white bag and stop, proceed to second or return to first. However, he advances at his own risk of being tagged out.

- A runner on base may not leave the base until the pitched ball has been hit by the batter.
- A runner is out if he interferes with a defensive player making a play, even if the defensive player is in the base line.
- Sliding is permitted, including sliding back into a base the runner has passed. Sliding is not recommended, slide at your own risk. Any time a runner is not in contact with a base he is subject to being tagged out except during time out.
- After tagging up on a fly ball, a base runner may advance at his own risk after a defensive player catches a ball in play, the player can also tag up and advance even if it is a foul ball.
- Plays at home plate are considered a force-out play. After a runner, advancing from third base, crosses the 35-foot commitment line he cannot return to third. A defensive player can tag out the runner from third base prior to his crossing the commitment line. Once the runner has passed the commitment line the defensive player, with the ball must touch the white portion of the home plate for the force out—he cannot tag the runner out. On a throw to the plate the runner is out if the ball arrives to the catcher while he is touching the white portion of the home plate before the runner touches the runner’s home plate.
- When a player reaches base and wants a courtesy runner, he must ask for one. A courtesy runner may be inserted at any dead ball/timeout situation during the inning. A player may run only once per inning as a courtesy runner.
- With fewer than two outs if a courtesy runner is on base when his time at bat comes up, he is out as a base runner and he takes his turn at the plate. If there are two outs he is out as a base runner and ends the inning; he will then be the first batter up in the next inning. A courtesy runner cannot replace another courtesy runner except in the case of injury.
- It is suggested that each player have his own bat. Players not wanting others to use their bat should mark it with YELLOW TAPE. Other players must not use bats marked with YELLOW TAPE. If a player wishes to use another players bat, please ask permission.
- On a ball hit over the fence the batter must at least advance and touch first base.
- During games players are required to wear the team shirts and hats provided to them.

MANAGERS’ RULES:
- The home team manager is responsible for setting up the field for play including pitching screen, bases, pitching distance and commitment line before each game and putting everything away after the game. In the spirit of cooperation, the visiting team should help.
- Managers should encourage and make all of his players feel welcome.
- Managers are responsible for the team lineup (please use first and last name on score book), schedules and communication with the opposing team’s manager. He is also responsible for controlling his players and how they interact with umpires and the opposing team’s players.
- The decision of where a player will play is at the discretion of the manager and his decision is final.
- A player may request to play a particular position, but the final decision lies with the manager. Managers should place players in the position that will best benefit the team.
- Home team managers must start all games on time—9:30 AM.
- Every player available at game time must be included in the batting order. During a seven-inning game each player must play at least three innings in one of the eleven defensive positions. However, a player can opt-out due to fatigue, or injury. If, during a game, a player becomes ill, injured or for any reason he may leave the game without penalty to himself or his team.
- The team at bat will furnish an umpire to call balls/strikes, foul balls and base-running plays. Managers should make sure their best umpires are used when ever possible. The umpire’s decision is final. If there is a disputed call the manager is the only person who can challenge an umpire’s call. Managers are expected to control their players from challenging and/or abusing our volunteer umpires. Players and managers are expected to conduct themselves toward the umpire in a gentlemanly and sportsman like conduct at all times.
- Managers are responsible for having his players clean up the dugout after games.
- A manager that repeatedly breaks league rules or bylaws is liable for discipline by the Commissioners.

LOST AND FOUND
Yesterday’s Kids organization has a “lost and found” service available and is located in one of the equipment chests. The lost and found service has been very effective: owners have retrieved bats, gloves and other misc. items in the past. Let us all help each other by using this valuable asset. The lost and found will be located in one of the storage boxes and will be marked.

ADDITIONAL RULES FOR 74+ LEAGUE
- If a batter hits a ball that lands on the outfield grass either on a fly or a ground ball, he will be awarded first base even if the out fields could have thrown him out at first. Runners on base at the time of the hit must advance and are susceptible to being forced out at the base they are advancing to.
- For 2019 the run-through rule has been eliminated due to the potential for injury. To avoid contact with a defensive player a runner must slow and stop at the base or slide.
- Force out at all bases: if a thrown ball arrives at a base and is caught before the runner reaches the base, the runner is out, no tag is necessary. Also, if a runner is beyond the halfway point to the next base, he must commit to that base and cannot return to the previous base unless the hit ball is caught on a fly.
- Rules for borrowing players will be given to managers during the draft and may include a new sub system may be implemented.