

OFFICIAL RULES

Buchanan Babe Ruth Baseball Association, Inc.

A 501(c)(3) Community Benefit Organization

755 N. Peach Ave., #C14

Clovis, CA 93611

<http://www.bbrbaseball.org/>

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Buchanan Babe Ruth Mission Statement

BBR's mission is to provide a youth baseball program that encourages the emotional, physical, mental & character development of each participant by creating a baseball experience that challenges each player in a positive and safe environment.

INSTRUCTIONAL DIVISION

Pre-Game:

- **Managers and Coaches shall serve as umpires for games in the Instructional Division.**
- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the “Coach-in-Charge” for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter’s box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

On-Field Coaching:

- Two coaches for the defensive team will be allowed on the field for “on-the-spot” instruction at all times. An on-field coach should never hold up the game.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and three (3) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- An official scorebook is not required to be maintained at the Instructional level.
- For this division, coaches are encouraged to emphasize effort and execution rather than outcome. (For example, “*Everyone played hard today. Our swings looked really good.*” instead of, “*We scored 9 runs and they never got us out.*”)

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.

Regulation Game Length:

- A regulation game shall consist of at least two (2) innings and not more than four (4) innings.
- No new inning may be started after 1½ hours from the scheduled start time.

Batting:

- All players will be listed in the batting lineup.
- In each inning, the entire lineup will hit all the way through.
- Batting team will clear the bases after three outs, but continue hitting through the lineup.
- The half inning will not end until the batting team hits completely through its lineup.

Pitching:

- A Manager/Coach of the batting team, will pitch from a kneeling position in an overhand manner.
- MANAGER/COACH WILL BE A MINIMUM OF TWENTY-FIVE (25) FEET FROM THE HITTER
- The defensive player playing the pitcher’s position must stand next to (i.e., not more than two steps away from) the Manager/Coach that is pitching. The player may not be in front of the coach.

Defense:

- Defensive team should play a typical 10-man alignment with 4 outfielders.
- Catchers will wear required protective gear and be positioned a safe distance behind the hitter. **It is strongly encouraged to position a coach near the backstop to assist in gathering the baseballs that get past the catcher.**
- In order to speed up the game, catchers should wait until the end of an at-bat to return baseballs to the pitcher.

Batting Tee:

- After three (3) coach pitches with no hits, the batting tee will be used, and player may take as many attempts as necessary to put the ball in play.
- Only singles can be hit off of the tee. (Regardless of the distance that the ball is hit, the hitter can only advance to 1st base. For example, if the batter hits a ball over the cones for an apparent homerun, the batter is still only awarded a single and may only advance to first base.)
- On a ball hit into fair territory off of the tee, runners already on base are allowed to advance as many bases at their own risk.
- Off of the tee, all balls hit into fair territory are to be fielded.

Stealing & Overthrows:

- No base stealing is allowed.
- Runners may NOT advance on any overthrow to any base.

Sliding:

- **Sliding should be taught and encouraged at the instructional level.**
- Unlike other divisions, runners will not be called out when they neglect to slide. However, coaches should teach and instruct players to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.

Injury Time Out:

- If an injury occurs, coaches will stop play immediately. (*Instructional only*)
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.
- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The “on-deck batter” must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet).
NOTE: It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.
- When cones are used as a homerun fence, they will be considered as the “Fence” when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Instructional Division: 150 feet**

Infield Fly Rule:

- The infield fly rule is NOT in effect for the Instructional Division.

Equipment:

- Only League issued, reduced injury baseballs (R.I.F.s) may be used during Instructional Division practices or games.
- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

ROOKIE DIVISION - AMERICAN

Rosters:

- Each team must carry a full roster of players until the completion of Mid-Season.
- In each game, every player must be accounted for in the scorebook.
- Managers must report player drops immediately to their respective Division Directors and the Registrar.
- Managers should report and inform their Division Directors of problem players or parents or players with attendance issues.

Pre-Game:

- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the "Coach-in-Charge" for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter's box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

Full Team:

- Games should be played with the regulation nine (9) players per team.
- Teams must have a minimum of eight (8) players in uniform and available to play at the scheduled start time. A "Grace Period" of ten (10) minutes is allowed to field a team. If a team is still unable to obtain the required eight (8) players by the end of the "Grace Period," the game is officially forfeited by that team.
- Except in the case of injury, games must be completed with the minimum eight (8) players. If an injury forces the eighth player to be removed from the game, a team may finish with the remaining seven (7) players.

- When playing with less than nine (9) players, an out will be recorded when the empty ninth (9th) batting slot comes up to bat in the lineup.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and three (3) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- Each team is required to have a knowledgeable scorekeeper available.
- The home team will be the official scorebook.
- Scorekeepers are to have their books ready at game time. Therefore, at least five (5) minutes prior to game time, managers must provide the official scorekeeper and opposing manager a starting lineup showing each player's full last name with (at least) first initial, jersey number and position number clearly shown.
- All rostered players should be shown in the scorebook. Players not in attendance should be listed at the bottom of the page.
- Late arriving players may be added to the lineup upon arrival and may enter the game as any other substitute and must bat in the last position available in the batting order.
- **IT IS THE RESPONSIBILITY OF THE WINNING TEAM TO ENTER THE GAME SCORE WITHIN 48 HOURS OF THE GAME. FAILURE TO DO SO WILL CONSTITUTE A FORFEIT.** *(In the event of a forfeit, the losing team will not gain a victory. The team who failed to enter the score will, however, have a loss recorded)*

Regulation Game Length:

- A regulation game shall consist of at least four (4) innings—3 ½ innings if home team is winning—and not more than six (6) innings.
- No new inning may be started after 1.5 hours from the scheduled start time. (An inning is considered to begin at the moment of completion of the final out of the previous half-inning).

- “Drop-dead” time limit is 1 hour and 45 minutes from the scheduled start time. Final score will revert to the prior inning if an inning is not finished prior to the time limit.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Games that fail to reach the regulation minimum innings for any reason (e.g., darkness, weather, etc.) are declared “No Game” and MAY be rescheduled and entirely replayed at a later date as directed by the League Vice-President. No records (pitching or otherwise) are officially kept and pitching eligibility is intact as it was prior to the beginning of the “No Game” situation.
- A “No Game,” if replayed, must be replayed in its entirety as a new game.

Tied Games:

- No extra inning games will be played during the regular season, regardless of time availability.
- In the case of a “regulation game” that ends in a tie score, the results are entered into league records as a “tie game” and so indicated in the league standings.

Run Limit:

- A team may score a MAXIMUM of five (5) runs per inning within the first four (4) innings.
- An inning ends when the 5th run crosses home plate.
- If a batter hits a ball over the fence (i.e., a ground-rule double or home run) that drives in runs resulting in the team scoring more than 5 runs that inning, all the runs resulting from that home run will be counted.
- After four (4) complete innings, the five (5) run limit is no longer in effect.

Mercy Rule:

- The standard “Mercy Rule” in baseball (i.e., termination of game if the home team is ahead by 10 runs after 3 ½ innings or the visiting team is ahead by 10 after four innings) is in effect.

Batting:

- All players present must be listed in the batting lineup.
- Innings will end after three (3) outs are recorded.
- If less than nine (9) players are present, an out will be recorded each time the ninth batter is scheduled to bat.
- Any player showing up late to a game must be inserted at the bottom of the batting order.

- Once a game begins, if a player is removed from the batting order for any reason, his position in the batting order will be passed over and an out recorded.

Substitutions:

- There will be free substitution, throughout the game.
- A pitcher, when removed by the manager from pitching cannot re-enter the game as a pitcher. A pitcher may re-enter as a position player.

Player Pitching:

- See Appendix for pitch count and inning limits.
- The pitching distance for Rookie American Division is forty (40) feet.
- In the situation of make-up game, the Division Director will review and allow or prohibit exceptions as needed in consultation with the Vice-President.
- Games in which an ineligible pitcher has been used shall be forfeited.
- For the safety of the batters, Umpires may remove a pitcher who does not demonstrate control when pitching; this is evidenced by hitting multiple batters in a single inning, or in a continuous pattern throughout the game. This rule is subject to the discretion of the Home Plate Umpire. Once removed, the pitcher may not return as a pitcher in that game.
- The Umpire will immediately suspend from the game any pitcher who intentionally tries to hit a batter. All suspensions will be reported to the Board of Directors for review and possible disciplinary action.
- A trip to the mound will be counted each time a Manager/Coach crosses the base line, either before play starts or during an inning. Two (2) trips to the mound in the same inning or three (3) trips in the game, to the same pitcher, will result in the removal of the pitcher. If the mound is in need of repair, the Manager/Coach should first seek the permission of the Home Plate Umpire to attend to it and shall not converse with the pitcher while repairing the damage to the mound.

Coach Pitch/Base on Balls:

- There will be no walks allowed by a player/pitcher. After the fourth ball is called, the ball is dead and no runner may advance. The Manager/Coach will then pitch to the batter. The batter will be allowed as many pitches as the number of strikes left in the count. Foul balls will be re-pitched.
- No bunting allowed in the Rookie American Division.
- No stealing allowed when the Manager/Coach is pitching.
- In the event a batter is hit by a player-pitched ball, the batter is awarded three coach pitches.
- In the event a batter is hit by a coach-pitched ball, that pitch shall count as a strike. No additional pitches are awarded.

- The pitcher must stand five (5) feet directly behind the pitching rubber when the Manager/Coach is pitching. All other fielders will remain in their normal positions.
- The batter may only advance to first base when he hits a ball pitched by a Manager/Coach, regardless of the hit (e.g., a Home Run hit off of the Manager/Coach equals a single ONLY.)
- All other base runners may advance at their own risk of a ball pitched by the Manager/Coach that is put in play.
- MANAGER/COACH WILL BE A MINIMUM OF TWENTY-FIVE (25) FEET FROM THE HITTER

Backing up Catcher:

- In an attempt to speed up the game, any available Manager/Coach may go behind the umpire, at the backstop, and catch any passed balls.
- The Manager/Coach shall not touch any balls that are called or swinging strikes.

Stealing:

- Stealing is only allowed on a pitched ball that is a called or swinging strike, when that pitch is not thrown by a Manager/Coach.
- On a called strike, the runner may not leave until the Umpire has made the strike call.
- Only one (1) base may be stolen at a time.
- Runners may not advance on an overthrow to the stolen base.
- Two (2) attempts by a runner to steal a base on a called ball will result in the runner being declared OUT by the Umpire.
- STEALING HOME IS NOT ALLOWED.

Overthrows:

- Runners may ONLY advance one (1) base on a batted ball that the fielder overthrows to first base.
- Runners may NOT advance on an overthrow to any other base.

Sliding:

- Players should be instructed to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- In a double play situation (regardless of whether the play at second base is close) players should be taught to not stand up going into second in an attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The proper technique is for the base runner to make a legal slide (directly towards the base) in attempt to break up the double play.

- If a runner at any base (except first base) does not slide, nor make an obvious attempt to avoid a collision, the Umpire will declare that runner OUT for interference
- If a runner appears, in the Umpire's judgment, to intentionally run into a defensive player or in any other way attempts to interfere with a play, the following batter or runner may also be declared OUT.
- If there is malicious or flagrant contact, the runner shall be ejected from the game by the Umpire.
- **NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.**

Obstruction and Faking Tag:

- Defensive players may not obstruct runners or batters. Players and Managers/Coaches must be aware that Umpires will be watching closely for obstructions by the catcher and other fielders.
- Catchers must give a portion of home plate to the runner on which to slide to prior to receiving the ball. A catcher without the ball shall not "Block Home Plate."
- A defensive player faking a tag, when he does not have the ball, will be called for obstruction.
- A repeated violation by any player "faking a tag" will result in ejection of that player for the remainder of the game.
- The Umpire will issue only one (1) warning for the entire team.

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.
- The Umpire shall warn teams that he deems as delaying once per inning.
- Continued delays will be cause for the Umpire to penalize the delaying team. This may consist of Automatic Out(s) or Automatic Walk(s).
- Umpires must consider pitcher warm-ups (maximum 6 pitches per inning) and the catcher's efforts to put on gear after having been on base.
- Umpires must not delay game by taking excessive/unnecessary breaks or visiting.

Injury Time Out:

- If an injury occurs, the Umpire will stop play ONLY upon completion of the play UNLESS continuation of the play would place either the injured player or other players in further jeopardy.
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.

- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The “on-deck batter” must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet).
NOTE: It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.
- When cones are used as a homerun fence, they will be considered as the “Fence” when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Rookie American Division: 150 feet**

Infield Fly Rule:

- The infield fly rule is **NOT** in effect for the Rookie American Division.

Balk Rule:

- The balk rule is not in effect.
- If a pitcher is determined to have delivered an illegal pitch, the Umpire shall rule “No Pitch”.

Equipment:

- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

ROOKIE DIVISION - NATIONAL

Rosters:

- Each team must carry a full roster of players until the completion of Mid-Season.
- In each game, every player must be accounted for in the scorebook.
- Managers must report player drops immediately to their respective Division Directors and the Registrar.
- Managers should report and inform their Division Directors of problem players or parents or players with attendance issues.

Pre-Game:

- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the "Coach-in-Charge" for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter's box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

Full Team:

- Games should be played with the regulation nine (9) players per team.
- Teams must have a minimum of eight (8) players in uniform and available to play at the scheduled start time. A "Grace Period" of ten (10) minutes is allowed to field a team. If a team is still unable to obtain the required eight (8) players by the end of the "Grace Period," the game is officially forfeited by that team.
- Except in the case of injury, games must be completed with the minimum eight (8) players. If an injury forces the eighth player to be removed from the game, a team may finish with the remaining seven (7) players.

- When playing with less than nine (9) players, an out will be recorded when the empty ninth (9th) batting slot comes up to bat in the lineup.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and three (3) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- Each team is required to have a knowledgeable scorekeeper available.
- The home team will be the official scorebook.
- Scorekeepers are to have their books ready at game time. Therefore, at least five (5) minutes prior to game time, managers must provide the official scorekeeper and opposing manager a starting lineup showing each player's full last name with (at least) first initial, jersey number and position number clearly shown.
- All rostered players should be shown in the scorebook. Players not in attendance should be listed at the bottom of the page.
- Late arriving players may be added to the lineup upon arrival and may enter the game as any other substitute and must bat in the last position available in the batting order.
- **Each team is responsible for entering their team's pitch counts for each pitcher on SI PLAY.**
- **IT IS THE RESPONSIBILITY OF THE WINNING TEAM TO ENTER THE GAME SCORE WITHIN 48 HOURS OF THE GAME. FAILURE TO DO SO WILL CONSTITUTE A FORFEIT.** (*In the event of a forfeit, the losing team will not gain a victory. The team who failed to enter the score will, however, have a loss recorded*)

Regulation Game Length:

- A regulation game shall consist of at least four (4) innings—3 ½ innings if home team is winning—and not more than six (6) innings.

- No new inning may be started after 1.5 hours from the scheduled start time. (An inning is considered to begin at the moment of completion of the final out of the previous half-inning).
- “Drop-dead” time limit is 1 hour and 45 minutes from the scheduled start time. Final score will revert to the prior inning if an inning is not finished prior to the time limit.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Games that fail to reach the regulation minimum innings for any reason (e.g., darkness, weather, etc.) are declared “No Game” and MAY be rescheduled and entirely replayed at a later date as directed by the League Vice-President. No records (pitching or otherwise) are officially kept and pitching eligibility is intact as it was prior to the beginning of the “No Game” situation.
- A “No Game,” if replayed, must be replayed in its entirety as a new game.

Tied Games:

- No extra inning games will be played during the regular season, regardless of time availability.
- In the case of a “regulation game” that ends in a tie score, the results are entered into league records as a “tie game” and so indicated in the league standings.

Run Limit:

- A team may score a MAXIMUM of five (5) runs per inning within the first four (4) innings.
- An inning ends when the 5th run crosses home plate.
- If a batter hits a ball over the fence (i.e., a ground-rule double or home run) that drives in runs resulting in the team scoring more than 5 runs that inning, all the runs resulting from that home run will be counted.
- After four (4) complete innings, the five (5) run limit is no longer in effect.

Mercy Rule:

- The standard “Mercy Rule” in baseball (i.e., termination of game if the home team is ahead by 10 runs after 3 ½ innings or the visiting team is ahead by 10 after four innings) is in effect.

Batting:

- Slash bunting is not allowed.
- All players present must be listed in the batting lineup.
- Innings will end after three (3) outs are recorded.

- If less than nine (9) players are present, an out will be recorded each time the ninth batter is scheduled to bat.
- Any player showing up late to a game must be inserted at the bottom of the batting order.
- Once a game begins, if a player is removed from the batting order for any reason, his position in the batting order will be passed over and an out recorded.

Substitutions:

- There will be free substitution, throughout the game.
- A pitcher, when removed by the manager from pitching cannot re-enter the game as a pitcher. A pitcher may re-enter as a position player.

Player Pitching:

- See Appendix for pitch count and inning limits.
- The pitching distance for Rookie National Division is forty-three (43) feet.
- In the situation of make-up game, the Division Director will review and allow or prohibit exceptions as needed in consultation with the Vice-President.
- Games in which an ineligible pitcher has been used shall be forfeited.
- For the safety of the batters, Umpires may remove a pitcher who does not demonstrate control when pitching; this is evidenced by hitting multiple batters in a single inning, or in a continuous pattern throughout the game. This rule is subject to the discretion of the Home Plate Umpire. Once removed, the pitcher may not return as a pitcher in that game.
- The Umpire will immediately suspend from the game any pitcher who intentionally tries to hit a batter. All suspensions will be reported to the Board of Directors for review and possible disciplinary action.
- A trip to the mound will be counted each time a Manager/Coach crosses the base line, either before play starts or during an inning. Two (2) trips to the mound in the same inning or three (3) trips in the game, to the same pitcher, will result in the removal of the pitcher. If the mound is in need of repair, the Manager/Coach should first seek the permission of the Home Plate Umpire to attend to it and shall not converse with the pitcher while repairing the damage to the mound.

Stealing:

- Stealing is permitted (including stealing home), HOWEVER, a base runner MAY NOT leave the base until the pitch has crossed home plate.
- If a base runner leaves the base before the pitched ball crosses home plate, the runner will be declared OUT.
- An umpire, at his discretion, may issue a warning prior to declaring a runner out.

Sliding:

- Players should be instructed to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- In a double play situation (regardless of whether the play at second base is close) players should be taught to not stand up going into second in an attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The proper technique is for the base runner to make a legal slide (directly towards the base) in attempt to break up the double play.
- If a runner at any base (except first base) does not slide, nor make an obvious attempt to avoid a collision, the Umpire will declare that runner OUT for interference
- If a runner appears, in the Umpire's judgment, to intentionally run into a defensive player or in any other way attempts to interfere with a play, the following batter or runner may also be declared OUT.
- If there is malicious or flagrant contact, the runner shall be ejected from the game by the Umpire.
- **NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.**

Obstruction and Faking Tag:

- Defensive players may not obstruct runners or batters. Players and Managers/Coaches must be aware that Umpires will be watching closely for obstructions by the catcher and other fielders.
- Catchers must give a portion of home plate to the runner on which to slide to prior to receiving the ball. A catcher without the ball shall not "Block Home Plate."
- A defensive player faking a tag, when he does not have the ball, will be called for obstruction.
- A repeated violation by any player "faking a tag" will result in ejection of that player for the remainder of the game.
- The Umpire will issue only one (1) warning for the entire team.

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.
- The Umpire shall warn teams that he deems as delaying once per inning.
- Continued delays will be cause for the Umpire to penalize the delaying team. This may consist of Automatic Out(s) or Automatic Walk(s).
- Umpires must consider pitcher warm-ups (maximum 6 pitches per inning) and the catcher's efforts to put on gear after having been on base.

- Umpires must not delay game by taking excessive/unnecessary breaks or visiting.

Injury Time Out:

- If an injury occurs, the Umpire will stop play ONLY upon completion of the play UNLESS continuation of the play would place either the injured player or other players in further jeopardy.
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.
- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The “on-deck batter” must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet).
NOTE: It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.
- When cones are used as a homerun fence, they will be considered as the “Fence” when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Rookie National Division: 150 feet**

Infield Fly Rule:

- The infield fly rule is in effect for the Rookie National Division.
- An infield fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.
- The Umpire shall immediately declare “Infield Fly” for the benefit of the runners.
- If the ball is near the baselines, the Umpire shall declare “Infield Fly, if Fair.” The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball.
- If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before

passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.

Balk Rule:

- The balk rule is not in effect.
- If a pitcher is determined to have delivered an illegal pitch, the Umpire shall rule “No Pitch”.

Equipment:

- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

MINOR DIVISION – AMERICAN & NATIONAL

Rosters:

- Each team must carry a full roster of players until the completion of Mid-Season.
- In each game, every player must be accounted for in the scorebook.
- Managers must report player drops immediately to their respective Division Directors and the Registrar.
- Managers should report and inform their Division Directors of problem players or parents or players with attendance issues.

Pre-Game:

- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the “Coach-in-Charge” for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter’s box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

Full Team:

- Games should be played with the regulation nine (9) players per team.
- Teams must have a minimum of eight (8) players in uniform and available to play at the scheduled start time. A “Grace Period” of ten (10) minutes is allowed to field a team. If a team is still unable to obtain the required eight (8) players by the end of the “Grace Period,” the game is officially forfeited by that team.
- Except in the case of injury, games must be completed with the minimum eight (8) players. If an injury forces the eighth player to be removed from the game, a team may finish with the remaining seven (7) players.

- When playing with less than nine (9) players, an out will be recorded when the empty ninth (9th) batting slot comes up to bat in the lineup.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and three (3) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- Each team is required to have a knowledgeable scorekeeper available.
- The home team will be the official scorebook.
- Scorekeepers are to have their books ready at game time. Therefore, at least five (5) minutes prior to game time, managers must provide the official scorekeeper and opposing manager a starting lineup showing each player's full last name with (at least) first initial, jersey number and position number clearly shown.
- All rostered players should be shown in the scorebook. Players not in attendance should be listed at the bottom of the page.
- Late arriving players may be added to the lineup upon arrival and may enter the game as any other substitute and must bat in the last position available in the batting order.
- **Each team is responsible for entering their team's pitch counts for each pitcher on SI PLAY.**
- **IT IS THE RESPONSIBILITY OF THE WINNING TEAM TO ENTER THE GAME SCORE WITHIN 48 HOURS OF THE GAME. FAILURE TO DO SO WILL CONSTITUTE A FORFEIT.** (*In the event of a forfeit, the losing team will not gain a victory. The team who failed to enter the score will, however, have a loss recorded*)

Regulation Game Length:

- A regulation game shall consist of at least four (4) innings—3 ½ innings if home team is winning—and not more than six (6) innings.

- No new inning may be started after 1.5 hours from the scheduled start time. (An inning is considered to begin at the moment of completion of the final out of the previous half-inning).
- “Drop-dead” time limit is 1 hour and 45 minutes from the scheduled start time. Final score will revert to the prior inning if an inning is not finished prior to the time limit.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Games that fail to reach the regulation minimum innings for any reason (e.g., darkness, weather, etc.) are declared “No Game” and MAY be rescheduled and entirely replayed at a later date as directed by the League Vice-President. No records (pitching or otherwise) are officially kept and pitching eligibility is intact as it was prior to the beginning of the “No Game” situation.
- A “No Game,” if replayed, must be replayed in its entirety as a new game.

Tied Games:

- No extra inning games will be played during the regular season, regardless of time availability.
- In the case of a “regulation game” that ends in a tie score, the results are entered into league records as a “tie game” and so indicated in the league standings.

Run Limit:

- A team may score a MAXIMUM of five (5) runs per inning within the first four (4) innings.
- An inning ends when the 5th run crosses home plate.
- If a batter hits a ball over the fence (i.e., a ground-rule double or home run) that drives in runs resulting in the team scoring more than 5 runs that inning, all the runs resulting from that home run will be counted.
- After four (4) complete innings, the five (5) run limit is no longer in effect.

Mercy Rule:

- The standard “Mercy Rule” in baseball (i.e., termination of game if the home team is ahead by 10 runs after 3 ½ innings or the visiting team is ahead by 10 after four innings) is in effect.

Batting:

- Slash bunting is not allowed.
- All players present must be listed in the batting lineup.
- Innings will end after three (3) outs are recorded.

- If less than nine (9) players are present, an out will be recorded each time the ninth batter is scheduled to bat.
- Any player showing up late to a game must be inserted at the bottom of the batting order.
- Once a game begins, if a player is removed from the batting order for any reason, his position in the batting order will be passed over and an out recorded.

Substitutions:

- There will be free substitution, throughout the game.
- A pitcher, when removed by the manager from pitching cannot re-enter the game as a pitcher. A pitcher may re-enter as a position player.

Player Pitching:

- See Appendix for pitch count and inning limits.
- The pitching distance for Minor Division is forty-six (46) feet.
- Non-pitched intentional passes allowed.
- In the situation of make-up game, the Division Director will review and allow or prohibit exceptions to pitching rules as needed in consultation with the Vice-President.
- Games in which an ineligible pitcher has been used shall be forfeited.
- For the safety of the batters, Umpires may remove a pitcher who does not demonstrate control when pitching; this is evidenced by hitting multiple batters in a single inning, or in a continuous pattern throughout the game. This rule is subject to the discretion of the Home Plate Umpire. Once removed, the pitcher may not return as a pitcher in that game.
- The Umpire will immediately suspend from the game any pitcher who intentionally tries to hit a batter. All suspensions will be reported to the Board of Directors for review and possible disciplinary action.
- A trip to the mound will be counted each time a Manager/Coach crosses the base line, either before play starts or during an inning. Two (2) trips to the mound in the same inning or three (3) trips in the game, to the same pitcher, will result in the removal of the pitcher. If the mound is in need of repair, the Manager/Coach should first seek the permission of the Home Plate Umpire to attend to it and shall not converse with the pitcher while repairing the damage to the mound.

Stealing:

- Stealing is permitted (including stealing home), HOWEVER, a base runner MAY NOT leave the base until the pitch has crossed home plate.
- If a base runner leaves the base before the pitched ball crosses home plate, the runner will be declared OUT.

- An umpire, at his discretion, may issue a warning prior to declaring a runner out.

Sliding:

- Players should be instructed to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- In a double play situation (regardless of whether the play at second base is close) players should be taught to not stand up going into second in an attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The proper technique is for the base runner to make a legal slide (directly towards the base) in attempt to break up the double play.
- If a runner at any base (except first base) does not slide, nor make an obvious attempt to avoid a collision, the Umpire will declare that runner OUT for interference
- If a runner appears, in the Umpire's judgment, to intentionally run into a defensive player or in any other way attempts to interfere with a play, the following batter or runner may also be declared OUT.
- If there is malicious or flagrant contact, the runner shall be ejected from the game by the Umpire.
- **NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.**

Obstruction and Faking Tag:

- Defensive players may not obstruct runners or batters. Players and Managers/Coaches must be aware that Umpires will be watching closely for obstructions by the catcher and other fielders.
- Catchers must give a portion of home plate to the runner on which to slide to prior to receiving the ball. A catcher without the ball shall not "Block Home Plate."
- A defensive player faking a tag, when he does not have the ball, will be called for obstruction.
- A repeated violation by any player "faking a tag" will result in ejection of that player for the remainder of the game.
- The Umpire will issue only one (1) warning for the entire team.

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.
- The Umpire shall warn teams that he deems as delaying once per inning.
- Continued delays will be cause for the Umpire to penalize the delaying team. This may consist of Automatic Out(s) or Automatic Walk(s).

- Umpires must consider pitcher warm-ups (maximum 6 pitches per inning) and the catcher's efforts to put on gear after having been on base.
- Umpires must not delay game by taking excessive/unnecessary breaks or visiting.

Injury Time Out:

- If an injury occurs, the Umpire will stop play ONLY upon completion of the play UNLESS continuation of the play would place either the injured player or other players in further jeopardy.
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.
- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The "on-deck batter" must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet). **NOTE:** It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.
- When cones are used as a homerun fence, they will be considered as the "Fence" when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Minor Division: 180 feet**

Infield Fly Rule:

- The infield fly rule is in effect for the Minor Division.
- An infield fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.
- The Umpire shall immediately declare "Infield Fly" for the benefit of the runners.
- If the ball is near the baselines, the Umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball.

- If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.

Balk Rule:

- The balk rule is not in effect.
- If a pitcher is determined to have delivered an illegal pitch, the Umpire shall rule “No Pitch”.

Equipment:

- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

MAJOR DIVISION

Rosters:

- Each team must carry a full roster of players until the completion of Mid-Season.
- In each game, every player must be accounted for in the scorebook.
- Managers must report player drops immediately to their respective Division Directors and the Registrar.
- Managers should report and inform their Division Directors of problem players or parents or players with attendance issues.

Pre-Game:

- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the “Coach-in-Charge” for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter’s box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

Full Team:

- Games should be played with the regulation nine (9) players per team.
- Teams must have a minimum of eight (8) players in uniform and available to play at the scheduled start time. A “Grace Period” of ten (10) minutes is allowed to field a team. If a team is still unable to obtain the required eight (8) players by the end of the “Grace Period,” the game is officially forfeited by that team.
- Except in the case of injury, games must be completed with the minimum eight (8) players. If an injury forces the eighth player to be removed from the game, a team may finish with the remaining seven (7) players.

- When playing with less than nine (9) players, an out will be recorded when the empty ninth (9th) batting slot comes up to bat in the lineup.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and three (3) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- Each team is required to have a knowledgeable scorekeeper available.
- The home team will be the official scorebook.
- Scorekeepers are to have their books ready at game time. Therefore, at least five (5) minutes prior to game time, managers must provide the official scorekeeper and opposing manager a starting lineup showing each player's full last name with (at least) first initial, jersey number and position number clearly shown.
- All rostered players should be shown in the scorebook. Players not in attendance should be listed at the bottom of the page.
- Late arriving players may be added to the lineup upon arrival and may enter the game as any other substitute and must bat in the last position available in the batting order.
- **Each team is responsible for entering their team's pitch counts for each pitcher on SI PLAY.**
- **IT IS THE RESPONSIBILITY OF THE WINNING TEAM TO ENTER THE GAME SCORE ON SI PLAY WITHIN 48 HOURS OF THE GAME. FAILURE TO DO SO WILL CONSTITUTE A FORFEIT.** (*In the event of a forfeit, the losing team will not gain a victory. The team who failed to enter the score will, however, have a loss recorded*)

Regulation Game Length:

- A regulation game shall consist of at least four (4) innings—3 ½ innings if home team is winning—and not more than six (6) innings.

- No new inning may be started after 1 hour and 45 minutes from the scheduled start time. (An inning is considered to begin at the moment of completion of the final out of the previous half-inning).
- “Drop-dead” time limit is 2 hours from the scheduled start time. Final score will revert to the prior inning if an inning is not finished prior to the time limit.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Games that fail to reach the regulation minimum innings for any reason (e.g., darkness, weather, etc.) are declared “No Game” and MAY be rescheduled and entirely replayed at a later date as directed by the League Vice-President. No records (pitching or otherwise) are officially kept and pitching eligibility is intact as it was prior to the beginning of the “No Game” situation.
- A “No Game,” if replayed, must be replayed in its entirety as a new game.

Tied Games:

- No extra inning games will be played during the regular season, regardless of time availability.
- In the case of a “regulation game” that ends in a tie score, the results are entered into league records as a “tie game” and so indicated in the league standings.

Run Limit:

- A team may score a MAXIMUM of five (5) runs per inning within the first four (4) innings.
- An inning ends when the 5th run crosses home plate.
- If a batter hits a ball over the fence (i.e., a ground-rule double or home run) that drives in runs resulting in the team scoring more than 5 runs that inning, all the runs resulting from that home run will be counted.
- After four (4) complete innings, the five (5) run limit is no longer in effect.

Mercy Rule:

- The standard “Mercy Rule” in baseball (i.e., termination of game if the home team is ahead by 10 runs after 3 ½ innings or the visiting team is ahead by 10 after four innings) is in effect.

Batting:

- Slash bunting is not allowed.
- All players present must be listed in the batting lineup.
- Innings will end after three (3) outs are recorded.

- If less than nine (9) players are present, an out will be recorded each time the ninth batter is scheduled to bat.
- Any player showing up late to a game must be inserted at the bottom of the batting order.
- Once a game begins, if a player is removed from the batting order for any reason, his position in the batting order will be passed over and an out recorded.
- **Modified Pony rules apply to the Major Division. 70' base paths**

Substitutions:

- There will be free substitution, throughout the game.
- A pitcher, when removed by the manager from pitching cannot re-enter the game as a pitcher. A pitcher may re-enter as a position player.

Player Pitching:

- See Appendix for pitch count and inning limits.
- The pitching distance for Major Division is fifty (50) feet.
- Non-pitched intentional passes allowed.
- In the situation of make-up game, the Division Director will review and allow or prohibit exceptions to pitching rules as needed in consultation with the Vice-President.
- Games in which an ineligible pitcher has been used shall be forfeited.
- For the safety of the batters, Umpires may remove a pitcher who does not demonstrate control when pitching; this is evidenced by hitting multiple batters in a single inning, or in a continuous pattern throughout the game. This rule is subject to the discretion of the Home Plate Umpire. Once removed, the pitcher may not return as a pitcher in that game.
- The Umpire will immediately suspend from the game any pitcher who intentionally tries to hit a batter. All suspensions will be reported to the Board of Directors for review and possible disciplinary action.
- A trip to the mound will be counted each time a Manager/Coach crosses the base line, either before play starts or during an inning. Two (2) trips to the mound in the same inning or three (3) trips in the game, to the same pitcher, will result in the removal of the pitcher. If the mound is in need of repair, the Manager/Coach should first seek the permission of the Home Plate Umpire to attend to it and shall not converse with the pitcher while repairing the damage to the mound.

Middle School Players:

- Players on the Alta Sierra, Granite Ridge, or other middle school teams are restricted from pitching and catching in BBR games. These players may play

any other defensive position and bat freely. This rule is in effect until the middle school's baseball season is over.

Sliding:

- Players should be instructed to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- In a double play situation (regardless of whether the play at second base is close) players should be taught to not stand up going into second in an attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The proper technique is for the base runner to make a legal slide (directly towards the base) in attempt to break up the double play.
- If a runner at any base (except first base) does not slide, nor make an obvious attempt to avoid a collision, the Umpire will declare that runner OUT for interference
- If a runner appears, in the Umpire's judgment, to intentionally run into a defensive player or in any other way attempts to interfere with a play, the following batter or runner may also be declared OUT.
- If there is malicious or flagrant contact, the runner shall be ejected from the game by the Umpire.
- **NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.**

Obstruction and Faking Tag:

- Defensive players may not obstruct runners or batters. Players and Managers/Coaches must be aware that Umpires will be watching closely for obstructions by the catcher and other fielders.
- Catchers must give a portion of home plate to the runner on which to slide to prior to receiving the ball. A catcher without the ball shall not "Block Home Plate."
- A defensive player faking a tag, when he does not have the ball, will be called for obstruction.
- A repeated violation by any player "faking a tag" will result in ejection of that player for the remainder of the game.
- The Umpire will issue only one (1) warning for the entire team.

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.
- The Umpire shall warn teams that he deems as delaying once per inning.
- Continued delays will be cause for the Umpire to penalize the delaying team. This may consist of Automatic Out(s) or Automatic Walk(s).

- Umpires must consider pitcher warm-ups (maximum 6 pitches per inning) and the catcher's efforts to put on gear after having been on base.
- Umpires must not delay game by taking excessive/unnecessary breaks or visiting.

Injury Time Out:

- If an injury occurs, the Umpire will stop play ONLY upon completion of the play UNLESS continuation of the play would place either the injured player or other players in further jeopardy.
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.
- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The "on-deck batter" must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet).
NOTE: It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.
- When cones are used as a homerun fence, they will be considered as the "Fence" when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Major Division: 200 feet**

Infield Fly Rule:

- The infield fly rule is in effect for the Major Division.
- An infield fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.
- The Umpire shall immediately declare "Infield Fly" for the benefit of the runners.
- If the ball is near the baselines, the Umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball.

- If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.

Balk Rule:

- The balk rule is in effect.

Equipment:

- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

PREP/BABE RUTH DIVISION

NOTE: Buchanan Babe Ruth has worked with the coaches from Alta Sierra Intermediate and Buchanan HS to continue our league and to start the season as early as possible. The coaches from A.S.I./B.H.S. will provide the Association with the names of players playing for the school teams and who would like to play in the Prep/Babe Ruth Season. The players listed by A.S.I./B.H.S. coaches, CANNOT play or scrimmage in any games in the Buchanan Babe Ruth League until school ball has been completed. Players may practice with BBR teams, but cannot play in any games. These rules are mandated by CVAL rules which govern school sports.

Rosters:

- Each team must carry a full roster of players until the completion of Mid-Season.
- In each game, every player must be accounted for in the scorebook.
- Managers must report player drops immediately to their respective Division Directors and the Registrar.
- Managers should report and inform their Division Directors of problem players or parents or players with attendance issues.

Pre-Game:

- Before the game, the Team Managers or Coaches shall meet to review the Ground Rules. In the absence of the Official Team Manager, one coach is to be designated as the "Coach-in-Charge" for that game.
- No pre-game batting practice on the playing field is allowed except "soft toss" with whiffle balls and only in the outfield.
- No defensive warm up is allowed in the infield.

Field Responsibility:

- Managers/Coaches should arrive 45 minutes before scheduled game start time to allow time to place bases, properly measure and place cones/set fences, prepare pitching mound and home plate area (rake and level batter's box, etc.).
- HOME team is responsible for setting up the field. This includes, dragging the field, fences, bases, chalking, etc. (*If possible, recruit parents to help out so it doesn't interfere with warm-ups*)
- AWAY team is responsible for cleanup of the field. (*Once again, recruit parents to help with cleanup*)

Full Team:

- Games should be played with the regulation nine (9) players per team.
- Teams must have a minimum of eight (8) players in uniform and available to play at the scheduled start time. A “Grace Period” of ten (10) minutes is allowed to field a team. If a team is still unable to obtain the required eight (8) players by the end of the “Grace Period,” the game is officially forfeited by that team.
- Except in the case of injury, games must be completed with the minimum eight (8) players. If an injury forces the eighth player to be removed from the game, a team may finish with the remaining seven (7) players.
- When playing with less than nine (9) players, an out will be recorded when the empty ninth (9th) batting slot comes up to bat in the lineup.

Dugout:

- Only the league-approved Manager and/or Assistant Coaches listed on the team roster are allowed on the playing field and in the dugout/bench area during games. The only exception is when a listed Manager/Coach is physically absent from the playing facility. In that case, another Association member may temporarily substitute for the absent Manager/Coach for that game at the request of the Manager/Coach present and in charge. No other parents or family members are allowed onto the playing field or in the dugout.
- Home team will always be assigned the third base dugout and the visiting team the first base dugout.
- Teams are allowed a maximum of one (1) manager and two (2) coaches.
- Players may not leave the dugout/bench area except in an emergency.

Scorebook:

- Each team is required to have a knowledgeable scorekeeper available.
- The home team will be the official scorebook.
- Scorekeepers are to have their books ready at game time. Therefore, at least five (5) minutes prior to game time, managers must provide the official scorekeeper and opposing manager a starting lineup showing each player’s full last name with (at least) first initial, jersey number and position number clearly shown.
- All rostered players should be shown in the scorebook. Players not in attendance should be listed at the bottom of the page.
- Late arriving players may be added to the lineup upon arrival and may enter the game as any other substitute and must bat in the last position available in the batting order.
- **Each team is responsible for entering their team’s pitch counts for each pitcher on SI PLAY.**

- **IT IS THE RESPONSIBILITY OF THE WINNING TEAM TO ENTER THE GAME SCORE ON SI PLAY WITHIN 48 HOURS OF THE GAME. FAILURE TO DO SO WILL CONSTITUTE A FORFEIT.** (*In the event of a forfeit, the losing team will not gain a victory. The team who failed to enter the score will, however, have a loss recorded*)

Regulation Game Length:

- A regulation game shall consist of at least four (4) innings—3 ½ innings if home team is winning—and not more than seven (7) innings.
- No new inning may be started after 1 hour and 45 minutes from the scheduled start time. (An inning is considered to begin at the moment of completion of the final out of the previous half-inning).
- “Drop-dead” time limit is 2 hours from the scheduled start time. Final score will revert to the prior inning if an inning is not finished prior to the time limit.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Umpires should coordinate the sunset time for all games being played at the same location and the time should be recorded in the official scorebook prior to the start of the game. Games will be called due to darkness solely at their discretion.
- Games that fail to reach the regulation minimum innings for any reason (e.g., darkness, weather, etc.) are declared “No Game” and MAY be rescheduled and entirely replayed at a later date as directed by the League Vice-President. No records (pitching or otherwise) are officially kept and pitching eligibility is intact as it was prior to the beginning of the “No Game” situation.
- A “No Game,” if replayed, must be replayed in its entirety as a new game.

Tied Games:

- No extra inning games will be played during the regular season, regardless of time availability.
- In the case of a “regulation game” that ends in a tie score, the results are entered into league records as a “tie game” and so indicated in the league standings.

Run Limit:

- A team may score a MAXIMUM of five (5) runs per inning within the first four (4) innings.
- An inning ends when the 5th run crosses home plate.

- If a batter hits a ball over the fence (i.e., a ground-rule double or home run) that drives in runs resulting in the team scoring more than 5 runs that inning, all the runs resulting from that home run will be counted.
- After four (4) complete innings, the five (5) run limit is no longer in effect.

Mercy Rule:

- The standard “Mercy Rule” in baseball (i.e., termination of game if the home team is ahead by 10 runs after 3 ½ innings or the visiting team is ahead by 10 after four innings) is in effect.

Batting:

- Slash bunting is not allowed.
- All players present must be listed in the batting lineup.
- Innings will end after three (3) outs are recorded.
- If less than nine (9) players are present, an out will be recorded each time the ninth batter is scheduled to bat.
- Any player showing up late to a game must be inserted at the bottom of the batting order.
- Once a game begins, if a player is removed from the batting order for any reason, his position in the batting order will be passed over and an out recorded.
- **Modified Pony rules apply to the Major Division. 70’ base paths**

Substitutions:

- There will be free substitution, throughout the game.
- A pitcher, when removed by the manager from pitching cannot re-enter the game as a pitcher. A pitcher may re-enter as a position player.

Player Pitching:

- See Appendix for pitch count and inning limits.
- The pitching distance for Major Division is fifty (50) feet.
- Non-pitched intentional passes allowed.
- In the situation of make-up game, the Division Director will review and allow or prohibit exceptions to pitching rules as needed in consultation with the Vice-President.
- Games in which an ineligible pitcher has been used shall be forfeited.
- For the safety of the batters, Umpires may remove a pitcher who does not demonstrate control when pitching; this is evidenced by hitting multiple batters in a single inning, or in a continuous pattern throughout the game. This rule is subject to the discretion of the Home Plate Umpire. Once removed, the pitcher may not return as a pitcher in that game.

- The Umpire will immediately suspend from the game any pitcher who intentionally tries to hit a batter. All suspensions will be reported to the Board of Directors for review and possible disciplinary action.
- A trip to the mound will be counted each time a Manager/Coach crosses the base line, either before play starts or during an inning. Two (2) trips to the mound in the same inning or three (3) trips in the game, to the same pitcher, will result in the removal of the pitcher. If the mound is in need of repair, the Manager/Coach should first seek the permission of the Home Plate Umpire to attend to it and shall not converse with the pitcher while repairing the damage to the mound.

Middle School Players:

- Players on the Alta Sierra, Granite Ridge, or other middle school teams are restricted from pitching and catching in BBR games. These players may play any other defensive position and bat freely. This rule is in effect until the middle school's baseball season is over.

Sliding:

- Players should be instructed to slide to avoid being put out (without violent contact) on any play at any base, not only to avoid injury to the fielder, but also to prevent personal injury.
- In a double play situation (regardless of whether the play at second base is close) players should be taught to not stand up going into second in an attempt to prevent the pivot man from throwing to first base or to cause him to throw wildly. The proper technique is for the base runner to make a legal slide (directly towards the base) in attempt to break up the double play.
- If a runner at any base (except first base) does not slide, nor make an obvious attempt to avoid a collision, the Umpire will declare that runner OUT for interference
- If a runner appears, in the Umpire's judgment, to intentionally run into a defensive player or in any other way attempts to interfere with a play, the following batter or runner may also be declared OUT.
- If there is malicious or flagrant contact, the runner shall be ejected from the game by the Umpire.
- **NO HEADFIRST SLIDING is allowed EXCEPT when the runner is returning to a previously occupied base.**

Obstruction and Faking Tag:

- Defensive players may not obstruct runners or batters. Players and Managers/Coaches must be aware that Umpires will be watching closely for obstructions by the catcher and other fielders.

- Catchers must give a portion of home plate to the runner on which to slide to prior to receiving the ball. A catcher without the ball shall not “Block Home Plate.”
- A defensive player faking a tag, when he does not have the ball, will be called for obstruction.
- A repeated violation by any player “faking a tag” will result in ejection of that player for the remainder of the game.
- The Umpire will issue only one (1) warning for the entire team.

Time Between Innings:

- In the interest of speeding up the game, there shall be a one (1) minute time limit between innings.
- The Umpire shall warn teams that he deems as delaying once per inning.
- Continued delays will be cause for the Umpire to penalize the delaying team. This may consist of Automatic Out(s) or Automatic Walk(s).
- Umpires must consider pitcher warm-ups (maximum 6 pitches per inning) and the catcher’s efforts to put on gear after having been on base.
- Umpires must not delay game by taking excessive/unnecessary breaks or visiting.

Injury Time Out:

- If an injury occurs, the Umpire will stop play ONLY upon completion of the play UNLESS continuation of the play would place either the injured player or other players in further jeopardy.
- Any injury that requires medical attention should be reported to the division director at the conclusion of the game.
- Any injury that requires EMS to be contacted should be IMMEDIATELY reported to the division director, league president and/or vice-president.
- No player wearing any type of cast will be allowed to play, regardless of clearance from a medical doctor.

On-Deck Batter:

- Only **ONE** player may be outside of the dugout and in the on-deck circle while their team is batting.
- The “on-deck batter” must wear a helmet at all times.
- All other players must be in the dugout or base coaching (with helmet). **NOTE:** It is strongly recommended that adult managers/coaches coach the bases during games.

Cone/Fence Distance:

- Distance of the cones/fences shall be measured from the back of home plate to the distance specified below.

- When cones are used as a homerun fence, they will be considered as the “Fence” when referred to in the Official Baseball Rules as it applies to ground rule doubles and all other applicable rulings.
- **Major Division: 200 feet**

Infield Fly Rule:

- The infield fly rule is in effect for the Major Division.
- An infield fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out.
- The Umpire shall immediately declare “Infield Fly” for the benefit of the runners.
- If the ball is near the baselines, the Umpire shall declare “Infield Fly, if Fair.” The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball.
- If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.

Balk Rule:

- The balk rule is in effect.

Equipment:

- Bats (either League issued or personal) may NEVER be hung on the fence that lines the field.

APPENDIX

Pitch count rules and guidelines.



Pitch Count Reference Guide

FAQ's



Who designed the pitching rules? Many organizations involved with youth baseball, including Dixie Youth Baseball, Cal Ripken/Babe Ruth, Little League and others, have recognized the need to limit the amount of pitches thrown by young athletes and have instituted limits in their rules. BBR has followed suit.

Why are these kinds of pitching rules necessary? In order to protect the arm health of the players.

My child is capable of throwing more pitches than the rules allow. Why can't he? He or she can't because we believe that eventually they could be injured from overuse. Young arms need to be protected, and we take the long view.

What about pitchers who are playing up or down in a league not normally in their age group? The pitching rules are designed around an individual pitcher's league age and amount of pitches thrown. That said, if a player is "playing down" an age level (a player league-age 11 playing down in Minor League, for example), that player's maximum pitch count will be 75, equal to that of his or her 9 & 10 yr-old counterparts on the team. However, if a player is "playing up", they will still need to follow the pitch count limits for their league age.

Who keeps the pitch counts? Officially, it is the scorekeeper. However, the manager is ultimately responsible for knowing how many pitches a player has thrown and when he/she must be removed.

What if the manager and scorekeeper disagree on the pitch count? The scorekeeper keeps the official count. A manager can and should consult the scorekeeper often to ensure they agree, but ultimately what gets recorded in the scorebook is the official record.

Can a pitcher exceed the maximum number of pitches allowed in a game? In limited circumstances, yes. The rules allow for an at-bat to be completed by the pitcher even if he or she goes beyond the limit. The pitcher can throw to that batter until he reaches base, or is put out, or until the third out is made on a runner. Pitch counts should be entered as the limit amount. *(For example, if the pitch limit is 75 and the pitcher finishes the batter to make his total pitch count 79, the coach will still enter 75 as the pitch count.)*

What if a game is suspended because of rain? If it is determined that the suspended game should resume and be completed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent they are eligible within the pitch count and rest rules. Any exceptions will be subject to review by the Division Director in consultation with the Vice-President and League Board.

Do the days of the games count when determining the calendar days' rest? No. When the rule refers to "calendar days" it means days between games. For example, if there is a game on Tuesday and the next game is Friday, there are 2 calendar days between those games - Wednesday and Thursday. Sunday counts as a calendar day.

Do these rules apply to tournament play? Regular season and BBR tournament pitching rules are the same.

What is "league age"? League age is the age a player has attained on April 30 of the current year.

How can I get more info on arm health and pitcher safety? Visit <http://m.mlb.com/pitchsmart/>.

BBR Pitching Rules

The number of pitches a player is allowed to throw is based on their league age and assumes that the older and more experienced that a player is, the greater number of pitches he/she can throw safely. Coaches will need to use good judgment and discretion when determining the workload of a pitcher. **These are MAXIMUM limits and in many cases, the pitcher may need to be limited to less than the pitch counts shown below.**

****Regardless of pitch count, no pitcher may pitch more than 3 innings in a single game****

Pitch Count Chart:

| League Age * | Maximum Pitches Per Game |
|--------------|--------------------------|
| 13-15 | 95 |
| 11-12 | 85 |
| 9-10 | 75 |
| 7-8 | 50 |

*League Age is how old the player is on April 30 of each year.

Rest requirements:

The rest rules are intended to complement the pitch counts and serve to control how often a pitcher can throw. However, not every pitcher will throw the maximum amount of pitches allowed in a game, therefore there is a sliding scale of rest rules based on the amount of pitches thrown. This chart applies to **all players** league age 15 and younger.

Rest Requirement Chart:

| Pitches Thrown (per game)* | Required Rest |
|----------------------------|-----------------------------------|
| 66 or more | 4 calendar days |
| 51-65 | 3 calendar days |
| 36-50 | 2 calendar days |
| 21-35 | 1 calendar day |
| 1-20 | 0 calendar days; no rest required |

Calendar Day(s) does **not include the day of the game**

Examples:

- Player A throws 20 pitches or less on Monday, Player A is eligible pitch Tuesday (no rest required).
- Player A throws 21-35 pitches on Monday, Player A is eligible to pitch again on Wednesday (1 calendar day rest required).
- Player A throws 36-50 pitches on Monday, Player A is eligible to pitch again on Thursday (2 calendar days rest required).

Exceptions:

There are three exceptions to the maximum pitch count, rest thresholds, and eligibility conditions aforementioned.

- If a pitcher reaches the max pitch limit per game imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 1. That batter reaches base;
 2. That batter is put out;
 3. The third out is made to complete the half-inning.
- If a pitcher reaches a pitch count limit that will change the number of day(s) of rest threshold while facing a batter, the pitcher may continue to pitch (without changing his required days of rest) until any one of the following conditions occurs:
 1. That batter reaches base;
 2. That batter is put out;
 3. The third out is made to complete the half-inning.
- **A pitcher who delivers 41 or more pitches in a game CANNOT play the position of catcher for the remainder of that day.**

******Please direct any additional questions and/or concerns to your respective BBR Division Director******