

TABLE OF CONTENTS

	PAGE	RULE #
SPORTSMANSHIP	2	1
INTERACTION WITH UMPIRES	2	2
GAME LIMITS	2	3
BATTING ORDER	3	4
SUBSTITUTIONS	4	5
CONFERENCES WITH BATTER	4	6
PITCHING GRADES 4-8	4	7
INFIELD FLY RULE	5	8
SLIDING	5	9
LEADOFFS AND STEALING	5	10
SCOREKEEPING	6	11
PROTESTS	6	12
EJECTIONS	6	13
PLAYING FIELD	6	14
EQUIPMENT/UNIFORMS	6	15
FORFEITS	7	16
GENERAL RULES FOR GRADES 1-3	7	17
RULES SPECIFIC - GRADE 1	7	18
RULES SPECIFIC - GRADES 2-3 (Machine)	7	19
RULES SPECIFIC - GRADES 3 (Player Pitch)	8	20

Points of Emphasis for fall 2011 season

1. Game Limits – Time limits will take precedence over all game situations. Review Rule #3 for exact rules on game limits for each grade.
2. Pitching Rules (grades 4-8) – In the fall season the only pitching limitation is the number of innings a pitcher may pitch in one game. Review Rule #7 for the pitching rules for each grade.



Official Rules Fall Baseball 2011

***The following rules, supplemented by official major league baseball rules, shall govern play and conduct at all BVRC youth baseball games.

Rule 1.SPORTSMANSHIP

- A. Sportsmanship shall be a top priority. Good sportsmanship shall be observed by all coaches, players, parents and spectators. The umpires and staff will have complete authority to enforce good sportsmanship.
- B. Head coaches will be responsible for the conduct of their assistant coaches, players and fans.
- C. There will be a zero tolerance policy on swearing for all players, coaches and fans.
- D. Chatter or chanting of any kind must be positive in nature and may not be directed at an opposing individual or team.
- E. If a player throws a bat, that player will be given one warning by the umpire. Should it occur a second time, the player will be ejected from the game. An out will not be called and any action that may have occurred will not be affected by the ejection.
- F. Only coaches and players may occupy the dugout.
- G. Tobacco and alcohol are not allowed on the premises for youth play.
- H. The home team will occupy the first base dugout.

Rule 2.INTERACTION WITH UMPIRES

- A. Coaches are not allowed to discuss a judgment call with an umpire. Any discussion of a judgment call with an umpire will be grounds for immediate ejection.
- B. Coaches are encouraged to speak with the umpire between innings regarding a rule clarification, so as not to slow down the game. However, should a short meeting regarding a rule clarification be necessary, discussion with an umpire regarding a rule clarification is acceptable. The coach should ask for time out and ask the umpire for the rule clarification, in a professional manner.
- C. The batting team is allowed two coaches on the field. All other coaches must remain inside the dugout.
- D. Harassment of umpires by anyone will not be tolerated and will be cause for immediate ejection.

Rule 3.GAME LIMITS

In fall baseball, the time limit takes precedence over completing an inning. Depending upon the age group, and day, the game will stop promptly at 1 hr/15 min, 2 hrs, or 2 hrs 15 min no matter who is at bat, the score, etc. See exact rules below.

- A. Grades 1-3 (coach pitch/ machine pitch)
 - 1. Maximum of six innings.
 - 2. All play will be stopped promptly after 1 hour 15 minutes. The home team does not have to bat last.
 - 3. In the case of darkness or weather, 3 innings or 45 minutes of play will be considered a complete game.
 - 4. Three outs or six runs will constitute a half inning.
 - 5. Games may end in a tie.
- B. Grades 3-6 (player pitch)
 - 1. Maximum of six innings.
 - 2. 3 grade - Time limit for all games will be 1 hour and 30 minutes. No inning will start after 1 hour and 30 minutes. All play will stop and the game will terminate after 1 hour 45 minutes. There are no time suspended games.
 - 3. 4-6 grade - Time limit for a weekday game will be 1 hour and 45 minutes. No inning will start after 1 hour and 45 minutes. All play will stop and the game will terminate after two hours. There are no time suspended games.
 - 4. Time limit for a weekend game will be two hours (4-6 grade). No inning will start after 2 hours. All play will stop and the game will terminate after two hours and 15 minutes. There are no time suspended games.
 - 5. A new inning starts the instant the last out is made.
 - 6. In the case of rain, 4 innings will be considered a complete game.
 - 7. Any game suspended because of weather will be re-started at the exact point it was suspended, with time and inning limits remaining in effect.
 - a. It is important that the scorekeepers, coaches, and umpires record all appropriate information regarding a suspended game (score, pitcher totals, time game was stopped, count on batter, location of base runners, etc.).
 - 8. In grades 3-5 a team may score a maximum of 6 runs per inning. Teams in grade 6 may score 8 runs per inning.
 - 9. If a game is decided before the final innings (i.e., 7 run lead with 1 inning to play or 13 run lead with 2 innings to play) teams may continue to play if games are not running late that day, there is time remaining on the game limit and both teams consent. Umpires will remain on the field.
 - 10. At the end of each game that is on time or past time the umpires will inform each team that the next game will promptly begin in ten minutes. The visiting team will be allowed to use the first five minutes to take infield. The home team will then get the next five minutes for infield. The game will begin as soon as the umpires return to the field after the ten minute break.
- C. Grades 7-8 (player pitch)
 - 1. Maximum of seven innings.
 - 2. There will be no run per inning limit for these grades. A 15 run lead after three innings, 12 run lead after four innings and or an 8 run lead after five innings will be a complete game. Because fall baseball is an instructional program, teams may continue to play until time limit if both teams agree.
 - 3. B3, B4, B5, B6, B8, B9, B10 same as above.

Rule 4.BATTING ORDER

- A. All players in attendance at the game will bat using a continuous batting order. Late arriving players or players in attendance for a suspended game, who were not at the original game, should be added to the end of the batting order.

Rule 5.SUBSTITUTIONS

- A. There will be free substitution.
- B. No player will sit out two consecutive defensive innings.
- C. Once an inning has begun, there will be no defensive position changes or substitutions, except in the case of an injury or change of a pitcher.
- D. If a pitcher is replaced mid-inning by a player from the bench, a player from one of the remaining 8 fielding positions may not be removed from the game.
- E. There is no free substitution of a base runner. If a base runner is injured, the last batter to bat shall run.
- F. If a team is short a player(s), they may drop down one division in the same grade or one grade level below to use as a substitute player (i.e. a 4th grade Tiger division team can ask a 4th grade Husky player or a 3rd grade player to substitute). The maximum number of players a coach may invite is three. Substitute player(s) may not pitch, must bat last in the order and, should the team have enough players, may not participate. Common courtesy dictates that all appropriate coaches should be informed.
- G. If a team only has nine players they may ask one substitute player to play with their team. This player must follow the above substitution rules and may only play every other inning in the field.
- H. The following player substitution rules apply for weather suspended games. If a player did not play in the original game but is in attendance at the continuation game, he should be added to the bottom of the batting order and allowed to substitute under normal playing rules. If a player from the original game does not play in the continuation game, he will be removed from the batting order and their team shall not be assessed an out for his spot in the order.

Rule 6.CONFERENCES WITH BATTER

- A. The batting team's coach will be allowed to conference with only one batter per inning (grades 4-8).

Rule 7.PITCHING - GRADES 3-8

Max innings per game	
Grade	Innings
3-6	3
7-8	4

- A. Every out is 1/3 of an inning.
- B. Any violation of the pitching rules will result in a one game suspension of the head coach. If there is a second violation of the pitching rule the head coach must appear before the Advisory Council before being allowed to coach. Any action that occurred while the illegal pitcher was in the game will stand and is not subject to protest.
- C. A pitcher may re-enter the game one time as a pitcher, but it must be in a different inning.
- D. Intentional walks will be an automatic base with no pitches thrown by or charged to the pitcher. An intentional walk will be given to the batter when the manager of the defensive team asks for such from the umpire.
- E. A new pitcher entering the game will be given 8 warm-up pitches. Pitchers will be giving one minute between innings to warm up.
- F. Balks

1. Grades 3-4 - Balks will not be called.
2. Grades 5-8 - Balks will be called.
3. All pitchers in grade 5 will be given one warning per game. When the umpire warns the pitcher the ball will become dead and all play will stop.

Rule 8.INFIELD FLY RULE

- A. Not in effect for grades 1-3.
- B. In effect for grades 4-8.

Rule 9.SLIDE & OBSTRUCTION RULE – All Grades

- A. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.
- B. If a play is not evident, obstruction will be called on a fielder that impedes the progress of a runner.
- C. Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire’s discretion.
- D. When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.

Rule 10.LEADOFFS AND STEALING

- A. Grades 1-3 - There are no leadoffs and no stealing. The runner may not leave the base until the ball has been hit. If the runner leaves the base early, he may advance only as far as the batter forces him. For example, if the runner is on first and leaves early and the batter hits a double, the runner may advance only to third. If there is a base runner on second, the batter would need to hit a triple to score the runner. If the runner leaves early and the ball is not hit, he must go back to the base. Coaches should not coach a runner to leave early.
- B. Grade 4
 1. There are no leadoffs (4th grade Tiger will play by the 5-8 grade rules for leadoffs and stealing.)
 2. Stealing is permitted. However, the runner may not break from the base until the ball leaves the pitchers hand.
 3. If the runner leaves early, the umpire will call the play dead and the runner will be called out.
 4. A third strike that is dropped by the catcher is an out.
 5. Stealing home is not allowed. No run may score on a wild pitch or passed ball.
 6. **Runners cannot advance if the pitcher fails to catch a ball thrown back to him by the catcher.**
 7. A batter who has walked may attempt to go to second base on a wild pitch or passed ball.
 8. Runners may advance at any time on overthrows by fielders, including home, or on plays made at other base runners (i.e., catcher trying to throw out a runner attempting to steal).
- C. Grades 5-8 - No restrictions on leadoffs or stealing. (4th grade Tiger will play by the 5th grade rules for leadoffs and stealing.)

Rule 11.SCOREKEEPING

- A. The home team is the official scorekeeper and must also record, in the official scorebook, number of innings thrown by both pitchers.
- B. The official scorekeeper should record the start time of the game. In the event of a weather suspended game, the scorekeeper should record the time the game was stopped, the batter and count, names and location of all base runners.

Rule 12.PROTESTS

- A. Protests are not allowed in fall baseball. If a rule interpretation is needed during the course of a game, coaches should stop the game and find a BVRC staff member to resolve the situation.

Rule 13.EJECTIONS

- A. Player
 - 1. First ejection - Suspended one additional game.
 - 2. Second ejection - Suspended two additional games and a meeting with the baseball advisory council is mandatory.
 - 3. Third ejection - Suspended for the season.
- B. Coach/Parent/Fan
 - 1. First ejection - Suspended one additional game and an appearance before Advisory Council may be required. Attendance at the game is not allowed.
 - 2. Second ejection - Suspended two additional games and a meeting with the baseball advisory council is mandatory.
 - 3. Third ejection - Suspended for season.
- C. Stricter penalties may be invoked by the BVRC staff should the situation warrant.
- D. Anyone ejected from a game must leave the complex immediately. Anyone serving a suspension will not be allowed in the complex during their next scheduled game.

Rule 14.PLAYING FIELD

Grade	Baseline	Pitching Distance
1	60'	35'
2-3	60'	43'
4	65'	46'
5-6	70'	50'
7-8	80'	54'

Rule 15.EQUIPMENT/UNIFORMS

- A. Metal spikes may not be used in grades 1-6, but will be allowed in grades 7-8.
- B. Wooden bats may not be used.
- C. Jewelry, of any kind, will not be allowed during play.
- D. All coaches should wear a baseball cap, athletic shoes, and appropriate baseball attire, i.e., no overalls, cut-off jeans, business suits, etc.
- E. All players in grades 4-8 are required to wear a hat, full jersey (no cut off sleeves) with a number on the front or back, baseball pants (no sweat pants or jeans) and stirrups that are identical to the other players on his team. Players who are substituting for teams that are short players should wear a uniform of similar color, but do not need to have a team uniform.

Rule 16.FORFEITS – ALL GRADES

- A. A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
- B. Game time is forfeit time. When the umpire calls "play ball", the team in the field must have 8 players. The team batting must have 8 players by the time they reach the 8th spot in the batting order or when they must take the field. Teams, on a forfeit, may divide and play but must stop ten minutes prior to the next scheduled game time.
- C. Umpires will be required to stay and work in the case of a forfeit if the teams choose to play. All play will stop at 1 hour and 30 minutes.

Rule 17.GENERAL RULES FOR GRADES 1-3

- A. Each team will play with 4 outfielders and 6 infielders.
- B. The outfield will play at least 20 feet from the infield baseline.
- C. A base runner may advance (at his own risk) no further than the next base when the ball is in the possession of an infielder in the infield area.
- D. Overthrows – An overthrow is a ball that is thrown to an infielder, in the infield area that is not cleanly caught.
 - 1. There will be only one base advancement on any overthrow (runner will advance at his own risk) even if the ball remains in play.
 - 2. There will be only one overthrow per at bat. If a second overthrow occurs during the same at bat, the ball will become dead and all runners will return to the base they occupied following the first overthrow.
- E. The score will be kept during the game; standings during the season will not.
- F. Bunting is not allowed.

Rule 18.SUPPLEMENTAL RULES SPECIFIC TO GRADE 1

- A. The batting team's coach shall pitch to his own team. The coach may choose to pitch overhand or underhand. This coach will also act as the home plate umpire.
- B. The fielding team will have one coach in the field to assist players and act as the field umpire.
- C. There will be no strikeouts, hit batsmen or walks. A batter will receive a maximum of 5 swings or 8 pitches. If no hit has occurred by the 5th swing or 8th pitch, the batter will be out. If the 8th pitch is fouled, a 9th will be given and so on.
- D. Defensive players must play more than one position per game and must play at least one inning in an infield position.
- E. The catcher will position himself behind the plate and wear all protective equipment.

Rule 19.SUPPLEMENTAL RULES SPECIFIC TO GRADES 2-3 (machine pitch)

- A. There will be no walks/hit batsmen. Swinging strikes will be counted and there will be strikeouts (there will be no called strikes in machine pitch). A batter receives a maximum of 5 hittable pitches (coaches should strictly enforce this rule). If the 5th pitch is fouled, a 6th will be given and so on. If the batter does not get a hit by the 5th pitch he will be called out.
- B. The speed of the pitching machine may be adjusted by each coach to best suit their team. The speed of the machine may not be adjusted for individual players.
- C. A dropped third strike by the catcher will be an out and not require a throw to first base.
- D. If a batted ball hits the pitching machine or the coach running the machine, the ball is dead and the batter will be awarded first base. All other base runners will be awarded

- one base beyond the base they occupied at the time of the hit.
- E. Defensive players must play more than one defensive position per game and all players must play at least one inning in an infield position.

Rule 20.SUPPLEMENTAL RULES SPECIFIC TO GRADE 3 (player pitch)

A. For player pitch games:

1. There will be no leadoffs, stealing or advancement on wild pitches or passed balls.
2. If a pitcher hits three batters in one inning he must be immediately removed from the pitching position for the remainder of that game.
3. A dropped third strike by the catcher will be an out and not require a throw to first base.
4. **The following rule will be in effect for all divisions in 3rd grade.** No walks will be allowed. If a player pitcher walks a batter, the batter will get 3 additional hittable pitches, from an offensive coach, to put the ball in play. If the batter fails to put the ball in play after the 3rd pitch from the coach he will be declared out. If the batter hits a foul ball on their last pitch from the coach the batter shall be given an additional pitch. (i.e., an at bat can never end on a foul ball that is not caught.) Once the batter has put the ball in play or been declared out the player pitcher will resume pitching to the next batter and the coach will return to the dugout. Batters will be given first base only if hit by a player pitcher.