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## **Rule Changes and Points of Emphasis For 2012**

- Teams in grades 4-8 will use a 1 hour and 50 minute time limit for all games.
- If games in grades PreK through 8 finish before the time limit, teams may continue playing until 30 minutes prior to the start of the next game. Umpires will remain on the field.
- Metal spikes will be allowed in grades 7-12 only. Pitchers are encouraged to not use metal spikes while on the mound.
- Teams are not allowed to use training devices such as hitting sticks inside the fences during games. Teams can only use training devices during warm-up time before the game or between innings.
- Coaches will not be allowed on the field and must coach from the dugout. Only base coaches will be allowed outside of the dugout during play.
- Substitute players should wear their regular season uniform to identify them as a sub.
- Grades 4-12 tiebreaker rule: If the game is tied after all innings have been completed (or at the time limit), the tie-breaker rule will go into effect. At the start of each half inning each team will put the batter who completed the last at bat in the previous inning on second base and start with one out. Only one additional inning will be played using the tie-breaker rule. After one inning if the game is still tied it will be counted as a tie in the standings.

**Blue Valley Recreation Baseball**  
**2012 Rules**

The following rules, supplemented by Official Major League Baseball Rules shall govern play and conduct at all Blue Valley Recreation youth baseball games.

**SECTION A - General Rules**

**Rule 1: Sportsmanship & Safety**

- A. Sportsmanship shall be a top priority. Good sportsmanship must be exhibited by 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 swearing policy 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. Any player who accidentally throws a bat while attempting to swing will be given one warning by the umpire. Should it occur a second time that player could be ejected from the game. An out will not be assessed and any action that may have occurred will not be affected by the ejection. This type of ejection will not require a one game suspension.
- F. A player or coach who intentionally throws a piece of equipment may be subject to ejection.

- G. Alcohol will not be allowed on the premises during youth play. All BVRC facilities are smoke free.
- H. The BVRC has implemented a heat policy for all youth baseball games. Games may be modified during extreme heat. For further information on the heat policy please refer to the BVRC web site.

**Rule 2: Interaction with Umpires**

- A. Coaches are not allowed to discuss a judgement call with an umpire. Any discussion of a judgement call could be grounds for immediate ejection.
- B. If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification.
- C. For grades 4-12, the batting team is allowed two coaches on the field. All other coaches must remain inside the dugout (see rules for grades PreK-3).
- D. Harassment of umpires will not be tolerated and will be cause for immediate ejection. Coaches are responsible for the actions and behavior of their players, parents and fans.

**Rule 3: Scorekeeping (Grades 4-12)**

- A. The home team will occupy the first base dugout. Only coaches and players may be in the dugout.
- B. The home team is the official scorekeeper and will be responsible for all appropriate game scorekeeping, as well as recording the number of pitches/innings thrown by each pitcher.

- C. Each inning the home and visiting scorekeepers should meet and agree upon score and pitch count to avoid confusion later in the game.
- D. The official scorekeeper should record the start time of the game. In the event of a suspended game, the scorekeeper must record the time the game was stopped, the batter and count, names and location of all base runners. This information should be recorded on the official game card submitted by the coach of the home team.
- E. At the end of each game, the official scorekeeper will record the following information on the "Official Game Card": score, name of all pitchers and their pitch/inning count. Each manager should confirm this information and take a copy for their records.

**Rule 4: Protests**

- A. Grades PreK-3: A game may not be protested.
- B. Grades 4-12: The umpires and coaches should attempt to resolve rule disputes to avoid protests.
  - 1. A manager may only protest a rule interpretation or player eligibility.
  - 2. The manager must protest the game before the next pitch is thrown by telling the umpire that he is protesting the game. The umpire and official scorekeeper will then note the protest in the official scorebook and on the game card. If a protest occurs regarding the last play of the game or player eligibility, the manager will be given 48 hours to protest the game.

3. The Baseball Advisory Council will act on all protests. Even if it is held that the protested decision violated a rule, no replay of the game will be ordered, unless, in the opinion of the Advisory Council, the violation adversely affected the protesting team's chances of winning the game.

**Rule 5: Ejections**

- A. **Anyone ejected from a game must leave the complex immediately. Those serving a suspension may not attend the game(s) for which they are serving a suspension.**
- B. Player
  - First ejection – suspended for the next game.
  - Second ejection – suspended for the next two games and appearance before the Advisory Council may be required.
  - Third ejection – suspended for a minimum of three games and mandatory appearance before the Advisory Council.
- C. Coach, Parent or Fan
  - First ejection – Suspended up to 3 games with the baseball advisory council recommending the number of games suspended. Advisory Council appearance may be required.
  - Second ejection – Suspended up to 3 games and mandatory appearance before the Advisory Council
  - Third ejection – Suspended for a minimum of three games and mandatory appearance before Advisory Council.

- D. If a player leaves the dugout or his defensive position to enter into an altercation between other players, that player will be subject to an ejection and suspension of additional games.
- E. Stricter penalties may be invoked by the Advisory Council should the situation warrant.

**Rule 6: Playing Field**

Grade	Baseline	Pitching
PreK & K	60'	--
1-3	60'	43'
4	65'	46'
5-6	70'	50'
7-8	80'	54'
9-12	90'	60'6"
Teams in grades 4-12 will use a pitching mound.		

**Rule 7: Equipment and Uniforms**

- A. Metal spikes will be allowed in grades 7-12 only. Pitchers are encouraged to not use metal spikes while on the mound.
- B. All players in grades 4-8 will be required to wear identical uniforms consisting of a hat, jersey with a number (no cut-off sleeves), baseball pants (no sweat pants or jeans) and socks. Players not in proper uniform will not be allowed to participate. **Substitute players should wear their regular season uniform.** For rules regarding uniforms for grades 9-12 refer to the BVRC "official rules of high school baseball".
- C. Metal, ceramic or rock jewelry will not be allowed during play. Cloth jewelry is acceptable. Each team will

- receive one warning for wearing jewelry. Following the warning, a player wearing jewelry could be ejected (the additional one game suspension will not be imposed).
- D. Wooden bats may not be used. Players in grades 9-12 must use a bat with a -3 weight/length ratio.
  - E. Grades PreK-4 will use a safety base at first base.
  - F. Teams are not allowed to use training devices such as hitting sticks inside the fences during play. Teams are encouraged to only use training devices on the field during warm-up time, before the game, or between innings.

**Rule 8: Forfeits (Grades 4-12)**

- A. A team may play with 8 players; however, a forfeit will be called if a team only has 7 players.
- B. In grades 4-8, game time is forfeit time. When the umpire calls "play ball" the team in the field must have 8 players. The batting team must have 8 players by the time they reach the 8<sup>th</sup> spot in the batting order or when they take the field.
- C. In grades 9-12, teams will be given a ten minute grace period to reach the 8 player minimum before a forfeit will be called. The ten minute grace period will be part of the two hour game time.
- D. If a forfeit is called, teams may divide and play, but all play must be stopped after 1 hour and 30 minutes. If games are running late, all play must stop 15 minutes before the scheduled start of the next game. Umpires are required to work forfeits.

**Rule 9: Batting Order**

- A. All players in attendance at the game will bat using a continuous batting order (not the traditional 9 players batting). Late arriving players or those in attendance for a suspended game, who were not at the original game, should be added to the end of the batting order.
- B. If a player has to leave the game for any reason an out will not be assessed. The player's spot in the lineup will be skipped without penalty unless you drop below the 8 player minimum.

**Rule 10: Infield Fly Rule**

- A. Will not be used in grades PreK-3.
- B. Will be used in grades 4-12.
- C. An infield fly is a fair fly ball (not including a line drive or 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 with less than two outs.
  - 1. The ball remains live and runners **may** advance at the risk of the ball being caught, or retouch and advance after the ball is touched.
  - 2. The batter is automatically out on an infield fly.

**Rule 11: Conferences with Batter**

- A. Grades PreK-3: No restrictions.
- B. Grades 4–12: Batting team's coach is allowed a conference with only one batter per inning.

- C. In an attempt to speed up the game, coaches and umpires should encourage the players to remain in the batters box at all times.

**Rule 12: Substitutions (Grades 4-12)**

- A. There will be free defensive substitutions.
- B. 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.
- C. If a base runner is injured the player whom recorded the previous out shall run. If no outs have been recorded in the game, the runner shall be the previous batter not on base.
- 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. At any time, the offensive team may use a courtesy runner for the catcher of record the previous inning on defense.
- F. The courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the catcher must run for himself.

**Rule 13: Slide & Obstruction Rule**

- 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 will 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 will be declared out and ejected.

**Rule 14: Suspended Games**

- A. Any incomplete game stopped will be restarted at the exact point it was stopped, with time and inning limits remaining in effect. It is important that the official scorekeeper and umpires record all appropriate information regarding the suspended game (score, pitcher totals, time game was stopped, count on batter, base runners, etc.).
- B. If a game is stopped because of weather, when the game is resumed the time remaining on the 1 hour and 50 minute time limit will be played, or, if the maximum number of innings can be played before the 1 hour and

50 minute time limit, innings will determine the end of the game.

- C. It shall be a suspended game if, once a game has become officially complete (4 innings), the visiting team scores one or more runs in the top of the inning to tie or take the lead and the home team does not get to complete its turn at bat because of weather stoppage.
- D. If a game is suspended, the pitches and innings thrown in the follow-up game will be counted against the week the two teams are currently pitching in. The pitches and innings from the original game do not count in the follow-up game.
- E. Substitutions for suspended games – If a player did not play in the original game but is in attendance for 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 follow-up game, he should be removed from the batting order and his team will not be assessed an out for his spot in the batting order.

**Rule 15: Substitute Players**

- A. If a team is short players they must follow the listing below to find a substitute player.

**Grades PreK to 3**

Teams in grades PreK to 3 may invite another player from their grade or a player from the grade below.

**Grades 4-8**

- Tiger division team may invite a Husky, Mustang or Jaguar player from their grade or any player from the grade below.
- Husky division team may invite a Mustang or Jaguar player from their grade or any player from the grade below.
- Mustang division team may invite a Jaguar player from their grade or any player from the grade below.
- Jaguar division team may invite a player from the grade below.

**Grades 9-12**

- For rules regarding substitutions refer to the BVRC "official rules of high school baseball".
- B. Should a team only have 9 players, a 10th player may be invited. This player must follow the above rules and may play only every other inning in the field.
- C. The maximum number of players a coach may invite is three. If two or more players are invited, original team members may not be substituted for defensively.
- D. Coaches are required to submit the invited player(s) name, coach and grade to the opposing coach prior to the start of the game.
- E. Invited players may not pitch and must bat last in the order.

- F. **All invited players must currently be registered in the Blue Valley Rec baseball program. Gold Glove League players may not be used as substitutes.**
- G. Substitute players should wear their regular season uniform to identify them as a sub.
- H. If an illegal player is used, the opposing coach correctly protests the game, and it is found that the player is illegal, the game will be considered a forfeit.

**Rule 16: Playing Time (Grades 4-8)**

- A. Coaches are allowed to use one of the following options
- B. Option #1 - No player may sit out two consecutive defensive innings.
- C. Option #2 - See chart below
- D. If a coach chooses option #2 all players must enter the game by the third inning.

Game Length	Minimum innings required to play per game.
3 Innings	Must play 1 inning
4 Innings	Must play 2 innings
5 Innings	Must play 2 innings
6 Innings	Must play 3 innings
7 Innings	Must play 3 innings

**SECTION B – Grade Specific Rules**

**General Rules for Grades PreK to 3**

- A. Teams will play with four outfielders and six infielders.
- B. The outfielders should play at least 20 feet behind the infield baseline.

- C. In case of darkness or weather, 45 minutes will be considered a complete game.
- D. The score will be kept during the game; standings will not.
- E. When the ball is in the possession of an infielder, in the infield area; a base runner may advance at his own risk, no further than the next base.
- F. Overthrows – An overthrow is a ball that is thrown to an infielder in the infield area that is not cleanly caught. When an overthrow occurs the umpire will raise one hand in the air signifying to both teams that an overthrow has occurred.
  - 1. There will be only one base advancement on any overthrow even if the ball remains in play; runner advances at his own risk.
  - 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.
- G. Bunting is not allowed.
- H. A dropped third strike by the catcher will be an out and will not require a throw to first base.
- I. There will be free substitution. If a base runner is injured, the last batter not currently on base shall run.
- J. No player may sit out two consecutive defensive innings.
- K. 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.

- L. The catcher will position himself behind home plate and wear all protective equipment.

### **Rules for PreK**

- A. The game will be 75 minutes in length. All play will stop promptly at 75 minutes. The home team does not have to have their last at bat. The game can end in a tie.
- B. All players play defensively each inning (max of 6 in the infield).
- C. All players will bat once in each inning no matter how many runs or outs are made.
- D. Outs are not recorded.
- E. If an out is made on a batter/runner, the batter/runner remains on base.
- F. Coaches will act as umpires.
- G. The fielding team will have one coach in the field to assist players and act as the field umpire.
- H. Players must play more than one position per game, with one of those positions being in the infield. In addition, coaches are encouraged to allow players to play all positions throughout the season.
- I. A continuous batting order should be used from game to game so that each player receives the same number of at bats during the season.
- J. T-ball batting rules:
  - 1. The home team will supply the tee.
  - 2. The batting team's coach will be positioned at home plate to assist the batter, act as an umpire and place the ball on the tee.
  - 3. The tee will be placed in front of home plate.

4. This coach should confirm that the defensive team is prepared for play before putting the ball on the tee.
5. There will be a 15' arc drawn on the playing field. If the ball does not pass this arc it will be a foul ball.

### **Rules for Grade K**

- A. The game will be 75 minutes in length. All play will stop promptly at 75 minutes. The home team does not have to have their last at bat. The game can end in a tie.
- B. 3 outs or 6 runs will constitute a half-inning.
- C. Coaches will act as umpires.
- D. The fielding team will have one coach in the field to assist players and act as the field umpire.
- E. Players must play more than one position per game, with one of those positions being in the infield. In addition, coaches are encouraged to allow players to play all positions throughout the season.
- F. A continuous batting order should be used from game to game so that each player receives the same number of at bats during the season.
- G. The batting team's coach will pitch to his own team. The coach may pitch overhand or underhand. Coaches will be allowed to pitch from the distance that best allows his players the chance to hit the ball. This coach will also act as the home plate umpire.
- H. There will be no hit batters or walks. A batter will receive a maximum of 5 swings. If no hit has occurred by the 5<sup>th</sup> swing, the batter will be out. If the 5<sup>th</sup> swing is fouled, a 6<sup>th</sup> will be given and so on.

## Rules for Grades 1-2

- A. The game will be 75 minutes in length. All play will stop promptly at 75 minutes. The home team does not have to have their last at bat. The game can end in a tie.
- B. 3 outs or 6 runs will constitute a half-inning. A maximum of 6 runs per inning may be scored.
- C. Players must play more than one defensive position per game, with one of those positions being an infield position.
- D. There will be no walks or hit batters. 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 (judgment of umpire). If the batter does not hit by the 5<sup>th</sup> hittable pitch he will be called out. If the 5<sup>th</sup> pitch is fouled, a 6<sup>th</sup> pitch will be given and so on.
- E. **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.**
- F. The pitching machine will be placed around 43'.
- G. 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.
- H. The pitcher must be within 5' of the pitching machine at the time of the pitch.
- I. The fielding team will have one coach in the field to assist players (Grade 1 only).

### Rules for Grade 3

- A. Games will be one hour and thirty minutes or six innings, whichever occurs first. No new inning will start after one hour and thirty minutes. Teams will be allowed to complete an inning that starts before the 1hour and thirty minute time limit. The game can end in a tie.
- B. Players must play more than one position per game, with one of those positions being an infield position.
- C. 3 outs per team or 6 runs will constitute a half-inning. A maximum of 6 runs may be scored per inning.
- D. For machine pitch games:
  - 1. There will be no called strikes, hit batters or walks.
  - 2. There will be no leadoffs, stealing or advancement on wild pitches or passed balls.
  - 3. A batter will receive a maximum of 5 hittable pitches (judgment of umpire). Swinging strikes will be counted and there will be strikeouts (there will be no called strikes). If the 5<sup>th</sup> pitch is fouled, a 6<sup>th</sup> will be given and so on. If the batter does not hit by the 5<sup>th</sup> hittable pitch, he will be called out.
  - 4. 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.
  - 5. **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.**

6. The pitching machine will be placed around 43'.
  7. The pitcher must be within 5' of the pitching machine at the time of the pitch.
- E. For player pitch games:
1. There will be no leadoffs, stealing or advancement on wild pitches or passed balls.
  2. A pitcher may pitch only 1 inning per game. If the game goes beyond 3 innings, a pitcher may return for 1 additional inning. Every out = 1/3 of an inning.
  3. Balks will not be called.
  4. If a pitcher hits three batters in one inning he must be immediately removed from the pitching position for the remainder of that game.
  5. If a pitcher is replaced mid-inning by a player from the bench, a player from one of the remaining 9 fielding positions may not be removed from the game
  6. **The following rule will be in effect for all divisions in 3<sup>rd</sup> grade, except the Tiger division.** No walks will be allowed. If a 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 3<sup>rd</sup> 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 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 pitcher.

## **Rules for Grade 4**

### **Rule 17: Length of Games and Innings (Grade 4)**

- A. Games will be 1 hour and 50 minutes or six innings, whichever occurs first. No new inning will start after 1 hour and 50 minutes unless the score is tied.
- B. A new inning begins the instant the last out is made.
- C. A team may score a maximum of six runs per inning.
- D. Tiebreaker rule: If the game is tied after all innings have been completed (or at the time limit), the tie-breaker rule will go into effect. At the start of each half inning each team will put the batter who completed the last at bat in the previous inning on second base and start with one out. Only one additional inning will be played using the tie-breaker rule. After one inning if the game is still tied it will be counted as a tie in the standings.
- E. **The final decision to suspend a game must be made by a BVRC field supervisor, not the umpires.**
- F. 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, there is time remaining on the game limit and both teams consent. All play must stop 30 minutes before the next scheduled game time. All pitches and innings will be counted against pitchers. Umpires will be required to remain on the field.

- G. At the end of each game, the umpires will inform each new team of the start time for the next game. This will be a period of 10 minutes if games are running late (in this case each team will be given 5 minutes of infield warm-up). In any case, when the umpires take the field, warm-up will cease and the game will begin.

**Rule 18: Pitching (Grade 4)**

Maximum # of pitches in 1 day = 80

Maximum # of pitches before a mandatory 2-day rest = 40

A pitcher must rest two calendar days if he throws more than half of his maximum in one day.

Maximum innings per week = 8 (Sunday begins a new week for innings). Once a pitcher reaches his 8 innings per week maximum he cannot pitch for the remainder of that week regardless of the number of pitches he has thrown.

Examples:

- Pitcher throws 35 pitches (less than half of maximum) on Wednesday. Result: Eligible to throw 80 pitches the next day.

- Pitcher throws 41 pitches or more on Wednesday (more than half his maximum). Result: Ineligible to pitch Thursday and Friday.

- A. A pitcher will be allowed to exceed the 80-pitch maximum in order to finish pitching to a batter.

- B. A pitcher may not exceed the 40-pitch maximum to finish pitching to a batter, without being required to rest 2 calendar days.
- C. A pitcher may re-enter a game one time as a pitcher, but it must be in a different inning.
- D. No pitcher may re-enter the game as a pitcher with 5 or less eligible pitches remaining.
- E. Every out = 1/3 of an inning.
- F. 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. A player may be intentionally walked only once per game.
- G. Balks will be called in the Tiger Division only (each pitcher will receive 1 warning). All other divisions will not have balks called.
- H. A new pitcher, entering the game, will be given 8 warm-up pitches. Pitchers will be given one minute between innings to warm up.
- I. Following each game, both coaches will receive a copy of the pitching information, for that game, from the official scorekeeper. Coaches will then be responsible for sharing this information with the opposing coach prior to their next game. Staff will not provide pitching information prior to each game.
- J. A violation of the pitching rules will result in a one game suspension for the head coach. Any action that occurred while an illegal pitcher was in the game will not be subject to protest. A second violation by a coach

will result in a mandatory appearance before the Advisory Council.

**Rule 19: Leadoffs and Stealing (Grade 4)**

**There will be no restrictions for the 4<sup>th</sup> grade Tiger Division. Teams in the Husky, Mustang and Jaguar divisions will follow these rules.**

- A. There are no leadoffs.
- B. Stealing is permitted, but the runner may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early, the umpire will call the play dead and the runner will be called out.
- C. Stealing home is not allowed. No run may score on a wild pitch or passed ball.
- D. **Runners cannot advance if the pitcher fails to catch a ball thrown back to him by the catcher.**
- E. A batter who has walked may attempt to go to second base on a wild pitch or passed ball only.
- F. 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).
- G. A dropped third strike by the catcher is an out.

**Rules for Grades 5-6**

**Rule 20: Length of Games and Innings (Grades 5-6)**

- A. Games will be 1 hour and 50 minutes or six innings, whichever occurs first. No new inning will start after 1 hour and 50 minutes unless the score is tied.
- B. A new inning begins the instant the last out is made.

- C. A team may score a maximum of six runs per inning in 5<sup>th</sup> grade and eight runs per inning in 6<sup>th</sup> grade.
- D. Tiebreaker rule: If the game is tied after all innings have been completed (or at the time limit), the tie-breaker rule will go into effect. At the start of each half inning each team will put the batter who completed the last at bat in the previous inning on second base and start with one out. Only one additional inning will be played using the tie-breaker rule. After one inning if the game is still tied it will be counted as a tie in the standings.
- E. **The final decision to suspend a game must be made by a BVRC field supervisor, not the umpires.**
- F. If a game is decided before the final innings, (i.e. 7 or 9 run lead with 1 inning to play or a 13 or 17 run lead with 2 innings to play), teams may continue to play, if games are not running late, there is time remaining on the game limit, and both teams consent. All play must stop 30 minutes before the next scheduled game time. All pitches and innings will be counted against pitchers. Umpires will be required to remain on the field.
- H. At the end of each game, the umpires will inform each new team of the start time for the next game. This will be a period of 10 minutes if games are running late (in this case each team will be given 5 minutes of infield warm-up). In any case, when the umpires take the field, warm-up will cease and the game will begin.

**Rule 21: Pitching (Grades 5-6)**

Max # of pitches in 1 day grade 5 = 80

Max # of pitches before mandatory 2 day rest grade 5 = 40

Max # of pitches in 1 day grade 6 = 90

Max # of pitches before mandatory 2 day rest grade 6 = 45

A pitcher must rest for 2 calendar days if he throws more than half of his max in 1 day.

Max # of innings per week grade 5-6 = 8 (Sunday begins a new week for innings). Once a pitcher reaches his 8 innings per week maximum he cannot pitch for the remainder of that week regardless of the number of pitches he has thrown.

Examples using grade 5:

(Grade 6 use appropriate #'s above)

- Pitcher throws 39 pitches (less than half of max on Wednesday. Result: Eligible to throw 80 the next day.

- Pitcher throws 41 or more pitches on Wednesday. Result: Ineligible to pitch on Thursday and Friday.

Others:

- A. A pitcher will be allowed to exceed the 80/90-pitch maximum in order to finish pitching to a batter.
- B. A pitcher may not exceed the 40/45-pitch maximum to finish pitching to a batter without being required to rest 2 calendar days.
- C. A pitcher may re-enter a game one time as a pitcher, but it must be in a different inning.
- D. No pitcher may re-enter the game as a pitcher with 5 or less eligible pitches remaining.

- E. Every out = 1/3 of an inning.
- F. 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. A player may be intentionally walked only once per game.
- G. Balks will be called. However, every 5<sup>th</sup> grade pitcher will receive one warning before a balk is called.
- H. A new pitcher entering the game will be given 8 warm-up pitches. Pitchers will be given one minute between innings to warm up.
- I. Following each game, both coaches will receive a copy of the pitching information for that game from the official scorekeeper. Coaches will then be responsible for sharing this information with the opposing coach prior to their next game. Staff will not provide pitching information prior to each game.
- J. A violation of the pitching rules will result in a one game suspension for the head coach. Any action that occurred while an illegal pitcher was in the game will not be subject to protest. A second violation by a coach will result in a mandatory appearance before the Advisory Council.

**Rule 22: Leadoffs and Stealing (Grades 5-6)**

- A. There are no restrictions on leadoffs or stealing.

## Rules for Grades 7-12

### Rule 23: Length of Games and Innings (Grades 7 – 12)

- A. Games will be 1 hour and 50 minutes or **SEVEN** innings, whichever occurs first. No new inning will start after 1 hour and 50 minutes unless the score is tied.
- B. A new inning begins the instant the last out is made.
- C. There will be no run per inning limit.
- D. Tiebreaker rule: If the game is tied after all innings have been completed (or at the time limit), the tie-breaker rule will go into effect. At the start of each half inning each team will put the batter who completed the last at bat in the previous inning on second base and start with one out. Only one additional inning will be played using the tie-breaker rule. After one inning if the game is still tied it will be counted as a tie in the standings.
- E. **The final decision to suspend a game must be made by a BVRC field supervisor, not the umpires.**
- F. The game will officially end if one team is leading by 15 runs after three innings, 12 runs after four innings, or 8 runs after five innings.
- G. If a game is decided before the final innings, (i.e. 15 run lead after three innings, 12 run lead after four innings, or an 8 run lead after 5 innings) teams in grades 7 & 8 may continue to play if games are not running late, there is time remaining on the game limit and both teams consent. All play must stop 30 minutes before the next scheduled game time. All pitches and innings will be counted against pitchers. Umpires will be

- required to remain on the field. In grades 9-12 all play will stop at the official completion of the game.
- H. At the end of each game, the umpires will inform each new team of the start time for the next game. This will be a period of 10 minutes if games are running late (in this case each team will be given 5 minutes of infield warm-up). In any case, when the umpires take the field, warm-up will cease and the game will begin.

**Rule 24: Pitching (Grades 7-12)**

Grades 7 & 8

Max # of pitches in 1 appearance = 100

Max # of pitches before mandatory 2 day rest = 50

A pitcher must rest 2 calendar days if he throws more than half of his max in 1 appearance.

Max # of innings per week = 9. (Sunday begins a new week for innings). Once a pitcher reaches his 9 innings per week maximum he cannot pitch for the remainder of that week regardless of the number of pitches he has thrown.

Examples using grades 7 & 8

- Pitcher throws 49 pitches (less than half his max) on Wednesday. Result: Eligible to throw 100 the next day.
- Pitcher throws 51 pitches or more on Wednesday (more than half his maximum). Result: Ineligible to pitch Thursday and Friday.

Grades 9-12

Max # of innings in one day = 7

Max # of innings in two days = 10

Max # of innings in one day and still eligible to pitch the following day = 5

Examples using grades 9-12

- Pitcher throws six innings on Sunday. Result: ineligible to pitch on Monday.

- Pitcher throws 4 innings on Sunday. Result: eligible to pitch 6 innings on Monday.

- A. A pitcher will be allowed to exceed the 100-pitch maximum in order to finish pitching to a batter (grades 7-8).
- B. A pitcher may not exceed the 50-pitch maximum to finish pitching to a batter without being required to rest 2 calendar days (grades 7-8).
- C. A pitcher may re-enter a game one time as a pitcher, but it must be in a different inning.
- D. No pitcher may re-enter the game as a pitcher with 5 or less eligible pitches remaining (grades 7-8).
- E. Every out =  $\frac{1}{3}$  of an inning.
- F. 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. A player may be intentionally walked only once per game.
- G. Balks will be called.

- H. A new pitcher entering the game will be given 8 warm-up pitches. Pitchers will be limited to 1 minute of warm-up between innings.
- I. Following each game, both coaches will receive a copy of the pitching information for that game from the official scorekeeper. Coaches will then be responsible for sharing this information with the opposing coach prior to the next game. Staff will not provide pitching information.
- J. A violation of the pitching rules will result in a one game suspension for the head coach. Any action that occurred while an illegal pitcher was in the game will not be subject to protest. A second violation by a coach will result in a mandatory appearance before the Advisory Council.

**Rule 25: Leadoffs and Stealing (Grades 7-12)**

- A. No restrictions on leadoffs or stealing.