

# 2011 BGRA RULES & REGULATIONS

The **BUFFALO GROVE RECREATION ASSOCIATION**, also referred to as The BGRA, is a non-profit corporation chartered by the State of Illinois on February 20, 1961 to foster and promote recreational activities for persons of all ages residing in Buffalo Grove and adjacent areas designated by the elected officials.

## **BUFFALO GROVE YOUTH BASEBALL**

This is a volunteer program conducted by your neighbors and friends, as part of the total recreational program of the community. This is not a park district program, though school and park district facilities are used.

## **MEMBERSHIP**

The parents and guardians of all registered players are members from the time of registration to the first day of the registration the following year.

## **PARENT RESPONSIBILITY**

Parents are responsible for their children's behavior and actions at all times the children are participating in or attending BGRA activities.

## **MEMBERSHIP MEETINGS**

The annual meeting is held in September for the purpose of electing officers, receiving reports and the transaction of such other business as may come before the meeting. A subsequent meeting is held in December for presentation and approval of the annual budget. Other general membership meetings are held during the season to inform the membership of league activities and progress.

## **PRE-REGISTRATION**

Pre-registration for the next year is held in June for any interested returning players.

## **REGISTRATION**

Registration is held in December. Leagues are filled first come, first served. Rosters are limited by field time available and parent help. Registration is accepted only during registration periods and interview of new parents by league directors is required during walk-in registration. Applications can be obtained by accessing the BGRA web site ([www.bgrabaseball.org](http://www.bgrabaseball.org)). Applications will only be accepted online after both dates of walk-in registration. Credit or Debit card will be the only acceptable form of payment

When leagues are full, players are placed on a waiting list, pending withdrawal of previously registered players, but no withdrawn player will be replaced after the last Friday in May. No new player may be placed until a registered player is withdrawn in writing by the player's parents or dropped by action of the Board. A sick or injured player remains on the team roster until so withdrawn for the season by the parents.

## **FIRST YEAR PLAYERS:**

Players entering the program for the first time or returning after an absence must bring acceptable **PROOF OF AGE**: such as a birth certificate, or other legal document Photostat copies are acceptable if they are legible and bear the signature of an authorized official on the issuing agency. Any player, parent or guardian involved in falsifying proof of age will be suspended.

## **RETURNING PLAYER:**

If a player's age is incorrectly shown on the registration application and results in erroneous placement in the wrong league, the player will be moved to the front of the waiting list for the proper league it stands when the player's correct age is realized; another player will not be displaced. Any Player, parent, or guardian involved in falsifying proof of age will be suspended.

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## GRADE REQUIREMENT BY LEAGUE

Grade	League	Grade	League
K	T-Ball	5-6	Thoroughbred
1	Pinto	7-8	Palomino
2	Farm	9-11	Colt
3	Mustang	12 & up	Sr. Colt
4	Stallion		

**No exceptions to league grade requirements!!!**

## REFUNDS

Any player WITHDRAWN by parent or guardian will be eligible for a refund of the registration fee on the following schedule provided a replacing player is registered to fill the vacancy so created (the late registration fee is excluded and not subject to refund.)

Pre-registration to registration	100%	<b>WRITTEN REQUEST REQUIRED</b>
Registration thru December 31,	75%	
January 1st until your league's draft	50%	
After player is drafted	0%	

Since league drafts vary from year to year, it is the parents' responsibility to find out when their child's league draft will be held.

Any refund must be requested by the parent or guardian in writing and must be mailed to BGRA, P.O. Box 5872, Buffalo Grove, IL 60089 Attn. 2nd Vice President. The date of withdrawal will be determined by the "Postmark" on the letter for refund purposes.

## PLAYING RULES

Playing Rules for each league are established by the Board of Directors and a special Rules Committee. The Supplemental Rules may vary from year to year depending on many factors taken into consideration by the Committee and Board. After the rules are approved, there will be no modifications or waving of these rules by any league Director or Manager, including in house post season play.

We are not affiliated with Little League Baseball of Williamsport, Penn. As children rapidly develop, there is a vast difference between younger and older players in the three year age grouping required in Little League Baseball. Our leagues have evolved into one or two year age spans, more consistent with other nationwide programs, such as Pony Baseball of Washington, Penn., providing team peer groups that are closer in physical development.

## BASEBALL SEASON

Official baseball season begins opening day, typically the last Saturday of April or first Saturday of May, and extends into league playoffs thru mid-July for Farm through Senior Colt League players. T-Ball and Pinto leagues run through June. For traveling all stars, the post season tournaments can run thru mid August.

## PRACTICES

Teams are assigned practice times on the fields assigned to their league, for the exclusive use of a field for a period of one and a half to two hours during the week and again on the weekend, prior to opening day. A team assigned to a field at a specific time has the right to the entire field, including the infield, outfield, parking lot, etc.

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Players must attend practices if they are to develop as players and have a meaningful experience, as part of a team peer group. The team manager is to be advised in advance of any absence or anticipated absence, including illness, vacations and other conflicts, to permit the manager to organize practices and game participation.

Teams will practice and play games on weekdays after school, evenings and weekends for a total of three to five times in a week.

Fields and times unassigned can be used on a first come first served basis. Once regular season games begin, teams are discouraged from practicing on any field not normally used by the BGRA. Practices are scheduled to accommodate the team manager's schedule and additional practices are called as his time permits.

## **PLAYER TRYOUTS & RATINGS**

Tryouts do not determine if a child will play; all registered players will play. Players are rated to permit an equitable distribution of talent; a player draft is intended to provide balanced teams. Returning players were rated by their managers at the end of last season. All players who did not play in our program last year who are entering Farm through Palomino Leagues and all first year Farm League players are required to attend rating day.

## **PLAYER DRAFTS**

All players registered in Farm thru Colt Leagues will enter an OPEN DRAFT each year regardless of their team the prior year and neither parents nor player may request assignment to a specific team, or request assignment to a team with another player. Only managers and league officials may attend the draft.

Brothers and/or sisters are assigned to the same team provided their league age and ability qualifies them for the same league, unless the parents request otherwise. The sons and/or daughters of a manager in the same league are automatically assigned to the manager's team during the draft, unless otherwise requested and approved by the board.

A player may not change teams during the season.

Team managers will call all players and/or their parents within 24 hours after the draft to notify them of their team selection.

## **PARENTS MEETING**

Each team manager is required to conduct a team parent meeting prior to the start of the baseball season. The manager will explain the responsibilities of the players, coaches and parents review his coaching philosophy and objectives; outline the team's practice and playing schedule and answer questions.

## **TEAM BUSINESS MANAGER**

Team business manager is responsible for distribution and collection of uniforms; for securing concession stand workers as necessary; for coordinating picture day participation by the full team, including collection of monies for picture orders and for organizing any desired activity for the team manager.

## **TEAM SCOREKEEPER**

Team scorekeeper assists the team manager by keeping score, by recording the progress of each scheduled game, pitch by pitch, batter by batter, play by play, offensive and defensive for

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both teams playing so that the team manager can use the score book between games, in preparing for practices and games, and can reconstruct the performance of each player and pitcher during the season, as required for the manager's player rating sheet due at the end of June. Every team should encourage at least one parent to attend the League Scorekeepers Clinic if scheduled.

## TEAM PICTURES

Team pictures and individual player pictures are taken annually at a place to be announced. Team business managers will coordinate the team's participation and provide information for the picture packages available before picture day.

## ALL STARS AND HOUSE TRAVEL

Players are selected from each team to represent their division and league in the annual All Star Exhibition Game held on or about July 4th. Players are selected by player votes (Farm through Colt) which are tallied by a team manager other than their own. Votes may be tallied by the League Director or a board member if necessary. Pinto League players are selected by their own managers. T-ball players do not participate in All Star Exhibition games. Parents of selected players have a specific obligation to work during the All Star period. Specific duties may include one of the following:

Concession Stand duty, decorating duty, clean-up duty or similar. In all leagues where standings are kept, All Star managers are chosen by the best team record in each division as of the date designated by the 5th Vice President. League Directors will establish a tiebreaker method prior to the cutoff date. Pinto managers are chosen by the League Director. Specific schedules and starting times for each league All Star game will be posted in the yearbook, and on the BGRA website ([www.bgrabaseball.org](http://www.bgrabaseball.org)). All games will be played at the Emmerich Park Complex.

House Travel teams are selected by travel managers and approved by the BGRA Board for each age category from 8 to 14 and represent the community in Travel tournaments.

Any player selected to the house traveling team will be assessed a separate fee to play in the travel games. Parents of selected players have a specific obligation to work in the concession stand during the traveling season. No child can play in travel games until the traveling fee has been paid.

Travel tournament rules vary from the playing rules that apply during the regular season; in particular, the substitution rule excludes any provision for minimum playing time in a game.

T-Ball and Pinto League does not participate in House Travel due to the purely instructional nature of the league. The matter of player, manager and coach selection is established by the traveling all star committee and approved by the Executive Board of Directors.

## CONCESSION STAND

The concession stand is run by the association in the Emmerich Park complex during games throughout the season. It is staffed by parents of players, in required two and 1/2 hour shifts. The BGRA will determine the date for such work and may substitute other duties in lieu of concession stand responsibilities. Revenues are required to maintain the program and used for long term program enhancement, most notably, field improvements. Parents who choose not to help on the concession stand can pay a non-participation fee before the season starts for each child in the BGRA. All other parents regardless of their volunteer involvement in the BGRA are required to work in the concession stand. The parents of All Stars, House Travel, and World Series players **WILL BE REQUIRED TO WORK ADDITIONAL TIMES AT THE CONCESSION STAND WHETHER THEY HAVE PAID CONCESSION FEE OR NOT.** Failure to pay the non-participation

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fee or to work in the Concession Stand will result in forfeiture of playing in the program in the following year until past fees are paid and the current year fee is paid.

## UNIFORMS

Carefully read the "Uniform Use Agreement" signed at registration. Each player will receive a jersey, hat, pants, and socks which they may keep at the end of the season. Each player must be dressed in full uniform (hat, jersey, pants, & socks) for every scheduled game. Extra hats & jerseys may be available if lost or stolen, for an additional cost. Only all white baseball pants issued by the BGRA or similar white pants may be worn. Only the jersey issued by the league may be worn. No sponsor patches other than those approved by the league may be worn and the uniforms cannot be altered or damaged. Replacement of these damaged or altered uniforms will be at the player's expense. All uniforms must be numbered by their teams.

## EQUIPMENT

Players must provide their own BAT and BASEBALL GLOVE (fielder's glove only). The Baseball glove should be leather, broken in so that it will readily close around a baseball, and of such size (proportionate to the player's hand) that it will permit the player to hold and close the glove.

All players must wear a protective cup during every practice and game

Metal cleats are prohibited in all leagues except Colt and Senior Colt. Rubber cleats are allowed in all leagues. No metal cleats on shoes may be worn on any artificial pitching surface.

Approved protective helmets are provided and must be worn by each batter, on deck batter, runner, catcher and any player acting as a base coach.

Only protective head gear provided or approved by BGRA is permitted in practices and games. A player may use his or her own bat, provided that it meets the requirements of the specific league as outlined in the rules of Major League Baseball or the BGRA rules. Only balls provided by BGRA are permitted in games.

## TEAM SPONSORS

Team sponsors deserve our support and appreciation for their financial contribution and its resulting reduction in player registration fees. Please thank them as you patronize their business. ADVERTISING pays the printing costs of our Program book. Ads and new sponsors are needed every year, so please refer prospects to the 4th Vice President.

## LEAGUE DIRECTORS

League Directors are the chief administrators of their leagues and are responsible for recruiting and recommending team managers for appointment by the Board, supervising tryouts for their league, assisting with the league draft, conducting regular manager meetings to facilitate league operation, distribution and return of team equipment and uniforms, scheduling team practice field assignments, scheduling and rescheduling games, scheduling and coordinating playoffs, enforcing the rules and regulations established by the Board, presenting protests and complaints, active participation at board meetings, and conducting a managers player rating meeting during playoffs.

## UMPIRES

Umpires provide a service that is vital to the successful conduct of any game. An umpire's authority and judgment cannot be questioned. Unconscionable conduct by any player, coach, manager or parent will not be tolerated, and persons engaging in such conduct will be ejected from the game and subject to suspension from the program. A plate umpire and a field umpire are assigned to each game whenever possible in Farm through Palomino leagues. Youth umpires are trained and assigned to Farm through Thoroughbred League games

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according to their age and experience. They range in age from thirteen to sixteen years of age. Adult umpires (17 or older) are scheduled from Palomino through Senior Colt Leagues.

Youth UMPIRE CLINICS will be scheduled to instruct the youth in rules and methods of umpiring. The dates will be determined at a later date and made known to the umpire candidates.

## INSURANCE

The BGRA has purchased group insurance coverage: insuring all players, youth umpires, managers, coaches, umpires and scorekeepers. Our policy in "Excess Coverage" which is the same as "Full" coverage except that hospital (inpatient only) and surgery (regardless where performed) are not payable to the extent that benefits are payable under individuals own hospitalization. All other expenses are payable by a \$50.00 deductible to a maximum amount of \$10,000.00; also accidental death of \$12,500.00. Parents are advised to purchase additional coverage if they consider the group coverage insufficient.

## WEATHER CONDITIONS

At the first sign of lightning the game is called and fields are vacated. If thunder is heard, leave the field immediately. If there is no additional thunder heard within 15 minutes, the game can resume. If a 2nd sound of thunder is heard anytime thereafter then the game is cancelled. Rules for cancelled games shall then apply. Player safety is of prime concern.

It is the Buffalo Grove Park District policy that there is no smoking allowed on any park district property. The BGRA adheres with this policy and will ask any manager, coach, or parent to refrain from smoking while watching a practice or game.

## BATTING CAGES

The "Bud Skuba" batting cage will be reserved one hour before each scheduled game at Emmerich North. The visiting team at Emmerich North will have use of it for the first half hour, and the home team the second half hour.

The "Rich Starr" batting cage will be reserved one hour before each scheduled game at Jay Jones. The visiting team at Jay Jones will have use of it for the first half hour, and the home team the second half hour.

Any other use of either batting cage, can be reserved by BGRA house league and BGRA travel teams only by signing up at the Concession Stand

## TEAMS AND LEGAL PLAYERS

- A. Legal age of the players for the season will be in accordance with the age requirements as outlined under the BGRA policies.
- B. Only players of proper age shall be considered "legal players for league and tournament competition. Players cannot be moved up or down in a league except for specific games as outlined under supplemental rule for "Adding players".
- C. Dates of birth of candidates shall be certified by birth certificates, hospital certificates, or any religious or legal document. This certification must be presented to the BGRA prior to registration.
  1. Photo copies of any of the above certificates are acceptable.
  2. Documents presented as proof of date of birth must be legible and bear the signature of an authorized official of the issuing agency.
  3. Notarized statements from parents or legal guardians are not acceptable.
  4. Any player, parent or guardian involved in falsifying proof of age will be suspended from the BGRA for the year in question.

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## HOME TEAM RESPONSIBILITIES

The home team shall be responsible for:

1. Properly setting up the home plate, bases, and pitching rubber.
2. Use the 3rd base side of the field including playoffs and in-house post-season games.
3. Providing umpire pay slips.
4. Removing bases, home plate, pitching rubber spikes and any other BGRA equipment after the completed game, raking the field and locking all equipment in the storage box.
5. Equipment storage boxes must be locked at all times. They may be opened only to remove or replace equipment and must immediately be locked.
6. Both visiting and home teams are responsible for cleaning out their respective dugouts and adjacent viewing areas.

## EQUIPMENT

### A. Balls

The ball must weigh not less than five or more than five and one-quarter ounces (142-149 grams) avoirdupois, and measure not less than nine nor more than nine and one-quarter inches (22.9-23.5 cm) in circumference.

### B. Bats

**Updated Rules on Composite Bats on Home Page of BGRA web site**

1. Palomino thru Colt Leagues: Wooden, or metal bats which are round and not more than two and three-fourths inches (7.0cm) (2-3/4") in diameter at the thickest part, nor more than 42 inches (106.7cm) in length, are acceptable.
2. Thoroughbred may use wooden or metal material bats which are round and not greater than two and one-half inches (2-1/2") in diameter at the thickest part are acceptable.
3. Stallion Leagues and lower may use wooden or metal material bats which are round and not greater than two and one-quarter inches (2-1/4") in diameter at the thickest parts are acceptable.

C. Only balls, protective headgear and catcher equipment provided or approved by the BGRA are permitted in practices and games.

D. Metal cleats on shoes are not permitted in any league except for Colt and Senior Colt; pitchers may not wear cleats on shoes when pitching from an artificial mound.

E. Batter, players in the on-deck batting area, base runners, and players coaching in the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull.

F. Catchers are required to wear a mask with extension or throat guard, chest protector, shin guards, and protective headgear which gives protection to the top of the head when catching behind the plate. Catchers must wear a protective cup. Any player warming up a pitcher must wear a mask. All players must wear a protective cup.

G. Conventional baseball uniforms required in league play include a shirt, pants, cap and socks and shall be worn by all players. Only uniforms which have been approved by the League may be worn during the regular season and Traveling season.

H. All managers are required to return their baseball equipment on the assigned day. The league directors will notify their managers of the turn in day. If a manager is unable to be at the return, someone must be designated to return the equipment for the manager. Failure to return the equipment on the assigned day will result in the manager being charged the replacement cost of the equipment.

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## PLAYING RULES

- A. The "Official Baseball Rules" published by the National Baseball Congress with the exceptions and variations contained in the following supplemental rules shall govern the playing rules of the BGRA Unless approved by the Board of Directors, these rules cannot be waived or changed. Specifically, we do not follow I.H.S.A. rules.
- B. No more than three players shall "huddle" on the playing field at any one time during the game. Umpires should discourage such "huddling" when it is tending to delay the game.
- C. Roster Batting
1. Roster batting shall be used in all leagues. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
  2. Players who leave the game due to injury, illness, or for any other reason will have their turn in the batting order skipped over without penalty with the following exceptions:
    - a. When the number of available players drops below nine, an automatic out will be declared when a player designated to bat in their normal turn cannot appear.
    - b. If a player cannot come to the plate to bat; the manager has the option of removing the player from the game entirely or taking an out regardless of whether or not there are nine other players.
  3. Players may not be called up if at least nine regular team members are available. Called up players cannot be used if that would result in more than nine players roster batting. If a player must leave the game, and as a result less than nine players are then available, a called up player may then be brought in as a substitute in the place of the replaced player in the batting order.
  4. Any player called up to replace a regular team member must be placed in the batting order below any regular team member.
  5. When a batter already has a ball-strike count on him/her and cannot continue to bat, due to injury only, the batter who has made the last out will come to the plate with the count of the injured batter. If no out in the game has been made, the last batter in the lineup will come to the plate. This applies to this at-bat only.
- D. Free Substitution
- Any player can enter, leave, and re-enter the game as often as the Team Manager permits in leagues where free substitution is permitted. Substitution refers to fielding positions and not batting positions. Once the batting order is set at the beginning of the game, it cannot be changed. Players can leave and enter the game only at the beginning of an inning unless an injury occurs. Players can play any position in an inning with the exception of the pitcher, who once removed as a pitcher cannot return to that position during the game. A new pitcher, during an inning, can come from the players that started the inning on the field. If the new pitcher comes from the bench, the pitcher being replaced must return to the bench. He/she cannot play the field during the remainder of that inning.

## PROTESTS AND PENALTIES

- A. A team failing to field at least nine uniformed players will not forfeit the game. The game will be played and start at the regularly scheduled time with the regularly rostered players present and may be supplemented by up to four additional players (not to exceed nine players total for the game) per the adding players rule. An out will be recorded for each batter missing from a normal nine man order (if there are only seven players then batting slots 8 and 9 would be outs every time they are due up). A player showing up late may enter the game only at the completion of a half inning and will be inserted into the batting order after the last batter present.

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- B. Penalty for use of an ineligible player shall be immediate removal of the player from the lineup upon appeal by the opposing manager, notification by the official scorer or league officer, provided the official scorebook or other league records verify the ineligibility of the player concerned. The player's manager shall become ineligible to play or participate in the team's next two games and the team shall forfeit the game. If there is a dispute relative to the player's eligibility, the manager can appeal to the league decision committee.
1. An ineligible player is one who is legally a member of the league, but who is ineligible to pitch because of pitching regulation or rule violation, or is ineligible to play in the particular game because the player has been removed from the lineup and is not eligible to return to the lineup, or has been declared ineligible for other causes.
  2. For purposes of interpreting the rule, a player shall not be considered in violation of the rules until at least one legal pitch has been thrown after the violation has occurred.
  3. In the event the manager of an ineligible player refuses to remove the player in question from the lineup when the appeal is made, and verified, the game is subject to forfeit.
- C. A protest based on a play which involves an umpire's judgment is not permitted.
- D. If a protest is based on an interpretation of the rules, the objecting manager must, at the time the play occurs, notify the opposing manager, both scorekeepers, and the home plate umpire that the game is being played under protest, and present the protest in writing to the League Director within 48 hours of the completion of the game.
1. When a protest on the interpretation of a rule is upheld by the league officers, the game concerned shall be replayed from the point of protest.
  2. Umpires should make a public announcement to the crowd when a game is being played under protest.
- E. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section.
- F. A game can be forfeited, if in the opinion of the umpire, the conduct and attitude of the player or players, manager, coaches or fans does not conform to League Standards. It will be the responsibility of the League Director to take this action after reviewing all the facts.
- G. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.

### MANAGERS AND COACHES

- A. Players, managers and coaches must remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- B. If a manager or coach goes onto the playing field, crosses the foul line to talk to any player more than once in a half inning while the same player is pitching, a pitching change must be made. An inning will commence after the ball has been returned to the pitcher upon completion of the pitchers warm up pitches.
1. The only exceptions to this rule are in case of injury.
- C. Umpires will not permit more than one offensive time out in each half inning to allow a manager or coach to talk with the batter. In T-Ball, Pinto, Farm and Mustang, a manager or coach will be allowed to position a player in the batter's box if a problem arises.

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- A. An umpire is required to report to a field 20 minutes prior to the start of the game. When umpires scheduled by the BGRA fail to report 15 minutes prior to the start of the game, the Home team manager will attempt to contact the Umpire, and if they cannot get a hold of the umpire, the Umpire Coordinator or VP of Umpires is to be contacted for a substitution.
- B. Manager or designated manager is the only person who may discuss ruling or interpretation of a rule with the umpire. If this is required, the manager must request time out and discuss the matter in the presence of the opposing manager.
- C. A judgment call by an umpire cannot be questioned.

## UMPIRE PAYMENT POLICY

- A. Umpires will be paid by check during 4 designated pay dates at Emmerich Park. Pay dates will be listed in the BGRA Yearbook.
- B. If an umpire is unable to attend a pay date, pay tickets should be sent with a friend or held until the next pay date. No checks will be issued between pay dates.
- C. Umpires who have unclaimed pay tickets after the final scheduled pay date may redeem their tickets by mail. Those requesting payment by mail must send their original pay tickets and a stamped self-addressed envelope to: BGRA Treasurer, P.O. Box 5872, Buffalo Grove, IL 60089.
- D. Umpire pay tickets will expire if not claimed/postmarked by September 30 of the year they are issued.
- E. The BGRA will not pay on:
  - 1. Verbal claims that a game was worked.
  - 2. Hand written notes by managers, coaches, or umpire coordinators in lieu of pay tickets.
  - 3. Pay tickets that are not filled out completely and legibly (the umpire's name must be on the ticket).
  - 4. Pay tickets which exceed the expiration date.
- F. Team managers will be issued a precise amount of numbered pay tickets from the league director at the beginning of the season. Should additional tickets be necessary, managers must contact their league director. Managers will be held accountable for the tickets issued them.
- G. The home team manager is responsible for paying the umpire before the game. The manager's name must appear in the appropriate spot on the ticket. If the home team manager does not have the pay tickets at the game, it is his/her responsibility to deliver the tickets to the umpires within 24 hours.
- H. Any violation or disregard for this policy should be reported to the league director and league umpire coordinator. Repeated violations by a manager of this policy will be brought to the attention of the board of directors for disciplinary action.
- I. The umpire shall be paid at the beginning game conference. Should an umpire work a game "solo", he is awarded both pay tickets. If the game is called before it starts, the umpire will not be paid and any pay tickets issued to the umpire will be returned to the manager.
- J. Umpires must furnish the association with his/her address and Social Security number prior to the issue of any paychecks and if under age 16, must obtain a work permit from his school by completing the appropriate form located on the website.

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- K. By IRS regulation, any umpire earning more than \$600 in one calendar year are required to receive a 1099 tax form from the association. The form will be received no later than January 31 of the next year.
- L. At times it may be necessary to use "Agency" umpires for upper leagues only. Agency umpires will work "solo" and they do not require an umpire pay ticket.

## RULES OF CONDUCT

- A. Only players, managers, coaches and scorekeepers are allowed in the dugouts.
- B. Uniformed players must remain in the dugout area during the game when not playing except for pitchers who are warming up to enter the game.
- C. Only one batter may be in the on deck area and must wear a protective helmet.
- D. Area behind the backstop must be free from spectators.
- E. Managers are responsible for the conduct of their coaches, players and fans of their respective teams.
- F. Managers, coaches, parents and players are forbidden from harassing opposing players:
  - 1. Managers, coaches and players cannot yell "swing" or other distracting comments at opposing players.
- G. Any manager or coach whose conduct or behavior on or off the field is found to be detrimental to the rules of the game and the regulation and policies of the BGRA shall be subject to dismissal or other disciplinary action as deemed appropriate by the Board of Directors.
- H. Umpires will require all team members to be in proper uniform with shirts tucked in the pants.
- I. Umpires are the only ones on the playing field or dugout who may call TIME OUT. Managers, coaches and players may request time out and normally this request will be honored when the ball is not in play.
- J. If young boys or girls are being used as bat boys, they must be controlled by the manager and can NOT run onto the playing area when the ball is in play. They must wear batting helmets. No minors, who are not participating in the game, are allowed on the field.
- K. The Code of Conduct acknowledgement needs to be signed by the player, the player's parent and manager prior to any participation in the BGRA.

## CONDUCT

Managers are responsible for the conduct of their players, coaches, parents, and spectators. Misconduct will not be tolerated and managers are expected to correct any player, parent, coach or spectator who violates the policy. Intimidation of umpires will not be tolerated and the manager is responsible for all persons associated with his or her team who attempts to intimidate an umpire, and can be subject to disciplinary action according as written in the Code of Conduct.

## DISCIPLINARY ACTIONS

The BGRA expects and demands nothing less than exemplary conduct from all players, managers, coaches, umpires and spectators at all BGRA functions. Any form of unsportsmanlike conduct will be dealt with promptly. This set of disciplinary rules represents the

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first and only warning to players, managers, coaches, umpires and spectators in every league regarding unsportsmanlike conduct. Any unsportsmanlike conduct will result in immediate disciplinary action.

## **THERE WILL BE NO EXCEPTIONS!!!!**

Unsportsmanlike conduct includes but is not limited to:

1. The use of profanity toward another person during or resulting from any BGRA activity including but not limited to pre-game warm ups, the game, post game activities, practices, etc.
2. Throwing equipment in a display of emotion during any of aforesaid times.
3. Verbal or physical abuse of another person during any of the aforesaid times.
4. Other inappropriate conduct.

The initial penalty for any conduct which the umpire deems to be unsportsmanlike, as defined above, may be ejection from the remainder, if any, of the game and the area surrounding the playing field including the ball park and the parking lot. Failure to comply with the ejection shall result in forfeit of that game by the team represented.

In all cases, the umpire or other interested party shall immediately report the incident to the League Director.

The League Director shall notify the Chairman of the Disciplinary Committee within 24 hours.

The Disciplinary Committee shall investigate the incident within one week of the League Director's report, and the committee shall meet as a group to discuss the incident within two weeks of the report. The Disciplinary Committee may request that the party being investigated be present to discuss the case at a hearing. Only individuals approved by the Disciplinary Committee may be present at this hearing.

The Disciplinary Committee shall notify the investigating party of its decision of any action to be taken, either through the League Director or by mail. Other appropriate parties shall also be notified. The disciplinary action may include, but is not limited to:

1. No further action.
2. Written reprimand.
3. Suspension from all BGRA activities for any time deemed appropriate. Abusive physical contact shall require a minimum two week suspension from ALL BGRA activities including games, practices, All-Stars, Traveling Teams, etc. NO EXCEPTIONS!!!
4. Expulsion from the league (with board approval).
5. Other appropriate action.

Any disciplinary action may carry over to the following season.

Any BGRA member who is sanctioned by the Disciplinary Committee may appeal the decision of the Disciplinary Committee by notifying the President of the BGRA in writing within three business days of being notified of the decision. The BGRA President shall decide if there will be an appeal, and if so, who shall hear it. The decision of the BGRA President is final.

Any BGRA member may report incidents of unsportsmanlike conduct to the respective league director for review by the Disciplinary Committee. The procedures outlined above shall be followed for such reports.

Suspensions or expulsions as a result of the action by a spectator or parent may result in the suspension of that spectators or parent's child.

# **2011 BGRA RULES & REGULATIONS**

## **DISCIPLINARY COMMITTEE**

The Disciplinary Committee shall consist of a Chairperson and four additional BGRA members representing a cross-section of parents and managers. Its membership shall be approved by the BGRA Board of Directors prior to the practice season.

## **TIE BREAKERS**

If any situation pertaining to league standings, all star selection, manager selection etc., where identical records (ties) are concerned, the following procedure shall determine the positions.

1. Record against each other.
2. Record in own division (except 3 division leagues).
3. Runs scored against each other (10 run maximum).
4. Coin toss.

## **MEMBER'S RESPONSIBILITIES**

Unfortunately, we are seeing an increasing number of parents and players who show little or no responsibility to, or respect for the team concept or team members. The team concept is based on all members of a team working for a common goal - learning skills, having fun, and respecting the abilities and efforts of others. The only way to do this is to have all players present at all practices and games.

In that spirit, the BGRA Board has established the following guidelines that are to be followed:

1. If a child misses two games without giving reasonable notice, the manager must suspend the child for one game. Further missed games without notice and legitimate excuses should result in Board action which will most likely result in permanent removal from the program.
2. Coming late for games without notice should be considered the equivalent of missing one game for disciplinary action. Arrival time is a minimum of 15 minutes prior to scheduled start of game to insure proper warm up.
3. Players are expected to attend all practices; repeated unexcused absences from practice most likely will result in limited playing time during games or no play time at all during a game.
4. Parents and players should try their best to accommodate rainouts. Rainouts are not planned and we must all work together on the rescheduling.

Limited playing time from a game for disciplinary reasons must be approved by the League Director prior to the game.

## **MANAGER'S RESPONSIBILITIES**

It is the responsibility of the League Directors and the Board of Directors of the BGRA to select and approve the managers for every baseball team in the league.

The selection process is not easy as traditionally there are more volunteers than there are teams available. Managers are required to be NYSCA Certified. All Managers are subject to a background check prior to final approval.

If you have volunteered your services or are considering managing for the coming season, you should have a complete understanding of the responsibilities involved. If there are any questions please contact the League Director involved.

Your role as a manager is by far the most important position in this entire association. To the parents and players of your team, to the parents and players of the teams you compete against, you are the BGRA. Your actions on the field will be witnessed by the parents and imitated by the players. You will obviously be expected to conduct practices, teach techniques and fundamentals of the game and use strategy to compete in your games. To most managers

# **2011 BGRA RULES & REGULATIONS**

this is the fun and rewarding part of managing. In order to preserve and protect the reputation, integrity and future of the BGRA, you also have numerous other responsibilities. Every manager will be expected to conduct himself according to the policies of the BGRA and the responsibilities as outlined in this yearbook.

## **RULES**

You are required to have a general understanding of the official baseball playing rules. You are required to have a complete understanding of the supplemental rules which apply to your league. The official baseball rules can be extremely complicated in certain situations and no one (including umpires) are expected to have a complete understanding of every situation. Our supplemental rules are minimal and you are expected to have a complete understanding of each one pertaining to your league.

## **RECORDS AND STATISTICS**

The BGRA provides you with a score book for one basic reason - to keep accurate statistics of your team. In order to provide the continuity of an equitable draft from year to year these records are a necessity. You are required to keep consistent batting and pitching statistics for every regular season and tournament game. At the end of the season you will be required to turn in to your League Director a summary sheet for all members of your team. While you may assign a scorekeeper during your games, you are required to collect your scorebook at the end of each game. This is confidential information not to be shared with others. A Scorekeepers Clinic is conducted before each season. It is recommended that you send someone to represent you or attend this clinic yourself.

## **EQUIPMENT**

You are required to take care of all equipment issued to you by the BGRA and return all equipment in good condition at the end of the season. This includes: bats, batting helmets, catchers equipment and equipment bags. League bats are not to be used to pound bases or pitching rubbers. Equipment is to be returned at the end of the season and the team manager is responsible for all of the equipment. Failure to return all equipment or to replace lost or damaged equipment may be grounds for denial of managerial positions in the future.

You will be issued one (1) new game ball for every scheduled game. Each manager will provide one new ball which is to be given to the plate umpire prior to the start of each regular season and tournament game. It is your responsibility to collect this ball after the game is completed. Used game balls are to be used for practice and to supplement balls lost in future games. Do not use a new ball for the completion of a suspended game.

## **UNIFORMS**

You are responsible for the distribution of your team uniforms. The players will keep their hats, jerseys and pants.

## **SETTING UP PLAYING FIELD**

Each manager will be issued a key to the equipment box. The Home Team manager is responsible for setting up the playing field (bases, home plate, pitching rubber and foul cones) at least 30 minutes prior to the scheduled starting time of every game. The manager is also responsible for returning the bases, home plate, pitching rubber, foul cones and umpire's equipment after the completion of the game and locking the equipment box, raking of the pitching area and base areas. At fields with electronic scoreboards, the home team must provide an adult (16 or older) to operate the scoreboard (unless league has assigned). Any violation will result in the shutting down of the scoreboard for the remainder of the game. No warning will be given. If it is necessary to play on grass, the following steps should be taken:

1. The field should be laid out so it does not interfere with other events.

# 2011 BGRA RULES & REGULATIONS

2. Both spectators and players not participating defensively should be kept a minimum of 15 to 20 feet away from either foul line and not behind the catcher.
3. Each team should provide an adult coach as a back up to the catcher.
4. All managers home and away are responsible for assigning a player or parent to make sure the dugout and adjacent areas are clean.

## UMPIRE PAY TICKETS

Each home team manager is responsible for filling out and distributing the umpire pay tickets to the plate and field umpires of regular season and tournament games at the beginning of each game. In the event only one (1) umpire shows up for the game, that umpire will be given both pay tickets.

## SPONSOR & ADVERTISERS

One of the most important "behind the scenes" aspects of the BGRA is the attraction and retention of sponsors and advertisers. Significant time and effort is devoted to the endeavor and the money raised is vital to the continued success of the program.

In order to insure that all sponsors and advertisers are recognized for their support and retained on a year to year basis, each manager that is assigned a sponsor or an advertiser is responsible for accomplishing the following.

### MANAGERS ASSIGNED A SPONSOR

- \*\*\* You are required to have your players wear your sponsor's patch on their uniform sleeves. Players failing to wear their patches may be subjected to disciplinary action.
- \*\*\* Advise the parents of your players regarding the significance of team sponsors.
- \*\*\* Encourage your player's parents to express, to the sponsor, their appreciation.
- \*\*\* Prior to the fourth regular season game, hand deliver a "Yearbook" to your team's sponsor.
- \*\*\* Hand delivers the "appreciation plaque/team picture" to your team's sponsor.
- \*\*\* Send a letter or card of appreciation to your team's sponsor and have each one of your players sign the letter or card. A copy is to be furnished to your League Director.

### MANAGERS ASSIGNED AN ADVERTISER

- \*\*\* Advise the parents of your team regarding the significance of advertisers.
- \*\*\* Encourage our player's parents to express, to the advertisers, their appreciation.
- \*\*\* Prior to the fourth regular season game, hand deliver a "Yearbook" to your designated advertiser.
- \*\*\* Send a letter or card of appreciation to your designated advertiser and have each of your player's sign the letter or card. A copy is to be furnished to the League Director.

## LEAGUE MEETINGS

You are required to attend all League Meetings conducted by your director. If it is not possible to attend certain meetings, you are required to send a representative (normally a coach or business manager) to represent you and your team. You required getting approval of the representative prior to the meeting from your League Director. Attendance at BGRA Manager Meetings are also compulsory.

## **2011 BGRA RULES & REGULATIONS**

The Buffalo Grove Recreation Association (BGRA) is the sole and exclusive owner of the propriety and other property rights and interests in "Buffalo Grove Recreation Association" "BGRA", and the "BGRA Baseball Yearbook". The use of any material contained in the BGRA Baseball Yearbook shall be limited to the promotion, organization and conducting of the youth baseball program. The use of any information set forth in the BGRA Baseball Yearbook for any other purpose including, but not limited to, calling on, soliciting, or attempting to call on or solicit business or contributions shall be expressly prohibited.

The BGRA is the sole and exclusive owner of any and all propriety and other property rights and interests in and too all player tryouts, practices, team pictures, and any and all games during the entire BGRA baseball season. The sale or solicitation of any audiotape, videotape, or photographs at any BGRA sponsored program or activities without the express prior written consent of the BGRA is expressly prohibited.

# 2011 BGRA RULES & REGULATIONS

## T-BALL LEAGUE (Kindergarten)

T-Ball League is an informal league intended to teach the fundamentals of baseball by the simplest method possible-letting them play the game. Players in this age range have a short interest span in any single activity and both practices and games move rapidly. Only the basic fundamentals of the game are brought out, such as how to catch a fly ball, field a ground ball, when to run and when not to run on a fly or ground ball, where to throw the fielded ball and how to back up other players. This is where practicing with your child starts.

Games are structured for instructional purposes, to let teams play with little thought of victory or defeat, but merely for the joy of participation; to have the opportunity to run and yell while, at the same time, learning teamwork, group discipline and sportsmanship. Batters hit the ball from a batting tee.

As the season and players progress, teams will progress to pitching by coaches. All players on the team bat in rotation (roster batting) whether playing in the field or not and play in the field a minimum of 4 innings in a 6 inning game. There are no team standings, and no post season tournament, and T-Ball players are not rated or drafted.

### T-Ball League (90 minute time limit on games)

1. Teams play with ten players in the field. The tenth player is a short center fielder.
2. Roster batting shall be used. Roster batting shall be used. . Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Free substitution shall be used. Each player shall play a minimum of four innings in the field in a six inning game and no player shall sit consecutive innings.
4. The ball will be hit off a batting tee located one foot in back of home plate and in line with the plate. Approximately mid-season the ball will be pitched underhanded by a coach or parent of the batting team. The pitching distance should be 20 to 42 feet.
5. A foul ball off the tee on the third strike is an out. (When a coach is pitching, a foul ball on the third strike is not an out).
6. The batter may not swing at the ball on the tee until the pitcher has made a pitching motion from the pitcher's mound. (The pitcher must remain at the pitching distance until the catcher has the ball or the ball is struck.)
7. A properly hit ball off the tee must travel at least 15 feet. After the ball is hit, if it does not travel 15 feet, a strike will be called. (When a coach is pitching, any ball hit into fair territory is live.) Bunting will not be permitted.
8. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
9. Players are not permitted to steal or lead-off bases. They may not leave the base until the batter has hit the ball.
10. During the first half of the season the batter may only advance to first base when properly hitting a ball off the tee.
11. Base runners may not advance on overthrows at any time.
12. Any runner that is not standing on the next base when play is stopped must go back to the previous base.
13. All play stops when the ball has been returned to the pitcher who is standing in the pitching area (15 foot radius circle). A ball that passes through that area, but is not caught by the pitcher also stops play.
14. No team shall score more than five runs in one inning. When five runs are scored, the teams shall change sides, even though there are not three outs. If a team is behind by more than five runs going into the sixth inning they still will be given the opportunity to bat.
15. The infield fly rule shall not apply.

# 2011 BGRA RULES & REGULATIONS

## PINTO LEAGUE (1st Grade)

Pinto League is also run as an informal league intended to teach the fundamentals of baseball. This league will be the first league where overhand pitching is introduced. The first part of the season will be pitched by the coaches. The second part of the season will be pitched by the players. Baseball rules are reinforced. No standings will be kept and there will be no post season tournament. The second part of the Pinto season will utilize Farm league rules.

First graders must register for Pinto League.

Pinto League (90 minute time limit on games)

1. In the 1st part of the season the following rules shall apply:
  - a. Roster batting (all players present batting in consecutive order) shall be used. There shall be no short center field in Pinto.
  - b. Free substitution shall be used. Each player shall play a minimum of 4 innings in the field in a six inning game and no player shall sit consecutive innings.
  - c. A ball strike count shall be kept in the 2nd part of the season. The strike zone is knees to shoulders.
  - d. Coaches shall pitch overhand from a reasonable distance.
  - e. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
  - f. Players are not permitted to steal or to lead-off bases.
  - g. Base runner may not advance to the next base after the ball has been returned to the pitcher and the pitcher is on the pitching rubber. However, if a base runner is more than halfway to the next base he may proceed to that base. Once the pitcher is on the pitching rubber with the ball all play stops. No team shall score more than five runs in one inning.
  - h. When five runs are scored, the teams shall change sides, even though there are not three outs. If a team is behind by more than five runs going into the sixth inning they still will be given the opportunity to bat.
  - i. The infield fly rule shall not apply.
  - j. In the first part of the season while coaches are pitching, the pitching rubber for the player pitcher will be at 42 feet.
2. The 2nd part of the season will follow the Farm League rules.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

# 2011 BGRA RULES & REGULATIONS

## D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
2. If a player or players needs to be called up to Pinto, the player must come from T-Ball.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season.
4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.
5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

## E. Dropping Players

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

# 2011 BGRA RULES & REGULATIONS

## FARM LEAGUE (2nd Grade)

Farm League is an instructional league, with players pitching throughout the season. Players play in every game, and play a minimum of four innings in the field when a full six inning game is played. As an introduction to the competitive nature of baseball, team standings are observed, playoffs held and awards made on competitive standings.

### Batting Rules

1. The infield fly rule shall not apply.
2. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Bunting is not permitted. The ball is dead in all bunt attempts and a strike will be called on the batter.
4. Base runners may not steal bases, and may not leave the base they are occupying until the pitched ball has reached or passed the catcher or has been hit by the batter. Once the pitcher has stepped on the rubber with the ball in possession, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
5. Base runners may not advance to the next base after the ball has been returned to the pitcher and the pitcher is on the pitching rubber. However, if a base runner is more than halfway to the next base he may proceed to that base. Once the pitcher is on the pitching rubber with the ball all play stops.
6. Batter runner may not advance to first base on a dropped third strike.
7. No runner can advance on a overthrown ball from the fielder, the runner must stop at the next base.
8. The ball-strike count on batters shall be 4 balls and 3 strikes. After 4 balls, the Manager/Coach Pitch Rule shall apply.
9. Free substitution shall be used. Each player shall play a minimum of 4 innings in the field in a 6 inning game.
10. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
11. No team shall score more than 10 runs in one inning. When 10 runs are scored, the team shall change sides even though there are not three outs.
12. Manager/Coach Pitch Rule (Farm League and 2nd Part of Pinto)
  - a. If the home plate umpire calls ball four the batter will not automatically advance to first base.
  - b. The umpire will call "time out" and hand the ball to the offense's manager/coach to pitch.
  - c. The batter will attempt to hit the ball that the manager/coach pitches. No balls/strikes are called.
  - d. The batter will have as many pitches as strikes left in the count when ball 4 is called, unless he/she hits the ball before. The manager/coach will only pitch up to the number of pitches remaining in the strike count. Manager/coach pitches are considered strikes regardless of where the pitch is thrown.
  - e. The batter must hit the ball within the legal area of the batter's box. Stepping out of the box and making contact with the ball will be ruled as in Official Baseball Rules.
  - f. If the batter hits a foul ball on a coach pitch it will be ruled as a foul ball and not a pitch.
  - g. If the batter misses the ball it will be a strike and subject to an out if it is strike three.
  - h. The batter will be allowed as many pitches as he has strikes remaining before ball four was delivered except:
    - (1) Legal put out by defensive player and
    - (2) Ball hit in fair territory.

# 2011 BGRA RULES & REGULATIONS

After the Manager/Coach Pitch Rule is in effect the defensive team may not switch any players to different positions. The catcher must remain in the catcher's box with the mask and all equipment is in place. The pitcher must have one foot in contact with the pitching rubber. The batter may not change bats.

- j. On a batted ball, hit into fair territory, the batter cannot advance beyond 1st base under any condition. All other runners can advance no more than two bases.

## Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  - 1. Farm pitchers shall not be allowed to pitch in more than two innings per game and 5 innings per week. A calendar week is from 12:01 am Monday to 12 midnight the following Sunday.
  - 2. Farm pitchers will not be allowed to start another inning if they have thrown 50 pitches. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  - 3. Farm pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch more than 2 innings.
- C. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- D. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- E. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- F. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- G. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- H. Pitching distance shall be 40'-0" from the front of the pitching rubber to the back point of home plate.
- I. The strike zone shall be from the bottom of the batter's knees to their shoulders.
- J. Pitchers shall not pitch deliberate curve balls. The plate umpire shall call each curve ball a "ball" and give notice to the pitcher. Deliberate violation of this rule requires the umpire to remove the pitcher from the mound.
- K. The balk rule shall not apply.
- L. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

# 2011 BGRA RULES & REGULATIONS

## LENGTH OF GAMES

A. Regulation games shall be six innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### **B. Complete Game:**

If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three and a half innings than the visiting team has scored in four complete innings. Any time after the fourth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.

C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

### **D. Suspended Games**

1. In the event of a suspended game:

- a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
- b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
- c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

### **E. Slaughter Rule**

If a team is leading its opponent by at least 10 runs after four or more equal innings have been played or after three and one half innings if the team second at bat shall have a 10 run lead in the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in front declared the winner.

### **F. Postponed Game**

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

# 2011 BGRA RULES & REGULATIONS

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids; an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

### INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

### PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.

## 2011 BGRA RULES & REGULATIONS

- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

### D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
2. If a player or players needs to be called up to Farm, the player must come from Pinto.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.
5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

### E. Dropping Players

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

### POST-SEASON TOURNAMENTS

The positions for post-season tournaments are not seeded but randomly picked before opening day.

# 2011 BGRA RULES & REGULATIONS

## MUSTANG LEAGUE (3rd Grade)

Mustang League is an instructional league, with player pitching that parallels older leagues as closely as the age of the player permits. Players play in every game, and play a minimum of four innings in the field when a full six inning game is played.

Base running is restricted and base stealing is introduced on a limited basis. The players can learn the fundamentals of hitting, where to throw the fielded ball, when to look for the double play and the basic rules of the game.

### Batting Rules

1. The infield fly rule shall not apply.
2. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Base runners may steal 2nd and 3rd bases only after 2 outs and a new batter is at the plate, and may not leave the bases they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with the ball in possession, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
4. The batter runner may not advance to first base on a dropped third strike. The only way a runner may score is:
  - a. Batter receiving a base on ball with bases loaded.
  - b. Batter being hit by a pitched ball with the bases loaded.
  - c. Continuation of a batted ball.
5. In the event the base runner crosses home plate by any means other than described above he shall be automatically out.
6. The "Lead Runner" may NOT ADVANCE TO THE NEXT BASE after a defensive player has forced the lead runner back ONTO THE BASE previously touched. The lead runner is frozen to the base until the ball is put back into play.
7. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
8. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
9. No team shall score more than 10 runs in one inning. When 10 runs are scored, the team shall change sides even though there are not three outs.

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  1. Mustang pitchers will not be allowed to start another inning if they have thrown 60 pitches. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  2. Mustang pitchers shall not be allowed to pitch in more than two innings per day and 5 innings per week
  3. Mustang pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch more than 2 innings

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- C. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- D. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- E. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- F. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- G. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- H. Pitching distance shall be 42'-0" from the front of the pitching rubber to the back point of home plate.
- I. The strike zone shall be from the bottom of the batter's knees to their shoulders.
- J. Pitchers shall not pitch deliberate curve balls. The plate umpire shall call each curve ball a "ball" and give notice to the pitcher. Deliberate violation of this rule requires the umpire to remove the pitcher from the mound.
- K. The balk rule shall not apply.
- L. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

## LENGTH OF GAMES

- A. Regulation games shall be six innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### **B. Complete Game:**

- 1. If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three and a half innings than the visiting team has scored in four complete innings. Any time after the fourth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.
- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

# 2011 BGRA RULES & REGULATIONS

## D. Suspended Games

1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

## E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after four or more equal innings have been played or after three and one half innings if the team second at bat shall have a 10 run lead in the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in front declared the winner.

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids, an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

# 2011 BGRA RULES & REGULATIONS

## INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

### D. Adding Players

- 1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
- 2. If a player or players needs to be called up to Mustang, the player must come from Farm.
- 3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
- 4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.

## 2011 BGRA RULES & REGULATIONS

5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

### **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

### **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments are not seeded but randomly picked before opening day.

# 2011 BGRA RULES & REGULATIONS

## STALLION LEAGUE (4th Grade)

Stallion provides a higher level of competition and is a continuation of the instructional structure of Mustang league. Runners can steal bases at any time for the entire season to add to the challenge of the game. Players play in every game and play a minimum of four innings in the field when a full six inning game is played.

### Batting Rules

1. The infield fly rule shall not apply.
2. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Base runners may steal 2nd and 3rd bases only, and may not leave the bases they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. A runner may only steal one base per pitch, even if there is an overthrow. Once the pitcher has stepped on the rubber with the ball in possession, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
4. A batter may not advance to first base on a dropped third strike. The only way a runner may score is:
  - a. Batter receiving a base on ball with bases loaded.
  - b. Batter being hit by a pitched ball with the bases loaded.
  - c. Continuation of a batted ball.
5. In the event the base runner crosses home plate by any means other than described above he shall be automatically out.
6. The "Lead Runner" may NOT ADVANCE TO THE NEXT BASE after a defensive player has forced the lead runner back ONTO THE BASE previously touched. The lead runner is frozen to the base until the ball is put back into play.
7. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
8. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
9. No team shall score more than 10 runs in one inning. When 10 runs are scored, the team shall change sides even though there are not three outs. (If the trailing team is in their last at bat, either in a slaughter situation or in the last inning of the game, this rule does not apply).

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  1. Stallion pitchers will not be allowed to start another inning if they have thrown 60 pitches. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  2. Stallion pitchers shall not be allowed to pitch in more than two innings per game and 5 innings per week
  3. Stallion pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch more than 3 innings total.

# 2011 BGRA RULES & REGULATIONS

- C. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- D. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- E. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- F. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- G. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- H. Pitching distance shall be 42'-0" from the front of the pitching rubber to the back point of home plate.
- I. The strike zone shall be from the bottom of the batter's knees to their shoulders.
- J. Pitchers shall not pitch deliberate curve balls. The plate umpire shall call each curve ball a "ball" and give notice to the pitcher. Deliberate violation of this rule requires the umpire to remove the pitcher from the mound.
- K. The balk rule shall not apply.
- L. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

## LENGTH OF GAMES

- A. Regulation games shall be six innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### **B. Complete Game:**

- 1. If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three and a half innings than the visiting team has scored in four complete innings. Any time after the fourth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.
- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

# 2011 BGRA RULES & REGULATIONS

## D. Suspended Games

1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

## E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after four or more equal innings have been played or after three and one half innings if the team second at bat shall have a 10 run lead in the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in front declared the winner.

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids, an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

# 2011 BGRA RULES & REGULATIONS

## INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

### D. Adding Players

- 1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
- 2. If a player or players needs to be called up to Stallion, the player must come from Mustang.
- 3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
- 4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.

# 2011 BGRA RULES & REGULATIONS

5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

## **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

## **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments are not seeded but randomly picked before opening day.

# 2011 BGRA RULES & REGULATIONS

## THOROUGHBRED LEAGUE (5th-6th Grades)

Thoroughbred provides this developing age group with their first exposure to the total game of baseball on a proportionate 70 foot baseball diamond. Lead-offs are permitted; the balk rule and infield fly rule apply; and players can advance to first on a dropped third strike, can score on a steal of home. Placements in Thoroughbred League are determined in the player's draft. This league has proven a strong instructional experience for players in this league. New and continuing players have the opportunity to excel in more playing positions.

### Batting Rules

1. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
2. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
3. Free substitution shall be used. Players play in every game for a minimum of 4 innings, when a full 7 inning game is played. All players will be given the opportunity (if wanted) to play infield and outfield.
4. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
5. The Automatic Appeal Rule shall apply. When a runner misses a base there will be no appeal by the defensive team. If an umpire sees a runner missing a base he is to make a mental note of it while the play is in progress. After the play, he declares that runner out and all other plays stand unless the runner who is out is the third out of the inning.

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  1. Thoroughbred pitchers will not be allowed to start another inning if they have thrown 70 pitches. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  2. Thoroughbred pitchers shall not be allowed to pitch in more than 8 innings per week.
- C. Thoroughbred pitchers, after pitching in four innings (if the pitcher pitches in three innings or less, the rule does not apply); on the same calendar day must have 40 hours rest before pitching again. The 40 hours rest is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used in interpretation of this rule.
- D. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- E. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- F. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.

# 2011 BGRA RULES & REGULATIONS

- G. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- H. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- I. Pitching distance shall be 48'-0" from the front of the pitching rubber to the back point of home plate.
- J. The strike zone shall be from the top of the batter's knees to the letters.
- K. Pitchers shall not pitch deliberate curve balls. The plate umpire shall call each curve ball a "ball" and give notice to the pitcher. Deliberate violation of this rule requires the umpire to remove the pitcher from the mound.
- L. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

## LENGTH OF GAMES

- A. Regulation games shall be seven innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### **B. Complete Game:**

- 1. If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four and a half innings than the visiting team has scored in five complete innings. Any time after the fifth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.
- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

### **D. Suspended Games**

- 1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

# 2011 BGRA RULES & REGULATIONS

## E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after five or more equal innings have been played or after four and one half innings if the team second at bat shall have a 10 run lead in the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids, an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

### INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.

# 2011 BGRA RULES & REGULATIONS

- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

## HALF WAY RULE

- A. A runner on third base may not steal home or advance more than half way down the third base line unless:
1. The batter takes the pitch and does not attempt to swing.
  2. The batter squares around and either attempts to bunt, bunts successfully, bunts foul or fakes a bunt.
- B. If the runner advances more than halfway down the third base line and the batter attempts to swing or hits the ball (other than a bunt) the batter shall be declared out and the ball shall be dead. The runner shall return to third base. The halfway line shall be determined by either the home plate or field umpire.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

## D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
2. If a player or players needs to be called up to Thoroughbred, the player must come from Stallion.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.
5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

# 2011 BGRA RULES & REGULATIONS

## **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

## **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments will be seeded by the league director based on standings.

# 2011 BGRA RULES & REGULATIONS

## PALOMINO LEAGUE (7th - 8th Grades)

Palomino league is structured for this age group similar to the Thoroughbred League. Field dimensions include 80 foot base paths and a 54 foot pitching distance.

### Batting Rules

1. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
2. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
3. Free substitution shall be used. Players play in every game for a minimum of 4 innings, when a full 7 inning game is played. All players will be given the opportunity (if wanted) to play infield and outfield.
4. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out.
5. The Automatic Appeal Rule shall apply. When a runner misses a base there will be no appeal by the defensive team. If an umpire sees a runner missing a base he is to make a mental note of it while the play is in progress. After the play, he declares that runner out and all other plays stand unless the runner who is out is the third out of the inning.

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  1. Palomino pitchers will not be allowed to start another inning if they have thrown 80 pitches that day. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  2. Palomino pitchers shall not be allowed to pitch in more than 10 innings per week.
- C. Palomino pitchers, after pitching in four innings (if the pitcher pitches in three innings or less, the rule does not apply); on the same calendar day must have 40 hours rest before pitching again. The 40 hours rest is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used in interpretation of this rule.
- D. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- E. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- F. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- G. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.

# 2011 BGRA RULES & REGULATIONS

- H. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- I. Pitching distance shall be 54'-0" from the front of the pitching rubber to the back point of home plate.
- J. The strike zone shall be from the top of the batter's knees to the letters.
- K. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

## LENGTH OF GAMES

- A. Regulation games shall be seven innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### **B. Complete Game:**

If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four and a half innings than the visiting team has scored in five complete innings. Any time after the fifth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league playoff (Tournament) game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to the playoff (Tournament) games.

- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

### **D. Suspended Games**

- 1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

### **E. Slaughter Rule**

If a team is leading its opponent by at least 10 runs after five or more equal innings have been played or after four and one half innings if the team second at bat shall have a 10 run lead in the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

# 2011 BGRA RULES & REGULATIONS

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no new inning shall begin after 15 minutes prior to the scheduled starting time of the following game and no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids; an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out, has one minute to get Players into their positions after the last out each inning. Umpires will call the first player to bat the next inning out if after a warning it continues.

## INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.

# 2011 BGRA RULES & REGULATIONS

- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

## HALF WAY RULE

- A. A runner on third base may not steal home or advance more than half way down the third base line unless:
1. The batter takes the pitch and does not attempt to swing.
  2. The batter squares around and either attempts to bunt, bunts successfully, bunts foul or fakes a bunt.
- B. If the runner advances more than halfway down the third base line and the batter attempts to swing or hits the ball (other than a bunt) the batter shall be declared out and the ball shall be dead. The runner shall return to third base. The halfway line shall be determined by either the home plate or field umpire.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

## D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
2. If a player or players needs to be called up to Palomino, the player must come from Thoroughbred.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.
5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

# 2011 BGRA RULES & REGULATIONS

## **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

## **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments will be seeded by the league director based on standings.

# 2011 BGRA RULES & REGULATIONS

## COLT LEAGUE (9th - 11th Grades)

Colt League is structured very similar to High School baseball using a full 90' diamond and 60'6" pitching distance. Players in this league are guaranteed a minimum playing time of four innings when a full seven inning game is played.

### Batting Rules

1. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
2. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
3. Free substitution shall be used. Players play in every game for a minimum of 4 innings, when a full 7 inning game is played. All players will be given the opportunity (if wanted) to play infield and outfield.
4. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
5. The Automatic Appeal Rule shall apply. When a runner misses a base there will be no appeal by the defensive team. If an umpire sees a runner missing a base he is to make a mental note of it while the play is in progress. After the play, he declares that runner out and all other plays stand unless the runner who is out is the third out of the inning.

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
  1. Colt pitchers will not be allowed to start another inning if they have thrown 80 pitches that day. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
  2. Colt pitchers shall not be allowed to pitch in more than 10 innings per week.
- C. Colt pitchers, after pitching in four innings (if the pitcher pitches in three innings or less, the rule does not apply); on the same calendar day must have 40 hours rest before pitching again. The 40 hours rest is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time, the actual starting time of the game will be used in interpretation of this rule.
- D. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- E. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- F. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- G. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.

# 2011 BGRA RULES & REGULATIONS

- H. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- I. Pitching distance shall be 60'-6" from the front of the pitching rubber to the back point of home plate.
- J. The strike zone shall be from the top of the batter's knees to the letters.
- K. After a pitcher has hit 3 batters in a game, he must be removed from pitching.
- L. Pitchers may not wear metal cleats on shoes when pitching from an artificial mound.

## LENGTH OF GAMES

- A. Regulation games shall be seven innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

### B. Complete Game:

- 1. If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four and a half innings than the visiting team has scored in five complete innings. Any time after the fifth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.
- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

### D. Suspended Games

- 1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

### E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after five or more equal innings have been played or after four and one half innings if the team second at bat shall have a 10 run lead in the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

# 2011 BGRA RULES & REGULATIONS

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids; an umpire may call the game at anytime there is a concern.

## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

### INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

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## HALF WAY RULE

- A. A runner on third base may not steal home or advance more than half way down the third base line unless:
1. The batter takes the pitch and does not attempt to swing.
  2. The batter squares around and either attempts to bunt, bunts successfully, bunts foul or fakes a bunt.
- B. If the runner advances more than halfway down the third base line and the batter attempts to swing or hits the ball (other than a bunt) the batter shall be declared out and the ball shall be dead. The runner shall return to third base. The halfway line shall be determined by either the home plate or field umpire.

## PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

### D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. Not use the player brought up as a pitcher or catcher.
  - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
  - d. Added players must bat in lineup after all regular team members.
  - e. Obtain the permission of the player's parent or guardian if under the age of 18.
2. If a player or players needs to be called up to Colt, the player must come from Palomino.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
4. Players who are brought up to play in another league are also limited to playing a maximum of 10 games in any league other than their own.
5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

# 2011 BGRA RULES & REGULATIONS

## **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

## **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments will be seeded by the league director based on standings.

# 2011 BGRA RULES & REGULATIONS

## SENIOR COLT LEAGUE (12th Grade and up)

Senior Colt is identical to Colt League but for older players.

### Batting Rules

1. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
2. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
3. Free substitution shall be used. Players play in every game for a minimum of 4 innings, when a full 7 inning game is played. All players will be given the opportunity (if wanted) to play infield and outfield.
4. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out.
5. Automatic appeal will not pertain to Sr. Colt. Defensive captain or manager must verbally appeal to umpire prior to next pitch. Once verbal appeal is made umpire will indicate safe or out.

### Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- C. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- D. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- E. Pitching distance shall be 60'-6" from the front of the pitching rubber to the back point of home plate.
- F. The strike zone shall be from the top of the batter's knees to the letters.
- G. After a pitcher has hit 3 batters in a game, he must be removed from pitching.
- H. Pitchers may not wear metal cleats on shoes when pitching from an artificial mound.

### LENGTH OF GAMES

- A. Regulation games shall be seven innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.
- B. Complete Game:**
1. If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four and a half innings than the visiting team has scored in five complete innings. Any time after the fifth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to

# 2011 BGRA RULES & REGULATIONS

completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.

- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

## D. Suspended Games

1. In the event of a suspended game:
  - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
  - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
  - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

## E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after five or more equal innings have been played or after four and one half innings if the team second at bat shall have a 10 run lead in the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

## F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

## G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
  - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids, an umpire may call the game at anytime there is a concern.

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## H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The speed up rule will apply to both catcher and pitcher (with "pitcher of record" being the same as catcher of record) and both may come off the field at any time – but must be mandatory with 2 outs.

## INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

## PLAYERS AND SUBSTITUTIONS

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## D. Adding Players

1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
  - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
  - b. A called up player may be used as a catcher with the permission of said players' parents. No call ups are allowed to pitch.

## 2011 BGRA RULES & REGULATIONS

- c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
- d. Added players must bat in lineup after all regular team members.
- e. Obtain the permission of the player's parent or guardian if under the age 18.
2. If a player or players needs to be called up to Sr. Colt, the player must come from Colt.
3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.
5. Any team violating the above rules in section F, except as stated, shall forfeit all games in which the above violations occurred.

### **E. Dropping Players**

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
  - a. A player may be dropped who has moved from the area.
  - b. A player may be dropped if he does not conform to the league rules and regulations.
  - c. A player may be dropped if he shows lack of interest and desire to participate.
  - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

### **POST-SEASON TOURNAMENTS**

The positions for post-season tournaments will be seeded by the league director based on standings.