

2010 Rules

FOR

Broken Arrow Youth Baseball,

**Recreational Interleague (a.k.a.
Arkansas River Valley baseball),**

AND

Warren Spahn Memorial League

BAYB OBJECTIVE

The objective of Broken Arrow Youth Baseball Association, Inc. (BAYB) is to promote, develop, sustain, and supervise a youth baseball program. This includes, but is not limited to, teaching baseball rules, baseball skills, values of teamwork, sportsmanship, safety, and other characteristics of moral citizenship. Winning baseball games is not the primary objective of BAYB.

NOTES:

1. BAYB is negotiating interleague play with Bixby Youth Baseball, Allstar Sports Complex, and Jenks. Not all ages will have interleague play, currently the number of teams in an age group may decide. Additionally, inter league play is only possible in the 8-14U leagues. These rules are implemented for BAYB, REC Interleague, and the Warren Spahn Memorial League.
2. Interleague is also known as Arkansas River Valley Baseball
3. Changes from previous years are **highlighted**.
- 4.

OFFICIAL RULES OF BAYB
Managers and Coaches Requirements and Information

Managers and coaches who do not attempt to carry out the rules, policies, and intentions of this organization are subject to forfeiture of games, suspension, termination, fines, and/or probation as determined by the BAYB Board.

NOTE: Any member of the Board, Facility Manager, person or persons who the Board of Directors may appoint or designate, shall have the authority to delay, cancel, or suspend scheduled games or games in process as they deem necessary.

- (1) The Board shall publish online for each manager of each team to download copies of the BAYB rules. A copy of the BAYB By-Laws will be available in the league office.
- (2) Any player, manager, or coach ejected from a game shall be ineligible for the next scheduled game (including make-up) subject to Board of Directors review.
 - (A) Any manager, coach or adult spectator ejected from a game, must leave the playing field and go to the asphalt parking lot within three (3) minutes and not reenter for the remainder of that day. Any player ejected shall remain in his/her team's dugout for the remainder of that game and shall refrain from making personal remarks toward the umpires or other team.
 - (B) Persons ejected during games which are rained out and are not "official" shall sit out the next scheduled league game and the make-up game when applicable.
 - (C) Persons ejected during games in which their respective age group plays an interlocking schedule with out of town teams (Interleague), shall sit out the next scheduled game to be played in that league regardless of location. .

EXAMPLE: A player is thrown out at the BA fields. The next game is scheduled for Bixby.. The player is required to sit out the game in Bixby.

- (D) Umpires are required to file a written report on the same day as the occurrence of an ejection of a player, manager, coach, or spectator with a BAYB Board Member. BAYB will notify other interleague parks of any suspensions. If no written report is received the suspension for the next game rule shall not apply.
- (E) Appeals of ejections must be in writing and filed by noon of the following day of the occurrence with any BAYB Board Member or submitted to the BAYB Office. E-mails are acceptable.
- (F) Any coach, manager, player or spectator ejected two or more times during a season may be placed on suspension for the remainder of that season from our park.

- (G) Escalation Prevention Rule: Upon the 2nd ejection of any person (player, fan, coach) from 1 team for any reason in the same game, the umpire will declare a forfeit against the offending team. This also will result in Forfeiture of any remaining games to be played that day.
- (H) Behavior outside of games that during games would result in ejections shall result in suspension from games as specified for ejections during games. A second ejection will invoke the Escalation Prevention Rule in (G) above and result in Forfeiture on the teams next game. Should a parent, grandparent, or coach be ejected outside of game play their immediate player (son, granddaughter) will not be allowed to participate in the teams next game (they may sit in the dugout).
- (I) Any persons involved in physical assault (Fighting, punching, etc.) shall be suspended until reinstated by the BAYB board.
- (J) Managers are responsible for the actions of players, coaches. Umpires may eject a manager for the actions of a player or coach if they feel the manager fails to gain control of their player or coach. If this occurs, the manager is eligible to participate in the next game pending report and recommendation by umpires. This will not be considered a second ejection unless the manager is ejected for a second offense/action.
- (K) Managers are responsible for the actions of fans, should a fan be ejected the team manager is ejected as well. If this occurs, the manager is eligible to participate in the next game pending report and recommendation by umpires. This will not be considered a second ejection unless the manager is ejected for a second offense/action.
- (3) Managers, team officials, and spectators must not razz, abuse, or embarrass players of his or the other team. Players are not to razz players or cast slurring or personal remarks at the opposing team. The practice of yelling “cut”, “strike”, or “swing batter”, or any other words that are designed to cause a batter to swing at a pitch, against his will, or the heckling of the opposing pitcher, in any manner, will not be allowed. The coach should strive to coach in such a way as not to distract the opposing pitcher in any manner. This is considered unsportsman like conduct, against the rules, and is prohibited. Managers who do not attempt to secure order may be reported by umpires or other persons to league officials for further action.
- (4) Manager or other team officials will absolutely refrain from comments or actions that disparage the decisions of any umpire before, during, or after the game.
- (5) Managers, team officials, spectators, or umpires will absolutely refrain from making remarks about or threats of physical harm to any manager, team official, spectator, or umpire.

PENALTY: Violators will be ejected from the game, game will be forfeited, and the violator will be suspended from managing, coaching, scorekeeping, speculating, or umpiring the remainder of the baseball season and will be subject to review by the Board of Directors. In severe cases, the Board may issue fines, probation, or suspensions for a period to exceed one (1) year. The maximum fine is set at \$500.

- (6) The use of foul or profane language is prohibited by managers, coaches, players, spectators, umpires, and Board Members.
- (7) The use of tobacco in any form in seating areas, dugouts, and playing fields is prohibited.
- (8) Managers are required to have one (1) person, either coach or player, in each coach's box while his team is at bat. Players must wear a regulation, safety approved batting helmet while in the coaches box.
- (9) A manager or coach of a defensive team must not delay the game to confer with a player or players on the field more than one (1) time during one (1) inning.

PENALTY: Should he/she delay the game a second time by conferring with a second player or players during one (1) inning, the player or players shall be removed from the game unless when such player is the pitcher, then he is removed from the mound. Violations of this rule must be determined before the next ensuing pitch. If a player is removed because of a violation of this rule, for re-substitution, refer to Player Re-substitution Rule. Insistence on the part of either manager to delay the game or have conferences in any manner is considered grounds for the umpire to declare a forfeit.

- (10) After the manager or coach has had one (1) conference with a player or players, and they enter the playing field for the purpose of removing a player or players from his position, or attending to an injured player, or for the purpose of making a substitution, it will in no way mean that the manager or coach has had a second conference with his/her players.
- (11) Managers are required to submit a line-up and roster to the opposing manager before play is started. Substitutions must be reported to the plate umpire and opposing scorekeeper before being made.
- (12) Managers must have records of each game in a permanent bound official scorebook. This requirement is necessitated by the fact that he may be called upon to prove the eligibility of a re-substituted player or the eligibility of a starting or relieving pitcher. Failure to maintain such records may result in a team forfeiting games that they have won.
- (13) Managers shall meet at the pre-game conference with the umpires. Upon request of umpires or opposing manager, managers shall exchange records of each pitcher's outs pitched for the previous and current calendar week and umpires will record the

correct number of innings each pitcher is eligible to pitch. Additionally, upon request, any ineligible player and/or players who did not fulfill the Player Participation rule, during the last game, shall be named. At the discretion of BAYB, umpires may request that coaches present their coaching certification card at this pre-game meeting.

NOTE: Calendar week shall be defined as Monday through the following Sunday.

PENALTY: Violation of any pitching allowance shall result in forfeiture of game upon legal protest of opposing team.

- (14) Winning team manager is responsible for having game sheets/outs pitched by all pitchers turned in after game. BAYB may require this by e-mail or hard copy.
- (15) No recreational player shall be enticed, recruited, or otherwise approached in reference to playing for another team other than their assigned team after the draft and until Jun 30th of the current baseball season, without written permission from the player's respective manager. The intent of this rule is to eliminate recruiting during the season and further is to be honored by ALL Broken Arrow teams, coaches, manager, players, parents, and representatives, regardless of the team's participation within the Recreational and/or Open leagues.

NOTE: Upon protest and review by BAYB, Manager is subject to forfeiture, suspension and/or probation. This rule is intended to include all tournaments but not summer/fall leagues.

- (16) Recreational Managers and coaches require certification through ASEP or PCA per BAYB training requirements. Open Managers and coaches require certification through ASEP, PCA, NYSCA, Doyle, or OK state certification. Any manager and/or coach not certified/sanctioned by an organization approved by BAYB such as ASEP, PCA, for Recreational and ASEP, PCA, NYSCA, or Doyle Baseball, for Open, will be suspended until they are, (meaning they cannot help coach). BAYB may impose additional certification/sanctioning at anytime.
- (17) Managers shall allow no more than 3 certified coaches (including her/himself) on the field unless otherwise specified by rule. All coaches shall remain within arms length of the dugout entrance unless otherwise permitted by the rules of the game (coaches boxes, trips to mound, conference called by umpire, etc.).
- (18) Managers shall attend the preseason coaches meeting for their league or designate a team representative to attend. Failure to attend may result in fines, forfeiture of games, or suspension as determined by BAYB. The initial minimum fine is set at \$200.
- (19) Recreational League Managers shall attend the Team Mom\Representative meeting or designate a team representative to attend. Failure to attend may result in fines,

forfeiture of games, or suspension as determined by BAYB. The initial minimal fine is set at \$100.

- (20) Managers are to notify their BAYB **and interleague** age coordinator at least **72hrs** in advance of scheduled game times should their team not be able to play. Teams that do not meet this rule are subject to a \$75 per game fine to cover costs of umpires, field preparation, and rescheduling. **The fine must be paid within 48 hrs or additional penalties will be imposed.**
- (21) All Managers must have a valid signed contract in place with BAYB on or before Feb 1st of the current year to be guaranteed a team for that year. All managers and coaches contracts expire per the date stated on the contract.
- (22) Managers are responsible for their team parents and players adherence to the rules of BAYB. This includes the player eligibility rules and age limitations.
- (23) Managers or coach representing the team must wear their coaches certification card (Doyle, NYSCA, BAYB) outside of clothing visible on the torso. They are to wear it to the umpires pregame meeting and at all times during the game. Umpires will address the coach that attends the meeting as the team manager. If no signed manager or coach is present with their certification card, the umpire shall declare a forfeit and rule 20 above will apply. The 15 minute grace period rule is in effect (i.e Manager has 15 min after scheduled start time to produce the card.)
- (24) BAYB ISSC Fields are for game play only. Managers may request scrimmages on fields and pay the city usage, umpire, and maintenance fees. Managers shall inform players and parents that pick up games and practices are not allowed on fields.
- (25) **BAYB Managers are to fully support and carry out the rules, policies, and intentions of this organization, or may be subject to forfeiture of games, suspension, termination, fines, and/or probation as determined by the BAYB Board.**
- (26) **Managers are responsible for checking their teams schedule daily. Weather and other reasons occasionally require that the Board reschedule games. If a game is rescheduled and published 96 hrs or more prior to its play date/time, managers will not receive additional notice. If within 96 hrs of rescheduled time managers will be contacted by e-mail or phone. Rescheduled games are not negotiable. Teams are expected to play when scheduled/rescheduled.**

Rules for all Leagues

(1) Games

- (A) Regular season games are not to be scheduled on Sunday. Rainouts, make-up games and /or any Tournament games may be scheduled on these days.
- (B) Refer to the Major League rule 4.10, with the following exceptions: Games must start no later than fifteen (15) minutes after Official start time. Official game time shall be recorded immediately after the first pitch by the umpire's watch or his/her designated time keeper except for the first game scheduled for the day. The first game scheduled for a field official start time is as scheduled provided umpires are present.. See rule 4 below. Note: The 15 minute grace period is to ensure teams have enough players to start a game. Provided enough players are present and at least 1 signed and certified coach is present then the game is to start on time, or be subject to forfeit.

(2) Scorekeepers

Home team scorekeeper is official scorer. Both scorekeepers are responsible for coordination and cooperation so that all scores, substitutions, outs, and pitcher's outs, etc., are recorded properly. Lineups SHALL be submitted with last and first names or first initial, and numbers.

(3) League Championships

A Play-off game shall be scheduled should there be a tie for any league championship after all tie breakers have been applied. Tie Breakers (in this order): Head to Head, Runs Allowed in Divisional Games, Runs Allowed in Non-Divisional Games, Runs Scored in Divisional Games. These tie breakers may be amended by the age group coordinator or BAYB provided they do so in writing before the season begins.

(4) Regulation Games (Game time begins on the 1st pitch unless otherwise specified)

T-ball game time limit is **one (1) hour or 5 innings** (Game time begins when the home team takes the field)

Tigerball game time limit is **one (1) hour or 5 innings**

7 and Under time limit is one (1) hour and 15 minutes or 5 innings

8 and Under time limit is one (1) hour and 15 minutes or 6 innings.

9 - 10 Year Olds time limit is one (1) hour and 30 minutes or 6 innings

11 - 12 Year Olds time limit is one (1) hour and **30** minutes or 6 innings

13- 18 Year Olds time limit is one (1) hour and 45 minutes or 7 innings

NOTE: A new inning shall officially start immediately after the third out of an inning is made for the home team. Official game time begins on the first pitch regardless of scheduled game time, except for the first game scheduled for the day. The first game

scheduled for a field official start time is as scheduled provided umpires are present. A fifteen (15) minute grace period time begins at scheduled game time or as amended by a board member or tournament director.

Note: in the case of make up games or games threatened by inclement weather BAYB may alter game times to facilitate playing of all games; specifically coach pitch may be reduced to 1 hr and all kid pitch may be reduced to 1 hr and 30 minutes.

(5) Early Game Termination

No game shall end before all innings have been played unless:

- (A) The game shall be considered an official and/or legally completed game if the time limit expires in the bottom half of the inning with the home team leading, regardless of number of innings played.

EXAMPLE: Open division time limit 1 hour 40 minutes. Visiting team scores 28 runs in the top of the first inning. Home team scores 25 runs in the bottom of the first inning. The third out is made after the time limit has expired. The game is official and the visiting team wins 28 to 25.

- (B) In case of early termination because of adverse weather, the losing team must have completed three (3) times at bat to be an official game for all leagues and four (4) times at bat for WSML. League games terminated early because of adverse weather conditions that have not become official, shall be rescheduled and played from the point of suspension. Pitcher's outs/innings shall be considered and reported the same as in an official game.

- (C) Both coaches desire to terminate game upon game becoming an official and/or legally completed game.

NOTE: A game is legally completed when the last required inning is played or the losing team cannot tie or win because of the run limit rule (recreational league) or the run rule has been reached in the open league.

NOTE: It is the intent of BAYB to have the umpires stay for the required number of innings and/or full time limit in order to allow the recreational players to get as much playing time as possible. Judgment should be used by the manager, coaches, & umpires to not allow the games to run beyond their scheduled game time.

(6) Ties at end of Regulation Game

Games may end in a tie. In case of a tie, each team will be credited with one-half game won and one-half game lost. See rules for Tigerball and tie breakers for Tiger 5 and Tiger 6 leagues.

(7) Unless otherwise stated, pitching limitations of BAYB apply as stated regardless of the number of games played per day.

(8) Protesting Games

Refer to the official baseball rule 4.19;

(A) No protest shall ever be permitted on judgment decisions of the umpire.

(B) Protests shall not be accepted unless umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. Umpires shall have appropriate place of protest noted in scorebook, and;

(C) Any acceptable protest that a manager desires to make must be made in writing to the age coordinator (both interleague coordinator and BAYB) or the President within 24 hours of occurrence and accompanied with a \$100.00 cash deposit. If protesting, you must notify the umpire immediately (upon violation and prior to next official pitch) so that the protest can be recorded in the official scorebook. If the protest is upheld the deposit will be refunded. Otherwise the money will go into the general fund of the BAYB or Interleague program as appropriate.

PENALTY: The Board of Directors Protest Committee will determine the penalty on upheld protests.

(D) Appeals of Protest Committee rulings will be filed and accompanied by an additional \$100 deposit to be heard by the entire board or interleague board. If the appeal overturns ruling, deposit will be refunded. Otherwise, the money will go into the general fund of BAYB or Interleague program as appropriate.

(9) Protective Equipment

(A) Helmets with full head and ear protection shall be worn while batting and running bases. Such helmets shall comply with all Federal and State laws including but not limited to, safety inspection labels and safety warning labels.

(B) Pitchers and catchers shall wear protective cups. This rule is not mandatory for 8 & under.

(C) Any player in a crouched position warming up the pitcher on or off the playing field shall wear a face mask and appropriate throat protection.

(D) Catchers shall wear approved protective headgear along with face mask and appropriate throat protection. Ages 12 and below must wear headgear with ear protection. No skull helmets in ages 12 and below.

(10) Bat. Refer to the official baseball rule 1.10 with the following exceptions:

(A) Commercially available metal or composite bats, stamped or otherwise marked by the manufacturer as baseball bats, are approved.

(B) Softball bats are not approved.

(C) Altered and/or experimental bats are illegal and are not permissible. Taping of the grips or repair of grips shall **not** be considered altering of the bat.

(11) Bat Throwing

The first instance of a bat throwing will be a team **warning to that team**. The next instance may require the batter to be called out, dead ball, and all runners to return to the last base occupied before the occurrence. If, in the judgment of the umpire, the act was intentional, flagrant or considered unsportsmanlike, said batter should be called out and ejected from the game.

NOTE: This is a judgment call and cannot be argued or protested.

(12) Footballing Prohibited

Footballing is prohibited. Any player who in the umpire's judgment intentionally runs into a fielder or the catcher to dislodge the ball is automatically out. Flagrant violation by a player may cause said player to be ejected from that game and the following game.

If the umpire judges that there is an act of malicious contact, or conduct, he shall immediately call "time", call the runner out, and then eject him. Ejected players would be ineligible for the following BAYB game. All runners would return to the bases occupied at the time of the infraction unless they scored or were put out before the infraction was called. If in the umpire's judgment the malicious contact was the cause of the defensive player, the same ejection rule will apply. The act of malicious contact supercedes the Obstruction Rule (see 7.06 of Official Rules).

(13) Modified Game Speedup Rule

At the offensive teams option **with 2 outs**, a player not in the game defensively at the time, may be used for the catcher or pitcher of record as a courtesy runner. If no players are available who are not in the game defensively, then the runner must be the player who made the previous out. If batting the entire line up, all players are considered to be in defensive positions also. Thus a courtesy runner must be the last out.

NOTE: Intent of rule is to speed up play between innings. For all age groups, courtesy runners do not count as game appearances or substitutions.

(14) On Deck Batter

The on deck batter will always be in the on deck circle behind the batter.

NOTE: There shall be no on deck batter in age groups 8 year old and under Recreational.

EXAMPLE: Visiting team is occupying the 1st base dugout. While his team is at bat, the on deck batter will always use the on deck circle on the 3rd base side when the batter is right handed. The 1st base side circle will be used when the batter is left-handed. This is to be used in all age groups during all games in BAYB. (Tournaments included)

(15) Starting Pitcher

If a pitcher (starter or relief) vacates the pitching position (is replaced by another pitcher) they may not return to the mound in that game.

- (16) Ball. Official ball of BAYB and Interleague is the nine (9) inch in circumference, five (5) ounce ball **made by Diamond**, unless otherwise specified. DOL-A or better balls are acceptable. All other balls are prohibited.

Note: that the Diamond BAYB-SP-DSS-1 are a better quality ball than the DOL-A and Coach pitch leagues requiring safety balls may use the Diamond or Pro-nine level 5 ball.

(17) Field Dimensions

- (A) Tee ball and Coach pitch. Shall be as defined in league specific rules.
- (B) 10 and Under. The distance between bases shall be sixty-five (65) feet. Pitching distance shall be forty-six (46) feet.
- (C) 12 and Under. Distance between bases shall be seventy (70) feet. Pitching distance shall be fifty (50) feet six (6) inches.
- (D) 13 and 14. Distance between bases shall be eighty (80) feet. Pitching distance shall be fifty-four (54) feet.
- (E) WSML. Distance between bases shall be ninety (90) feet. Pitching distance shall be sixty (60) feet and six (6) inches.

(18) Strike Zone

The strike zone is that space over home plate, which is between the batter's armpits

and the top of his knees when he assumes his natural stance. The umpire shall determine the strike zone according to the batter's usual stance when he swings at a pitch.

(19) Automatic Out

A game may be started and played with eight (8) players on a side. The last batting spot shall then be an automatic out. Leagues which require ten (10) players; when only eight (8) players are present, only the last position shall be an automatic out, not two (2) outs. NOTE: No automatic out will be accessed in ten (10) player leagues for fielding nine (9) players.

(20) Team Sponsors

Any team may have sponsors. Sponsor's name and/or logos may not be on uniforms (or otherwise displayed) unless approved by the board of directors.

(21) Players shall wear shirts with sleeves during games. Tank tops and vests without sleeved undershirts are prohibited. Player will not participate until uniformed appropriately.

(22) **Player ejections:** See Rules for Managers and Coaches (2).

(23) Boys and Girls may play.

(24) Major Leagues rules inherent to the Major League game are not enforced.

This includes rules such as home team security, not mingling with fans, no advertising on uniforms, requiring dozens of baseballs, bases coaches must be in uniform, etc.. The homerun minimum distance traveled [rule 6.09(d)&(h)] is also not enforced.

(25) Smoking is not allowed within player and fan areas.

For clarity smoking areas are defined as between the outfield foul poles of each individual field (example: from the right field foul pole to the left field foul pole outside the fence). Note, this policy has been approved by the City of Broken Arrow.

(26) Protection from infectious diseases: Any player who is bleeding, has an open wound, or has blood on his uniform, clothing, or body may not practice or participate further in a game until appropriate treatment has been administered; secretions on the body are covered or removed; lesions or wounds are covered. If the umpire considers the above can be done in a reasonable amount of time, the individual does not have to leave the game.

- (27) Use of players not officially registered in BAYB (on team rosters) will result in a game forfeiture for every game in which the ineligible player has played. A three game suspension of the coach will be imposed on the team's next league games.
- (28) If present and operable, Doors to dug out are to be kept shut during play. If open and a ball hits it in live play this is ruled as obstruction or interference depending on the teams side at the time (offense or defense). Applicable penalties apply.
- (29) Summer and Fall League rules take precedence over applicable rules herein during those seasons.

Rules for Recreational Division

(1) Teams

- (A) Managers and Coaches: A team shall have one (1) manager and no more than two (2) signed coaches. For new teams, the manager shall automatically have his/her relative and the two (2) signed coaches' relatives (if any) on his/her team. The practice of signing player's parents as coaches in name only is prohibited and adverse to the intent of BAYB. Violations shall be dealt with by the Board of Directors. Note: Rule 1D does not apply to new teams (they are not returning teams).
- (B) If a manager leaves a team, a signed coach may retain player protection rights the following season. If the manager and both coaches leave, a parent from that team may retain the returning team protection rights with Board approval. Note: the new manager shall use rule 1D to protect new coaches relatives not previously on the team.
- (C) All returning teams must retain (protect) all but 2 of last years returning players. Managers may elect to place up to 2 returning players into the player pool or protect all returning players. Players that request to be returned to the player pool do not count as part of the teams 2 returns.
- (D) Returning teams may protect two (2) additional players each year. See rule (2E) below. Protecting a player under this rule must be done in writing, with the parent's signature. Note: this Rule (1D) does not apply to new teams.

Both protected players may be any registered player i.e.(any player).

No protects are allowed after the scheduled date in rule 1E. See rule (1E and 2D).
- (E) Team protected player lists are to be turned in to BAYB by the date specified by BAYB.

(2) Player Pool and Team Placement

- (A) BAYB will maintain the player pool list and assign players from the Player pool to teams to assure an equitable number of players.
- (B) PLAYER POOL : All non-protected players and players requesting to be placed in the draft pool.
- (C) Any youth who does not register prior to the last day of registration as specified by BAYB may not be placed on a team. Solely at its discretion BAYB may maintain the player pool open until enough players register to make a new team.

- Exceptions:** 1) Players who have recently moved into the area and satisfy the eligibility requirements shall be placed in the player pool.
2) The Board may allow late registrations for the purpose of allowing a more equitable number of players.

(D) Players are not to change teams after assigned. **BAYB may allow players to change teams with board approval only.**

(E) The number of players per team shall be no more than 12, unless specifically approved by BAYB.

(3) Player Participation

(A) During regular season play, each player must start every other game (in which they are eligible) in a defensive position and must play defense every other inning for 3 consecutive outs or maximum runs allowed, unless due to injury or disciplinary reasons explained to the player and player parents they can not. Protest of a player participation or an illegal player may be made at any time during the season with proof from the official scorebook.

PENALTY: Forfeiture of game in which violation occurred.

(B) No recreational player may play in any other organized baseball program during the preseason and regular season. Tournaments outside BAYB REC are excluded provided the player has written permission from his manager.

NOTE: A player is legal until he plays or participates in another program at which time the player would then become illegal. Further, if a player becomes ineligible as discussed above, said player would also become ineligible for Open play in BAYB.

EXAMPLE A: If a player is signed up and participates in BAYB Regular Season games, then is proven to also have participated in another league during the same period, said player is ineligible in BAYB.

PENALTY: Upon protest, forfeiture of all BAYB games in which said player participated during the overlap period.

EXAMPLE B: If a player from begins play in another league and leaves that team to sign up in BAYB before the player pool or draft, he/she is considered a legal player. Should said player return to play with the original team, that player would then become ineligible in BAYB.

INTENT OF RULE: To keep players, managers and parents from having to make a decision of which league they will play for during a conflict and penalizing the other team.

(C) Without approval from the Board, no player may participate in a league that is greater than one year older than the player's current age group. All players are required to provide BAYB with a copy of the players Birth Certificate by the end of the combine or its scheduled date.

EXAMPLE: A player who is 10 as of April 30th may play in the 11 year old league but may not play in the 12 year old league, without board approval.

(4) Eligibility for Games

(A) A manager has the option of NOT using a player in a game if a player missed 50% of the scheduled practices from the last game until this game.

NOTE: If the manager wishes to exercise the option above, he must notify his age representative or League President of such, prior to the game in which the player will not play.

(B) A player who has missed one (1) week of practice without valid reasons must be warned in writing of potential for removal from the roster. A copy of each such warning shall be submitted to the BAYB Player representative and age coordinator or League president. If two (2) weeks of practice are missed without valid reasons, the manager, after the first warning, can remove said player from the team roster. Said player may petition the board to be reinstated.

NOTE: If the manager wishes to remove a player from the roster, he/she must notify the age coordinator and Player representative or League President in writing of such.

(5) Batting Order

Each eligible player on a team present to participate will be included in the batting order. The batting order will remain the same throughout the game.

(A) Late arrivals will be added to the end of the batting order.

(B) An injured batter shall be replaced by the following batter and the count will resume from that point. If the injured player recovers, he shall return to his original batting position.

(C) A player leaving the game early will not automatically cause an out as long as the team still has the required number of players for the age group. (Refer to Rule 9)

(6) Curveballs Prohibited

For age groups of 12 years and under, all curveballs are prohibited. A curveball shall

be defined as any breaking pitch with forced rotating motion and is a judgement call by the umpire. Please note that USA Baseball and BAYB discourage the throwing of breaking pitches until well after puberty.

PENALTY: A ball will be called by the umpire and the rule explained to coaches.

(7) Steel Cleats

Steel or metal cleats are prohibited for all recreational leagues of 12 years and younger.

PENALTY: Offending player shall not participate until compliance with above rule.

(8) Run rule limit (per inning)

A maximum of 6 runs per inning is allowed for all age groups.

(9) Pitching Limitations

(A) Limits: The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

Table of Pitching Limits			
Age Group	One Day Max to pitch next day	One Day Maximum	Three Day Maximum
9U-12U	3	6	8
13U-14U	3	7	8
15 and Up	3	unlimited	unlimited

ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day. *Example:* In the 9U –14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player can not legally pitch the next day.

ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day. *Example:* In the 9U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days. *Example:* In the 9U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

(B) MANDATORY DAYS OF REST;

(1) A player that pitches more than three (3) innings in one day **MUST** rest the next day.

(2) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

(3) A player that pitches eight (8) innings in three (3) consecutive days **MUST** rest the next day.

(4) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

(C) For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

(D) Outs recorded during a game that ends in forfeit shall count towards a pitcher's innings limits.

(E) For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

(F) *Exception:* Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

(G) *Penalty:* It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of

play. Any confirmed violation of pitching limits shall result in immediate forfeiture of the game.

NOTE: Regardless of innings pitched, BAYB recommends that managers, parents, and coaches limit a pitcher's weekly game pitches (not including warm ups) to that recommended by USA Baseball. See below table.

Age	Pitches per Game	Pitches per Week
9-10	50	75
11-12	75	100
13-14	75	125

(10) Pinch Runner

A player injured while running the bases such that a pinch runner is required will be allowed one such substitution per game. Scorekeepers and umpires will note substitute runners complete base running obligation (scores or is retired). Upon second event requiring a substitute runner for same injured player, pinch runner shall be allowed and injured player removed from game and not return. Substitute runners will be the last batted out.

TEE BALL RULES

(1) Age Requirement: Player must reach age three (3) by May 1st of the current year to be eligible to play but will not attain the age of five (5) by May 1st.

(2) Uniforms

Ball caps and shirts furnished by BAYB shall be worn during the games. Each team has the option to purchase team hats. Individual player's and sponsor's names are allowed above the number of the back of the shirts. A baseball pant may be worn. Pitchers may be allowed to wear a pull over target jersey of a different color while playing defense. This will allow both players and coaches to distinguish the pitcher from other defensive players.

(3) Coach Position

Two defensive coaches are permitted on the field for instructional purposes. Coaches are not permitted to touch a live ball, however, they need to instruct players on the proper play to make. Offensive coaches are permitted in the coaching boxes and at home plate for instructional purposes and are not permitted to assist offensive players.

(4) Playing Field

Distance between bases shall be sixty (60) feet. Double bases shall be used at first base with the infielder using the inside or field side of the bag and the runner using the outside or foul side of the bag on plays at first base. Misuse of the double base can be cause for the umpire to call interference or obstruction as the case deems. There will be a twenty (20) foot line drawn between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate in the base path. If the runner has one foot beyond the line (in the direction of the next base) and the pitcher stops play, the runner is awarded the next base. If the runner has not passed this line they are to retreat to the previous base. The pitcher's circle is ten (10) feet in diameter forty-six (46) feet from the back of home plate to the center of the pitcher's circle. The pitcher must have one foot in this circle until the ball is hit.

(5) Official Ball. The official ball shall be the manufactured by Diamond or Pro-nine and shall be the level 5 safety ball. Each team shall supply one new ball before each game.

(6) Regulation Game

Games will be played in a very relaxed manner in order to provide every opportunity for the player to learn the fundamentals of baseball in an enjoyable environment. This is an instructional league. NO official score will be kept. NO official league standings will be kept. NO tournaments shall be held except for a possible post-season tournament. Teams will consist of eleven (11) to twelve(12)

participants. Each team will bat through the lineup (amount of players eligible for that game) in each inning. Upon completion of batting the line-up, the bases will be cleared and sides will change. It is up to the discretion of the coaches at the league coaches meeting if a runner will be removed from the base path once an out is recorded (remember this is an instructional league). Games shall last no longer than 1 hour or until five (5) innings have been completed whichever ever comes first. Participation awards will be awarded to all players. The number of games may vary depending on the number of teams in the league

(7) Stoppage of Play

Play will be stopped by the defensive team stopping the lead runner or by the pitcher being in the confines of the infield and holding the ball above their head. As long as the play is not stopped, any runners may advance at their own risk. Any play made on any runner other than the lead runner will release the lead runner. Other runners may continue until the umpire determines that play has stopped by the defensive team and calls time.

(8) Ball in Play

When all defensive players are in position and ready the offensive coach at the plate will place the ball on the Tee to begin play. After ball is in play offensive coach removes the Tee to a safe location and the catcher moves into position. The batter will have five (5) swings to hit the ball. Players may continue to bat as long as they legally foul the ball regardless of number of swings. The ball is foul if it travels less than fifteen (15) feet from home plate. An arch will be marked on the field defining this area. The ball is also foul if the batter hits the Tee with the bat causing the ball to fall from the Tee.

(9) Defensive Players

The defensive team will consist of the entire team eligible for play during the game with no more than six (6) players in the infield. The team must have at least eight (8) players to start a game and players shall be added, as they become available. Catchers must be in full catchers gear. If full gear can not be obtained, catchers may begin each play in the dugout and only enter the field after the ball is hit.

(10) Umpires

Defensive coaches will umpire the game with help of the offensive coaches for foul balls from 1st and 3rd.

(11) Practices -- **No more than two (2) a week.**

(12) Tee: The tee can not aid the batter in any way except to hold the ball. As examples the tee can not have attachments which allow the bat to slide along or visual swing aids⁵

5 to 6 and Under (Tiger Ball) Rules

Same as 7 and under except for the following:

(1) Age Requirement: Player must reach age five (5) by May 1st of the current year to be eligible to play but will not attain the age of seven (7) by May 1st. BAYB will strive to have 2 separate divisions based on age (a 5 and a 6 yr old division), however, this is dependent on the number of players and teams. It is noted also that returning teams may have a mix of 5 and 6 yr olds and that 5 yr olds have the option to play up. Beginning in 2009 mixed age teams will only be allowed with board approval or in the case of a 5 year old playing up as permissible by other BAYB rules.

(2) Uniforms

Caps and shirts furnished by BAYB should be worn during the games. Each team has the option to purchase team hats and uniforms. **Teams choosing to do so must decline to order shirts and caps from BAYB.** Caps and shirts furnished by BAYB **shall** be worn during games. Individual player's names are allowed above the number of the back of the shirts. A baseball pant may be worn. Pitchers may be allowed to wear a pull over target jersey of a different color while playing defense. This will allow both players and coaches to distinguish the pitcher from other defensive players.

(3) Coach Positions

(A) Two defensive coaches are permitted on the field for instructional purposes. The coaches shall be in the outfield and are not permitted to touch a live ball, however, they need to instruct players on the proper play to make.

(B) The pitcher/coach shall position himself along a line between home plate and second base. Maximum distance to be forty-six (46) feet with a minimum of twenty-five (25) feet. Pitcher/coach must leave fair territory after ball is hit in the direction of the least obstruction for the defensive field of play. Failure to do so may result in the batter being called out.

(C) An offensive coach may sit behind the catcher to aid in returning balls to the pitcher.

(4) Playing Field

Distance between bases shall be sixty (60) feet. Double bases shall be used at first base with the infielder using the inside or field side of the bag and the runner using the outside or foul side of the bag on plays at first base. Misuse of the double base can be cause for the umpire to call interference or obstruction as the case deems.

The pitcher's circle is ten (10) feet in diameter forty-six (46) feet from the back of home plate to the center of the pitcher's circle. The pitcher must have one foot in this circle until the ball is hit.

- (5) (5) Official Ball. The official ball shall be the manufactured by Diamond or Pro-nine and shall be the level 5 safety ball. Each team shall supply one new ball before each game.

(6) Regulation Game

Games will be played in a relaxed manner in order to provide every opportunity for the player to learn the fundamentals of baseball in an enjoyable environment.

- (A) Scores and league standings will be kept. Should a game end in a tie the defensive team that recorded the most outs will be declared the winner. Should both teams have the same number of outs then the game is a tie.

- (B) Teams will consist of ten to twelve (12) participants. The offensive team will bat until 3 outs are recorded or 5 runs, whichever occurs first.

- (C) **The manager must throw at least three (3) pitches to the batter. The manager may chose any combination of pitching or swings with a tee (2 maximum) after the mandatory pitches to give the batter a total of 5 opportunities to hit the ball.** If the batter does not hit fairly after 5 pitches/swings from the tee combinations they are out except: On the 5th pitch the batter continues to bat as long as he fouls the ball. The batter is out if he fouls the 5th swing using a tee or misses the 5th pitch.

- (D) Games shall last no longer than 1 hour or until five (5) innings have been completed which ever comes first. Participation awards will be awarded to all players. The number of games may vary depending on the number of teams in the league.

(7) Stoppage of Play

Play will be stopped by the defensive team stopping the lead runner or by any player being in the confines of the infield and holding the ball above their head. As long as the play is not stopped, any runners may advance at their own risk. Any play made on any runner other than the lead runner will release the lead runner. Other runners may continue until the umpire determines that play has stopped by the defensive team and calls time.

If the runner is attempting to advance (well off base and moving in the direction of the next base) and the pitcher stops play, the runner is awarded the next base. If the runner is not attempting to advance they are to retreat to the previous base. This is a judgment call by the umpire and may not be appealed or protested. Coaches and

managers should not argue this call.

(8) Ball in Play

When all defensive players are in position and ready the pitcher coach will begin play by pitching or the offensive coach at the plate will place the ball on the Tee to begin play. (After the ball is in play the offensive coach removes the Tee to a safe location and the catcher moves into position.) The ball is foul if it travels less than fifteen (15) feet from home plate. An arch will be marked on the field defining this area. The ball is also foul if the batter hits the Tee with the bat causing the ball to fall from the Tee.

(9) Defensive Players

The defensive team will consist of the entire team eligible for play during the game with no more than six (6) players in the infield (includes the catcher). The team must have at least eight (8) players to start a game and players shall be added, as they become available.

(10) Umpires

League will furnish one (1) umpire.

(11) Practices

No more than two (2) a week

(12) BAYB may hold a coaches meeting at its discretion to review rules. Modification to the rules may be proposed at this meeting in order to provide a more enjoyable playing experience. The Player representative and Age coordinator will brief the board of directors on changes at the next scheduled meeting.

(13) Tee: The tee can not aid the batter in any way except to hold the ball. As examples the tee can not have attachments which allow the bat to slide along or visual swing aids.

7 and Under Rules

(1) Age Requirement: Player must reach age six (6) by May 1st of the current year to be eligible to play but will not attain the age of eight (8) by May 1st.

(2) Playing Field

(A) Distance between bases shall be sixty (60) feet.

(B) Double bases shall be used at first base. The fielder shall use (touch) the inside base (one closest to 2nd base) and the runner shall use (touch) the outside base (the one furthest from 2nd base) on plays at first base.

PENALTY: Misuse of the double base by a fielder or runner may be grounds for the umpire to call interference or obstruction as the case may be.

(C) When a team only has eight (8) players, the requirement of the defensive pitcher to be in the pitching circle until the ball is in play will be waived and he will be allowed to play one of the vacant fielder's positions.

(D) The pitching circle will be 10' in diameter and the center will be 46' from the back of home plate. Defensive pitcher will remain in circle until ball is in play. He/she can have one foot outside of the circle.

(3) Defense will consist of 10 players, with no more than six (including the catcher) players in the infield.

(4) Official Ball. The official ball shall be the manufactured by Diamond or Pro-nine and shall be the level 5 safety ball. Each team shall supply one new ball before each game.

(5) All Play Will Stop

(A) Play will be stopped by the defensive team stopping the lead runner. As long as play is not stopped, any runners may advance at their own risk. Any play made on any runner other than the lead runner will release the lead runner. Other runners may continue until the umpire determines that play has been stopped by the defensive team and calls time. If a secondary runner is attempting to advance (well off base and moving in the direction of the next base) and the umpire stops play, the runner is awarded the next base. If the runner is not attempting to advance they are to retreat to the previous base. This is a judgment call by the umpire and may not be appealed or protested. Coaches and managers should not argue this call.

NOTE: If in the umpire's judgment the lead runner is stopped (not attempting to advance by being off base moving toward the next base) and

the ball is in the possession of an infielder play may be stopped.

- (B) When a fly ball is caught, time will be called when base runners return safely to their base of origin and are not attempting to advance.

EXAMPLE: Runners on 1st and third. Third baseman catches fly ball and holds lead runner (makes no play on runner at first). Runner that was at first base is between 1st and second and retreating toward 1st (did not tag up) before play would normally be stopped. Runner shall return to first base and the batter is out.

NOTE: Clarification of caught fly ball does not affect the play on a runner that has legally tagged up and started for the next base.

- (6) Five (5) overhand pitches to hit ball

Each batter will be allowed five (5) pitches to hit the ball. If the batter does not hit fairly in five (5) pitches, he is out. **EXCEPTION:** Batter continues to bat as long as he fouls the 5th pitch, regardless of the number of pitches, unless the foul ball is a legally caught foul ball whereby batter is out. **Bunting is not permitted. Ball will be considered foul if it does not make it out of the dirt area in front of home plate.**

- (7) Pitcher/Coach Position

The pitcher/coach shall position himself along a line between home plate and second base. Maximum distance to be forty-six (46) feet with a minimum of thirty-five (35) feet. A line may be marked on the field by BAYB to designate the 35 ft line or other means may be used. A pitching distance of 40 to 46 feet is recommended. The pitch shall be delivered overhand.

- (A) Defensive pitcher must not play closer to batter than pitcher/coach.

EXAMPLE: If pitcher/coach elects to pitch from 25' to front edge of 10' diameter circle, defensive pitcher must remain in circle until ball is in play.

PENALTY: No pitch is declared, ball is dead.

- (B) Pitcher/coach must leave fair territory after ball is hit in the direction of the least obstruction for the defensive field of play.

PENALTY: No pitch is declared, ball is dead.

- (C) The manager may let a certified coach or a team parent pitch (only if the parent maintains all certifications required of a coach and is wearing the certification card.

- (D) If a batted ball hits the pitcher/coach or they catch the ball, the ball is dead and does not count as a pitch. **EXCEPTION:** If the pitcher/coach intentionally

interferes with any hit ball, the batter is out and the ball is dead.

(8) Coaching the Fielders

Fielders may be coached from the dugout area only. Defense consists of 10 players with no more than six (including the catcher) players in the infield. See Managers and Coaches Requirements Rule 17. Exception: If a coach is positioned behind the catcher to help retrieve missed pitches he shall not give directions to his team.

PENALTY: Violation of this rule is considered unsportsmanlike conduct and violator is subject to ejection from game.

(9) Coaching the Baserunners

Baserunners may be coached from the dugout and base coach box only. Pitcher/coach may not talk to the baserunners until pitcher/coach leaves fair territory. Pitcher/coach may only talk to the batter before each pitch is to be made.

PENALTY: Runner is out.

(10) Base Stealing Not Allowed

A base runner may NOT leave the base until the ball is hit.

PENALTY: Runner is out.

(11) Missed Bases

If a runner misses a base, the runner is to be called out after the ball is dead. Runner that misses home plate and leaves the field of play before the ball is dead will be out.

EXCEPTION: A runner attempting to touch a missed base shall not be out when the ball becomes dead unless he has touched the succeeding base.

8 And Under REC Rules

(1) Age Requirement: Player must reach age seven (7) by May 1st of the current year to be eligible to play but will not attain the age of nine (9) by May 1st.

(2) Same rules as 7U with the following exceptions:

- a. Play is stopped when lead base runner is stopped.
- b. Five (5) pitches to hit or 3 swinging strikes. If the last pitch is fouled the batter will receive additional pitches until he hits, swings & misses or lets the ball pass.
- c. Coach Pitcher may not be closer that 35 ft from home plate.
- d. Position pitcher must have both feet within the pitchers circle.
- e. Any batted ball that hits the pitching coach is dead. The pitch does not count.
- f. Ten (10) players will play in the field.
- g. No bunting.
- h. No infield fly rule.
- i. Catcher must field position behind home plate.
- j. No defensive coaches on the field.

9-10 Year Old REC Rules

(1) Age Requirement:

(A) 9 Year olds: Player must reach age eight (8) by May 1st of the current year to be eligible to play but will not attain the age of ten (10) by May 1st.

(B) 10 year olds: Player must reach age nine (9) by May 1st of the current year to be eligible to play but will not attain the age of eleven (11) by May 1st.

(2) Playing Field

(A) Distance between bases shall be sixty-five (65) feet.

(B) Defensive team shall consist of 10 players and all eligible players will bat.

(C) Pitching Distance shall be forty-six (46) feet.

(3) Pitching limitations

See Rules for Recreational Division, rule (9).

(4) Play

Games will be played per the Major League Official Baseball Rules as modified by the BAYB Rules (See previous sections). Rules for leading off, stealing, running home on pass balls, infield fly, balks, etc. are enforced per this rulebook and the Major League Rules. **The dropped third strike rule is in effect for 9 recreational leagues.**

11 and 12 Year Old REC Rules

(1) Age Requirements

- (A) 11 year olds: Player must reach age ten (10) by May 1st of the current year to be eligible to play but will not attain the age of twelve (12) by May 1st.
- (B) 12 year olds: Player must reach age eleven (11) by May 1st of the current year to be eligible to play but will not attain the age of thirteen (13) by May 1st.

(2) Playing Field

- (A) Distance between bases shall be seventy (70) feet.
- (B) Defensive team shall consist of 9 players and all eligible players will bat.
- (C) Pitching Distance shall be fifty (50) feet.

(3) Pitching limitations

See Rules for Recreational Division, rule (9).

(4) Play

Games will be played per the Major League Official Baseball Rules as modified by the BAYB Rules (See previous sections). Rules for leading off, stealing, running home on pass balls, dropped third strike, infield fly, balks, etc. are enforced per this rulebook and the Major League Rules.

13 and 14 Year Old REC Rules

(1) Age Requirements

- (A) 13 year olds: Player must reach age twelve (12) by May 1st of the current year to be eligible to play but will not attain the age of fourteen (14) by May 1st.
- (B) 14 year olds: Player must reach age thirteen (13) by May 1st of the current year to be eligible to play but will not attain the age of fifteen (15) by May 1st.

(2) Playing Field

- (A) Distance between bases shall be seventy (80) feet.
- (C) Defensive team shall consist of 9 players and all eligible players will bat.
- (C) Pitching Distance shall be fifty-four (54) feet.

(3) Pitching limitations

See Rules for Recreational Division, rule (9).

(4) Play

Games will be played per the Major League Official Baseball Rules as modified by the BAYB Rules (See previous sections). Rules for leading off, stealing, running home on pass balls, dropped third strike, infield fly, balks, etc. are enforced per this rulebook and the Major League Rules.

Warren Spahn Memorial League (14 and Older Rules)

- (1) Age Requirements: Player must reach age thirteen (13) by May 1st of the current year to be eligible to play but will not attain the age of nineteen (19) by May 1st.
- (2) Playing Field
 - (A) Distance between bases shall be ninety (90) feet.
 - (B) Defensive team shall consist of 9 players and coaches retain the choice of all eligible players will bat, only 9 players bat, or use of an extra hitter.
 - (C) Pitching Distance shall be sixty (60) feet and six (6) inches.
- (3) **Pitching limitations. See rules for Recreational Division (9).**

NOTE: Regardless of innings pitched, BAYB recommends that managers, parents, and coaches limit a pitcher's weekly game pitches (not including warm ups) to that below.

Age	Pitches per Game	Pitches per Week
15-18	85	125

(4) Play

Games will be played per the Major League Official Baseball Rules as modified by the BAYB Rules (See previous sections and rules for Open Divisions). Rules for leading off, stealing, running home on pass balls, dropped third strike, infield fly, balks, etc. are enforced per this rulebook and the Major League Rules.

(5) This league allows teams to be selected/established by managers and then remaining players to be obtained through a draft. Teams should try to be pure age (i.e. if 16U all players should be 16.) A team's level of play will be determined by the oldest player's age (e.g. a team with one 15 yr old and eleven 14s must play 16U). Player numbers are not restricted and there are no player participation requirements. BAYB strongly suggests managers play all eligible players.

(6) BAYB will attempt to field 3 age divisions in this League (14U, 16U, and 18U). The intent is to have pure age teams (i.e. 14U, 15U, 16U, etc.), however, this depends on the number of players and teams. The oldest player on a team establishes the age division of that team (i.e. one 18 yr old player makes a team 18U.) Until sufficient team numbers exists to sustain separate leagues, 14U may play 16U and 16U may play 18U. This may be amended by BAYB pending the number of teams in each division. Age cut off is 1 May.

(7) Teams in the 14U division may use any bat approved under BAYB Rules for all Leagues of BAYB rule 10. Teams in the 15 and older divisions shall use a maximum of

a drop 3 bat only and otherwise comply with Rules for all Leagues rule 10. Bats in the 15 and up divisions must be approved for use in High School play.

(8) This league is a mix of open registered teams, existing teams, and individual registrations for teams, registration fees remain unchanged for either group and there is no fundraiser requirement for the league.

(9) BAYB will pay the Super Series Registration fee (\$35) for each team that guarantees they will play in a Super Series State Tournament. Teams must register with Super Series and BAYB will deduct the registration fee (\$35) from the team entry fee in addition to any other discounts received (Contact BAYB for specific tournament dates).

(10) League play rules discussed here are different than Super Series Rules. Tournament play will be governed by the Tournament Sanctioning Body's rules (i.e. Super Series, etc.)

(11) BAYB, solely at its discretion, may hold a coaches meeting to amend the rules of this league. The intent of such a meeting would be to have player and coaches input into the rules of the league to foster better competition and standardize rules interpretations.

(12) BAYB will offer a Scholarship to help pay for a student player's college expenses annually. The scholarship amount will be specified and the winner will be selected by the BAYB Board exclusively. Applicants must have either graduated High School or currently enrolled as a senior and participate in the Warren Spahn Memorial League. Contact BAYB for more information and an application.

(13) There are no runs per inning limits, game termination run rules are:

- 12 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

