

Bellingham Youth Baseball, Inc.



2020 League Rules/Guidelines

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Age Determination

The age of the player is how old they will be as of August 31st of that year.

***Email addresses for all league directors can be found
in the "Board" section of the website.
www.bellinghamyouthbaseball.com***

LI'L SLUGGERS

This program introduces baseball and the separation from Mom and Dad for four-year-old players. One-hour weekly program using HARD plastic bats for hitting while using regular baseballs when practicing and with drills. No rules, play time at the discretion of the coach.

Congratulations Moms and Dads ... you are now all assistant coaches!

Year-end Field Day included in your registration fee.

No fund-raising or concession stand obligation ... but you are always welcome.

CHALLENGER LEAGUE

The Challenger League has been created to give everyone the chance to play baseball. It will service boys and girls with physical and/or mental challenges, ages 4-18, or up to age 22 if still enrolled in high school.

Players will be taught baseball skills and social skills and play games once a week for an hour.

Players will receive a shirt and hat and will be coached by members of the Baseball Board of Directors and have Base Buddies who will help guide them. Base Buddies are high school and older, men and women volunteering their time to the program

As program grows we will break by age and ability and play a game or two with the help of Base Buddies.

Field Day included in registration fee. No fund-raising or concession stand obligation ... but you are always welcome.

Bellingham Youth Baseball

League Rules for: Tee-Ball League

League Overview

Tee-Ball is an introductory league for players ages 5 and 6 designed to showcase all positions, experience hitting and fielding in a team environment. Players should learn about 3 outs per inning and change of inning from fielding to hitting. Coaches are encouraged to rotate players from outfield to infield in alternate innings and advocate maintaining their position.

Tee-Ball will be an 11-week program consisting of 3 practice weeks, 8 game weeks with 15-18 games. The goal of this division is to teach the basic fundamentals of baseball. There are no scores kept, no winners or losers. Coaches are there to make playing baseball fun while developing each player's skills. Always have equal playing time for each player in hitting or fielding.

Practices will be held at Stall Brook School Fields; days and times to be determined.

Weeks 1-3 will be used for instructional purposes only. Each team will be provided with scheduled practice times in this three-week span. Indoor practices will be held at Stall brook gym when/if available. It will be up to the coaches to cancel practices if they feel the weather is not safe or warm enough for playing. Emphasis in these practices should be placed on the following:

THROWING: Using the proper techniques (ready, break, throw).

FIELDING: Working on proper form to catch pop-ups and field grounders.

CATCHING: Glove positioning and using two hands.

HITTING: Stance and position in the batter's box and keeping eyes on the ball.

RUNNING BASES: Running to all bases, mostly first base and sliding (feet first only).

Games will be played in weeks 4-11 to start implementing the basics learned in the first 3 weeks.

The league will cancel games due to inclement weather. During games the Director on Duty or a head coach can cancel or suspend the game due to unsafe playing conditions (rain, lightning, etc.).

In the event of rain prior to the start of the game, please check on the website or Facebook. The League Director will inform coaches of make-up games, based on field availability. There is NO guarantee all rained out games will be made up.

General Rules

1. There is no leading, stealing, or sliding allowed. Only one base advancement per batter except the last batter who clears the bases.
 2. Coaches for the defensive team will be on the field to teach the basics to their players during the game. Coaches are encouraged to stop the play for a moment to teach a skill that could be used. Coaches should always provide encouragement and praise the efforts of the players on both teams.
- Unsportsmanlike conduct is not tolerated by players, spectators, or coaches.

Pitching

N/A

Hitting

1. Tee-Ball is a continuous batting order and includes hitting off a tee for all players for weeks 3-9.
2. After three outs, the bases will be cleared and the inning will continue. If three outs are not recorded the inning will end once the team has gone through the order.
3. For weeks 10-11 coaches will pitch to prepare for transition to Instructional League. (no more than 5 pitches). Immediately go to tee after 5 pitches. There is no bunting.
4. Helmets with face guards must be worn at all times when batting.

Fielding

1. Coaches are encouraged to rotate players from outfield to infield in alternate innings and advocate maintaining their position.

Base Running

1. There is no leading, stealing, or sliding allowed.
2. Only one base advancement per batter except the last batter who clears the bases.
3. Sliding should be taught during practice for future development.

Game Duration

1. All games will last no more than 90 minutes.
2. Each team will bat the same number of times, and all players will bat once per inning. The last batter will clear the bases.
3. There is no cap on how many innings can be played; only a time limit.

Drafting Rules

1. At the Tee-Ball level all accommodations are taken into consideration.

Field Maintenance

1. It is the responsibility of each team at the end of each game to insure that the field is ready to play for the next game by raking the pitcher's mound, home plate area, and filling in any holes in the infield that may have been dug out by the players.

Playoffs

N/A

General

1. All coaches and assistants will have to fill out a CORI form. No one will be able to be on the playing area until they do so. If someone other than the assistants who wants to help, they must also fill out a form. It is the Head

coach's responsibility to insure all of his assistants have completed the CORI process.

2. SATURDAY NIGHT LIGHTS will be scheduled so that each team will have a chance to play at Tuttle field under the lights.
3. Games are Saturday and then one night during the week. Make up day is Sunday
4. Fund-raiser

Raising \$50.00 is part of the deal as outlined on the registration form.

These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

5. Concession Stand

This is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE REMOVES PLAYER FROM BYBI.

Bellingham Youth Baseball

League Rules for: Instructional League

League Overview

The Instructional League is for 6-year olds, who have played one year in Tee Ball and 7 year old players. It is set up to develop the players in the basic skills and fundamentals of baseball as well as to teach the basic rules of the game.

General Rules

1. The Instructional League follows the general rules of Little League Baseball with the exceptions listed below.
2. Everyone in this league wins. There are no scores kept, no one loses, and everyone walks home a winner.
3. The job of the coach is to ensure the safety of their players at all times and to develop their skills so they are ready for the next level of baseball.
4. Since we play on a time limit and not innings played, it is important to have your team ready both offensively and defensively to maximize the playing time. You and your team should arrive for a game at least a half hour before starting time. Be ready with your line up before the game starts.
5. Coaches are allowed on the field during the game. Defensive coaches, no more than 3, are there to help their players get into position and keep them alert but must not interfere in the game. They should be spaced as to cover as much of the field as possible. Offensive coaches are in either the 1st or 3rd base coach's box or pitching to their team. Have a coach stand behind home plate to shag balls that the catcher missed. Catchers should throw back to the pitcher when they can but be conscious of "pace of play". Let's keep the game moving.
6. Baseballs will be supplied by the league. Only league provide balls are allowed for games.

Pitching

1. A coach or asst. coach will pitch to their own players. A maximum of **8 hittable pitches** will be thrown per hitter.
2. A batting tee will be used after the 8 pitches are thrown (no exceptions). All players will hit the ball, either pitched or off the tee.
3. There will be no player pitching. The pitcher's mound will be manned by players for defensive purposes only. They should be off to the side and behind the mound.

Hitting

1. Players will hit in a continuous order.
2. A 5 run rule is in effect, the 3 out per inning rule is also in effect. After the 5th run is scored or the 3rd out is made (whichever comes first) the inning is over.
3. The 3 strikes and you're out rule is not in effect; no balls or strikes.
4. Bunting is not allowed.
5. Helmets with face guards must be worn at all times when batting.
6. Only the batter is allowed off the bench holding a bat. There is no on deck swinging allowed.

Fielding

1. Coaches are encouraged to rotate players to different positions from infield to outfield in alternate innings and advocate the importance of maintaining their position (not trying to cover the whole field).
2. All players play equal time.
3. Catchers will be used. Protective cups must be worn by catchers.
4. A 4th (but no more than 4) outfielder can be used to allow players more playing time. No extra infielders.
5. The extra player is to play outfield only, not infield.

Base Running

1. One base at a time after a hit. (Coaches may mutually discuss allowing players to advance extra bases for the ***last few weeks; if the ball lands on the outfield grass, the batter may attempt to take 1 extra base***)
2. Sliding is allowed. Head first sliding is not allowed. Sliding into 1st base is not allowed.
3. Stealing is not allowed.

Game Duration

1. Games will be 2 hours long. An inning will not be allowed to start after the 1 hr. and 45 min. mark.

Drafting Rules

1. There will be a balance of ages between the 6's and 7's.

Field Maintenance

1. It is the home team's responsibility to ensure the field is ready to play before the game. They should get there early to make sure the field is "game ready".
2. It is both teams responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. There are no playoffs in the Instructional League.

General

1. The goal of the Instructional League is first and foremost to have fun in a safe environment.
2. Take advantage of the practice time and provide your players with the basic fundamentals of the game: throwing, catching, running the bases, sliding and hitting. Help them understand the game of baseball and make it fun for the kids. How they are going forward will be based on the foundation that the coach provides to them at this point and beyond.

3. A team may only have 4 coaches on the bench at a time. This includes base coaches.
4. Bellingham Youth Baseball Inc. is there for you. If you need help with drills or anything else, please ask.
5. Don't forget this is a game for the kids. Make it fun for them.
6. It is the head coach's responsibility to ensure the concession stand requirements for the team are met.
7. Games are on Saturday and then one night during the week. Make up day is Sunday.
6. Fund-raiser
Raising \$50.00 is part of the deal as outlined on the registration form. These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.
7. Concession Stand
It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE REMOVES PLAYER FROM BYBI.

Bellingham Youth Baseball

League Rules for: Juniors

League Overview

The Junior League is aimed to teach the game of baseball to 8- and 9-year-old players within the following framework:

- An instructional and recreational league.
- Keeping of score.
- Not keeping team records and league standings.
- Practicing good sportsmanship.
- Having fun!

General Rules

The Junior League will follow the general rules of Little League baseball with the exceptions listed below.

Pitching

- 1.) Junior League is an introduction to pitching and catching. The Junior League will be player pitch from day 1.
- 2.) For weeks 1-3, a coach may pitch if a team runs out of pitchers.
(use this as a last resort)
- 3.) All kids should get an opportunity to pitch in the season.
- 4.) A pitcher should be removed after 4 consecutive walks or 5 in an inning.

For the remainder of the regular season the following pitching rules apply.

- 9-year-old pitchers are limited to a maximum of 3 innings per game.
- Every player is allowed a maximum of 6 total innings pitched per week or 75 pitches, whichever come first. (see below)
- A pitching week is Sunday through Saturday.
- One pitch equals one inning pitched.

- Days of rest are outlined below
- **JUNIOR LEAGUE EXCEPTION:** Pitchers that pitch more than 2 innings cannot pitch back to back games.
- Pitcher is removed without exception when he hits 3 batters in one game.
- If a pitcher is having trouble getting the ball to the plate they are allowed to move 2-3 feet off the rubber. (any player that has the ability to pitch from the rubber must do so)
- In the playoffs **all** pitchers will pitch from the rubber.

Pitch Counts

All leagues that require pitching will have to track pitch counts. The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	<u>75</u> pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: A pitcher who delivers **41** or more pitches in a game cannot play the position of catcher for the remainder of the day. Also, a player who catches for 4 innings, cannot pitch in a game. A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in a game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed

- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. Each HOME team must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
 4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 6. Violation of any section of this regulation will result in a forfeit.
 7. A player may not pitch in more than one game in a day.
 8. Pitch counts will be logged on the B.Y.B.I. website **within 24 hours post game** time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
 9. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 10. Any catcher who catches for the first 4 innings of a game CANNOT pitch in that game.

Batting

1. Continuous batting order.

2. Bunting is allowed.
3. Players arriving late will be placed at the end of the lineup.
4. If a batter is injured during his at bat, the last batter who made an out will complete his at bat.
5. If a player has to be removed from the game due to illness or injury, his position in the batting order is removed with NO outs recorded.
6. If a player is removed from the game for unsportsmanlike conduct, an out will NOT be recorded each time his position is due to bat.

Fielding

1. Each player must play a minimum of 1 inning at one of the six infield positions each game prior to the end of the 5th inning, unless it is agreed upon between the team coach and the parent that it is unsafe for the player to do so.
2. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury.

Base Running

1. During player pitch, 2 steals PER TEAM are allowed per inning once ball has crossed home plate. Only one player, per steal, per play. The same player cannot steal more than once per inning.
2. The base runner can steal on passed balls.
3. The base runner cannot steal home.
4. The base runner can only advance on an overthrow if there are 2 outs.
5. If a player who has earned a base cannot run due to injury or illness, he will be replaced by the last batter to make an out.

Game Duration

1. Goal is to play 5 innings per game.
2. No inning shall start after the 1:45 minute time limit.
3. It is the umpire's discretion to call a game due to darkness, weather conditions, etc.

4. A maximum of 5 runs per inning will be in effect for all innings except for the last inning. This will be in effect for the entire season.
5. 15 run mercy rule after 3 full innings. If the visiting team is up by 15 the home team must bat.
6. Teams will be allowed to play 5 innings in playoff games.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from another Juniors league team.
- If you do have 9 players, you cannot borrow from your brother team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- You will only be able to borrow that player twice for the season

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

Drafting Rules

1. Standard Draft: Random draw for draft order.
2. Head coach gets his kid in round he was evaluated in.
3. League Director reserves the right to arrive at an appropriate ranking for a player who did not go to evaluation.

Field Maintenance

1. Home Team coaches responsible for raking field and storing bases after game.
2. All coaches responsible for preparing field for game.

Playoffs

1. Playoff positions will be randomly determined prior to the playoffs.

2. Pitching rules same as regular season (player pitch) with the exception that 8-year-olds can pitch the same as 9-year-olds (2 innings vs. 3 innings with pitch count)
3. Pitchers must pitch from the rubber.
4. Mercy rule is in effect.
5. 5 runs per inning rule waived for the 5th inning.
6. 5 inning games.
7. Juniors will have a best of three series tournament.
8. Playoff games end at sunset.

General

Umpires

1.) Coaches intimidating umpires WILL NOT BE TOLERATED. The League Director is to be notified in such a case and the head coach may face disciplinary action if this becomes a common occurrence.

Undermanned Teams

1.) A team must have 8 players to start a game. In the event a team cannot get a player from another Junior League team, a player will be borrowed from the opposing team just for defensive purposes. The borrowed player will be the last player to make an out and must play either left or right field.

EXCEPTION: A Junior League team with only 8 players may use a player from the Junior/Instructional League at the field not involved with another game, provided that a coach has the approval of a child's parent /guardian. There is no use of another team's players during the playoff tournament.

Disciplinary Action

1.) If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director with 24 hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and penalty

are reasonable). The League Director will notify the Vice President and President of this matter.

Injuries

1.) Injuries of any significance must be reported by the League Director.

Head Coach & Coaches

1.) The head coach is responsible for the team's actions and the actions of the players' parents on the field and to represent the team in communications with the umpire and opposing team. The Head coach shall always be responsible for the team's conduct, observance of the official rules and deference to the umpire. If the head coach is not present, he shall appoint an assistant coach to substitute as head coach for that game and he must follow the same rules as the head coach.

2.) There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

3.) All coaches must remain in the dugout at all times, other than to coach a base. No more than three assistant coaches in the dugout.

Uniforms

1.) Junior League players must wear gray baseball pants, team jersey and team supplied hat.

Fund-raiser

Raising \$50.00 is part of the deal as outlined on the registration form. These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

Concession Stand

It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a

block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

Any infractions on the above rules can result in a forfeit of the baseball game.

Bellingham Youth Baseball

League Rules for: International

League Overview

International league will follow the basic playing rules of the Little League Organization of Williamsport, Pennsylvania.

The following rules are **Exceptions** that are adopted in an attempt to enhance play in the town of Bellingham

We will be making 6 teams of 10-12 players on each team. All 10-12-year-olds that do not qualify for Majors will be put on an International League team. The rest of the roster spots will be filled with qualifying 9-year olds. The list will be checked over by the Vice-President and International League director to check for validity. All remaining 9-year olds will play in Junior League.

General Rules

1. Every attending player on the team roster will participate in each game for a minimum of three (3) innings and bat at least once. If a player does not meet this requirement in an official game then that player will be scheduled to be a starter in the next game. (NOTE: The League Director is to be notified in such a case.)
2. A team must have (8) players to start a game. In the event a team cannot get a player from its brother team, a player must be borrowed from the opposing team. At the end of (3) innings, the borrowed player will be returned to his team and a new player is loaned. The loaned player(s) must play the required 3 innings with his/her own team. Players showing up late for games can be inserted into the line-up as long as the replacement requirements have been met for player being replaced. The Head Coach DOES NOT have to start the tardy player the next game if the player does

not meet the (3) inning requirement. Coaches DO NOT have to insert a tardy player into the line-up but should use good judgment.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from another International league team or a 9-year-old from a Juniors league team.
- If you do have 9 players, you cannot borrow from your brother team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- You will only be able to borrow that player twice for the season

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

3. A ten (10) run mercy rule (OR 15 after every player has batted once) will be in effect once a game is called official. It is considered an official game if four innings have been completed (three and a half, if the home team leads.) However if the visiting team is up by 10 the home team must bat.

Pitching

1. The pitching mound will be defined as 2 feet on the dirt around the mound.
2. A player once removed as a pitcher may NOT pitch in the same game.
3. The total 12 yr old innings combined allowed per week is 9. You can pitch as many 12 yr olds as you would like but their total combined innings may not exceed 9 in any week.
4. If there are rain outs and games rescheduled giving teams more than 3 games a week, the International League Director may allow additional 12 yr old innings. There are no limits to the total 10 or 11 yr old innings combined.
5. A pitcher can be replaced at any point in a game by another eligible player. If they are replaced by a bench player the pitcher of record must go to the bench. If replaced by a fielder, any defensive changes may be made.

6. If you start a 12 yr old and he does not make it out of the 1st inning and you replace him with another 12 yr old, that is counted as 2 innings pitched for your 12 yr olds in your weekly total, even though you only played 1 inning.
7. No pitcher can pitch more than 6 innings in a week (or exceed the number of pitches allotted in a week as indicated below). The only exception to this rule is if the pitcher starts and completes the game but the game is tied and goes the 1 additional inning to the 7th. That pitcher may remain in that game to pitch the 7th inning giving him/her 7 innings for the week (as long as pitch count has not been exceeded).
8. Innings reload every Sunday.
9. A runner cannot advance a base when the Pitcher makes **contact w/ the pitching dirt w/ the ball in his possession**. But the runner can advance any time before the pitcher makes contact w/ the pitching dirt. Once the pitcher makes contact w/ the pitching dirt the play is complete and the runners cannot advance additional bases.
10. A manager or coach may visit a single pitcher no more than two (2) times in one (1) inning and three (3) times in a game. A pitcher MUST be removed following the 2nd visit in the same inning or following the 3rd visit in the game. A manager or coach may not visit a pitcher at the mound in between innings. This will be considered an official visit (this includes the base coaches crossing the infield to return to the dugouts and conferencing with the pitch on the way by).
11. If a pitcher hits **3 batters in a game** that pitcher will be removed from any game (including the playoffs)
12. **Intentional Walks are NOT allowed. This is defined as having the catcher stand up and move to the side to catch a pitch.**

Pitch Counts

All leagues that require pitching will have to track pitch counts. Maximum innings pitched per week is STILL ENFORCED! The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	Two (2) innings maximum per game

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: A pitcher who delivers **41** or more pitches in a game **cannot** play the position of catcher for the remainder of the day. Also, a player who catches into a 4th innings (regardless if it's consecutive or not), he cannot pitch in a game. A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in a game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. The **HOME TEAM** must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.

4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
6. Violation of any section of this regulation will result in a forfeit.
7. A player may not pitch in more than one game in a day.
8. Pitch counts will be logged on the B.Y.B.I. website within 24 hours post game time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
9. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
10. Pitchers in International League are NOT allowed to pitch in back to back games, regardless of pitch count.
11. Both coaches must meet after the game to compare scorebooks and make sure that the pitch count, player's name, age, and innings pitch are matched up. This information must be added to the website and should be checked by both teams.

Hitting

1. Continuous Batting Order: It will be mandatory for all teams to use the continuous batting order during the regular season. In the event that a player is injured or becomes ill and is removed from the game his/her position in the batting order is removed with NO outs recorded. If a player is removed from the game for UNSPORTSMANLIKE CONDUCT an out will NOT be recorded each time his/her position is due to bat.
2. Batters must keep one foot in the batter's box when stepping out to look for signs from the coach to keep the pace of the game up.

3. Slash bunting is STRICTLY prohibited.
4. There are no dropped 3rd strikes.
5. Batter throwing the bat will result in the following actions:
 - There will be two warnings per team for throwing the bat. The umpire will rule the batter out for each additional violation.
 - **EXCEPTION:** If in the umpire's opinion the batter intentionally throws the bat but does not strike another player, coach, or umpire with the bat he will use his own judgment as to the extent of the disciplinary action. However, if the batter intentionally throwing the bat strikes another player, coach, or umpire the batter will be removed from the game for unsportsmanlike conduct. In either case of intentionally throwing the bat, the umpire shall report the incident to the League Director for further disciplinary action.
6. Each team will be allowed two offensive time outs called by the coach for the purpose of having a conference with one of his players.
7. If a batter is injured during his at bat and cannot continue the last batter who made an out will complete his at bat.

Fielding

1. Coaches are allowed free defensive substitution with the following restriction. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury. (NOTE: Players may come off the bench to replace the pitcher. Removed pitcher must sit out the remainder of the inning.)

Base Running

1. There will be **NO stealing home with less than 2 outs by any player at any time.** The only time a player can advance from 3rd to home is on a ball hit into play, or the runner is forced home by a walk/hit by pitch with the bases loaded or score on any overthrow from the catcher (THIS RULE WILL BE STRICTLY ENFORCED BY THE LEAGUE). When there are **2 outs** follow the baseball rules. All other advances to another base are acceptable at any

time during the game with no exceptions. Two outs is considered to take effect once the batter steps into the batter's box with 2 outs.

2. Stealing of all bases is allowed once the ball crosses the front of home plate.
3. Head first sliding is NOT allowed, unless sliding occurs back to the base.
4. A player must return to the base once the pitcher has the ball on the dirt of the mound.
5. If a player who has earned a base cannot run due to injury or illness he will be replaced by the last batter to make an out.

Game Duration

1. No inning shall start after one hour and 45 minutes. In games played under the lights no inning shall start after 9:15. Umpires discretion on calling a game due to darkness, weather conditions, etc.

Drafting Rules

1. Each team will pick a number out of a hat
2. A snake draft will then commence until the draft is complete
3. Sibling rule is in effect=if you pick one sibling, you pick the other in the round his/her ranking fell (unless a parent has decided differently)

Field Maintenance

1. It is the both team's responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. The first round of the playoffs, teams that finished 1st and 2nd will receive a "bye". The 3rd place team will play the 6th place team and the 4th place team will play the 5th place team in a best two out of three series.
2. The 1st place team will play the lowest remaining seed after Round 1 and the 2nd place team will play the highest remaining seed after Round 2 in a best of three.
3. Pitching resets with each playoff series, but days of rest must still be observed

4. All playoff series are, and will be, considered a 3 consecutive day series, back to back to back! No days of rest will be awarded if there is a rainout in any way shape or form.
 - (Example, game 1 is played on Tuesday and is completed, and then it rains for a week, game 2 will be observed as a back to back game and innings/ days of rest will not be observed!) The rain days will not be taken into consideration as days of rest, and the series will be played as a back to back to back series.

General

1. Injuries of any significance must be reported to the League Director
2. Coaches can only appeal Umpire calls regarding a specific Little League rule. No appeal can be made on an umpire's judgment. I.E. runner is out or safe, balls and strikes. A written appeal explaining the situation must be made within 24 hours of before the next scheduled game to BYBI's board.
3. If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director within (24) hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and the penalty are reasonable.) The League Director will notify the Vice President and President of this matter. Coaches should be following the "Player Code of Conduct" established by Bellingham Youth Baseball.
4. Players must be in full uniform in order to play in a game. This includes gray baseball pants & t-shirt (tucked in) and league provided team hat.
5. The Head Coach is responsible for the team's actions on the field and to represent the team in communications with the umpire and opposing team. The head coach shall always be responsible for the teams conduct, observance of the official rules and deference to the umpire. If the Head Coach is not present he or she shall designate an assistant coach to substitute as head coach, the substitute head coach shall have the same duties, rights and responsibilities as the head coach.
 - 1.) Refer to the coaches' code of conduct for penalties and further explanations

6. If a coach is ejected by an umpire during a game, he will have to leave the playing field and is suspended for the rest of that game and also the following game.

7. There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

8. Fund-raiser

Raising \$50.00 is part of the deal as outlined on the registration form.

These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

9. Concession Stand

It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

10. All coaches must remain in the dugout at all times, other than to coach a base.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE REMOVES PLAYER FROM BYBI.

Any infractions on the above rules can result in a forfeit of the baseball game.

Bellingham Youth Baseball

League Rules for: Majors

League Overview

Majors will follow the basic playing rules of the Little League Organization of Williamsport, Pennsylvania.

The following rules are **Exceptions** that are adopted in an attempt to enhance play in the town of Bellingham

General Rules

1. Every attending player on the team roster will participate in each game for a minimum of three (3) innings and bat at least once. If a player does not meet this requirement in an official game then that player will be scheduled to be a starter in the next game. (NOTE: The League Director is to be notified in such a case.)
2. A team must have (8) players to start a game a player must be borrowed from the opposing team. At the end of (3) innings, the borrowed player will be returned to his team and a new player is loaned. The loaned player(s) must play the required 3 innings with his/her own team. Players showing up late for games can be inserted at the end of the line-up as long as the team has not batted around once. The Head Coach DOES NOT have to start the tardy player the next game if the player does not meet the (3) inning requirement. Coaches DO NOT have to insert a tardy player into the line-up, but should use good judgment.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from any International League player at the field not involved with another team.
NOTE: Only International League players ages 10-12 can be used as replacement players

- If you do have 9 players, you cannot borrow from your sister team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- You will only be able to borrow that player twice for the season

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

3. A ten (10) run mercy rule (OR 15 after every player has batted once) will be in effect once a game is called official. It is considered an official game if four innings have been completed (three and a half, if the home team leads.) However if the visiting team is up by 10 the home team must bat.

Pitching

1. A player once removed as a pitcher may NOT pitch in the same game.
2. The total 12 yr old innings combined allowed per week is **15**. You can pitch as many 12 yr olds as you would like but their total combined innings may not exceed **15** in any week.
3. If there are rain outs and games rescheduled giving teams more than 3 games a week the Major League Director may allow additional 12 yr old innings. There are no limits to the total 10 or 11 yr old innings combined.
4. If you start a 12 yr old and he does not make it out of the 1st inning and you replace him with another 12 yr old, that is counted as 2 innings pitched for your 12 yr olds in your weekly total, even though you only played 1 inning.
5. No pitcher can pitch more than 6 innings in a week (or exceed maximum pitch count as indicated below in a single game). The only exception to this rule is if the pitcher starts and completes the game but the game is tied and goes the 1 additional inning to the 7th, that pitcher may remain in that game to pitch the 7th inning giving him/her 7 innings for the week (assuming he/she has not met pitch count requirements).
6. Innings reload every Monday. For ex: A player can pitch 2 innings on Tues, 2 inn on Thurs and 2 inn on Sat, but the next Monday the player now has 6 more

innings for that week. (Assuming appropriate pitch count days of rest have been observed)

7. The Pitching rubber is the mound (not the dirt around the rubber).
8. A runner cannot advance a base when the Pitcher makes contact w/ the pitcher mound rubber w/ the ball in his possession. But the runner can advance any time before the pitcher makes contact w/ the pitching rubber. Once the pitcher makes contact w/ the pitching rubber, the play is complete and the runners cannot advance additional bases. Player must be showing full intentions of continuing to 2nd base in order to advance before pitcher gets to the rubber.
9. A manager or coach may visit a single pitcher no more than two (2) times in one (1) inning and three (3) times in a game. A pitcher MUST be removed following the 2nd visit in the same inning or following the 3rd visit in the game. A manager or coach may not visit a pitcher at the mound in between innings. This will be considered an official visit (this includes the base coaches crossing the infield to return to the dugouts).
10. If a pitcher hits **3 batters in a game** that pitcher will be removed from any game (including the playoffs)
11. **Intentional Walks are NOT allowed. This is defined as having the catcher stand up and move to the side to catch a pitch.**
12. The only allowable pitches are Fastballs (both 2 and 4 seam) and Change Ups **ONLY!**
 - a. All other pitches including but not limited to Curveballs, Sliders, Cutters and Knuckleballs are not allowed.
 - b. It will be the responsibility of the head coaches to ensure their players are adhering to this rule.
 - c. If an opposing coach feels a team is violating this rule, The head coach (and only the head coach) is to notify the league director and/or the Vice President. The League director will discuss the situation with both head coaches.
 - d. Any coach judged to be continually violating this rule will be open to subsequent punishment/suspension as determined by the league director and Vice President.

- e. Any coach who is ejected by an umpire for arguing types of pitches will be open to additional suspension as determined by the league director and Vice President.
- f. Please remember some players pitches will spin simply because the players have incorrect mechanics. This rule is intended to protect young arms and not to gain competitive advantage.

13. Note: Violation of Rule 1, 2 or 5 of this section will result in a forfeit. The score of the game will be recorded as 6-0. Coaches must appeal any violation in writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.

Pitch Counts

Beginning with the 2013 baseball season, all leagues that require pitching will have to track pitch counts. Maximum innings pitched per week is **STILL ENFORCED!**
The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	Two (2) innings maximum per game

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. **NOTE: 1. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Also, a player who catches into a 4th inning (regardless if it's consecutive or not), he cannot pitch in that game. A player who catches less than 4 innings can pitch up to 41 pitches. A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in that game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.**

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. Each HOME TEAM must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her com
6. A player may not pitch in more than one game in a day.
7. Pitch counts will be logged on the B.Y.B.I. website within 24 hours post game time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
8. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
9. Both coaches must meet after the game to compare scorebooks and make sure that the pitch count, player's name, age, and innings pitch are matched up. This information must be added to the website and should be checked by both teams.
10. Violation of any section of this regulation will result in a forfeit. **The score of the game will be recorded as 6-0. Coaches must appeal any violation in**

writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.

Hitting

1. Continuous Batting Order: It will be mandatory for all teams to use the continuous batting order during the regular season. In the event that a player is injured or becomes ill and is removed from the game his/her position in the batting order is removed with NO outs recorded. If a player is removed from the game for UNSPORTSMANLIKE CONDUCT an out will NOT be recorded each time his/her position is due to bat.
2. Batters must keep one foot in the batter's box when stepping out to look for signs from the coach to keep the pace of the game up.
3. Slash bunting is STRICTLY prohibited.
4. There are no dropped 3rd strikes.
5. Batter throwing the bat will result in the following actions:
 - There will be two warnings per team for throwing the bat. The umpire will rule the batter out for each additional violation.
 - **EXCEPTION:** If in the umpires opinion the batter intentionally throws the bat but does not strike another player, coach, or umpire with the bat he will use his own judgment as to the extent of the disciplinary action. However, if the batter intentionally throwing the bat strikes another player, coach, or umpire the batter will be removed from the game for unsportsmanlike conduct. In either case of intentionally throwing the bat, the umpire shall report the incident to the League Director for further disciplinary action.
6. Each team will be allowed two offensive time outs called by the coach for the purpose of having a conference with one of his players
7. If a batter is injured during his at bat and cannot continue the last batter who made an out will complete his at bat.

Fielding

1. Coaches are allowed free defensive substitution with the following restriction. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury. (NOTE: Players may come off

the bench to replace the pitcher. Removed pitcher must sit out the remainder of the inning.)

Base Running

1. Stealing of all bases is allowed once the ball crosses the front of home plate.
2. Head first sliding is NOT allowed, unless sliding occurs back to the base.
3. A player must return to the base once the pitcher has touched the rubber.
4. If a player who has earned a base cannot run due to injury or illness he will be replaced by the last batter to make an out.

Game Duration

1. No inning shall start after 1 hour and 45 minutes. In games played under the lights no inning shall start after 9:15. Umpires discretion on calling a game due to darkness, weather conditions, etc.

Drafting Rules

1. The draft order will be last place team from prior year, 2nd to last place team, 3rd to last place team, 4th to last place team, championship team runner up, and championship team. This order will continue until all roster spots have been filled.
2. A 10 year old must be drafted within the first two rounds and each team is required to draft (2) 10 year olds unless the league director dictates otherwise. A cap on the number of 12 year olds will also be established prior to the draft.
3. If a said team picks a player in the 2nd round of the a draft and said player moves/does not play the following year, that team will be awarded a compensation pick in the draft the player does not return to.
 - The said team will have 2 picks in the second round), but needs to use the compensation pick to draft a player of the same baseball age as the player that has left. (Teams will have their original drafting spot to draft any age. The compensation pick comes at the END of that round)
Example: Johnny would have been 11 when he returned to the team, so the said team needs to pick an 11 yr old with their compensation pick at the END of said round.

Field Maintenance

1. It is the home team's responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. The first round of the playoffs, teams that finished 1st and 2nd will receive a "bye". The 3rd place team will play the 6th place team and the 4th place team will play the 5th place team in a best two out of three series.
2. The 1st place team will play the lowest remaining seed after Round 1 and the 2nd place team will play the highest remaining seed after Round 2 in a best of three.
3. Pitching resets with each playoff series, but days of rest must still be observed
4. All playoff series are and will be considered a 3 consecutive day series, back to back to back! No days of rest will be awarded if there is a rainout in any way shape or form.
 - (Example, game 1 is played on Tuesday and is completed, and then it rains for a week, game 2 will be observed as a back to back game and innings/ days of rest will be observed!) The rain days will not be taking into consideration as days of rest, and the series will be played as a back to back to back series.

General

1. Injuries of any significance must be reported to the League Director
2. Coaches can only appeal Umpire calls regarding a specific Little League rule. No appeal can be made on an umpire's judgment. I.E. runner is out or safe, balls and strikes. A written appeal explaining the situation must be made within 24 hours of before the next scheduled game to BYBI's board.
3. If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director within (24) hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and the penalty are

reasonable.) The League Director will notify the Vice President and President of this matter. Coaches should be following the "Player Code of Conduct" established by Bellingham Youth Baseball.

4. Players must be in full uniform in order to play in a game. This includes gray baseball pants, game t-shirt (tucked in) and league provided team hat.
5. The Head Coach is responsible for the team's actions on the field and to represent the team in communications with the umpire and opposing team. The head coach shall always be responsible for the teams conduct, observance of the official rules and deference to the umpire. If the Head Coach is not present he or she shall designate an assistant coach to substitute as head coach, the substitute head coach shall have the same duties, rights and responsibilities as the head coach.
 - **Disciplinary actions:** Refer to Coaches' Code of Conduct for disciplinary actions.
6. If a coach is ejected by an umpire during a game, he will have to leave the playing field and is suspended for the rest of that game. **The situation will be reviewed by the league director and/or Vice President/Executive Board to determine if any further disciplinary action is required.** The coach must leave the BYBI complex **for the remainder of the game and will not be allowed to address the team on the field following the game.**
7. There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

Fund-raiser

Raising \$50.00 is part of the deal as outlined on the registration form. These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

Concession Stand

It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that

needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE REMOVES PLAYER FROM BYBI.

Any infractions on any of the above rules could result in a forfeit

Bellingham Youth Baseball

League Rules for: Senior League

League Overview

Senior League will be divided up into two divisions;

- American League - consisting of 13 - 16 year olds depending on sign ups.
- National League- consisting of 17-18 year olds depending on sign ups.

American League: will focus on the development of the player skills, playing with the same age group while maintaining good competition.

- All 13 and 16 year olds will participate in the evaluation process
- 14 year olds who makes the High School Junior Varsity Team will play in the National League based on the discretion of the League director.

National League: will also continue to focus on the development of the player skills, high level competition while maintaining parity throughout the league.

- 17-18 year olds
- 14 year olds who makes the High School Junior Varsity Team may at the discretion of the director may be allowed to play in the National League
- The league will be made up of 6 team established teams decided by the Director and Vice President
- The other 4 teams players will be put into a draft

General Rules

1. The Season should consist of 15-17 games with each team playing each other 3 times and a positional round game or two.
2. Standings will be kept:
 - It will be assumed that everyone will play an equal number of games.
 - That said, a team is awarded 2 points for a win and 1 point for a tie.
 - In the event that a game is not played, both teams are awarded 1 point in the standings.

Final Standings

- In case of a tie in the standings at the end of the season, the tie breaker will be head to head results.

- If these are the same, the tie breaker will be the best record of the two teams versus the teams ahead of them in the standings in their division.
- If still tied, then record against the opposite division.
- If still tied then coin flip. Total runs are meaningless so as to avoid teams running up the score needlessly.

3. Make-Up Games

- Keeping in mind that this is an in-town program, and space is limited, here is the order of make-up games.
 1. An open spot in the schedule.
 - 1a. Create a double header between the two teams during a scheduled weeknight game by changing the original start time, subject to umpire availability.
 2. Play at field 5 subject to umpire availability and field condition.
 3. Cancel positional games in lieu of make-ups.
 4. Scratch game and award a tie.

Pitching

1. Pitching week starts on Friday and runs until Thursday.
2. A player may pitch a max of 5 innings (while observing pitch count requirements) per week during the first 2 full weeks of the season.
3. After the first 2 weeks a pitcher may pitch a total of 7 innings for the week (while observing pitch count requirements).
4. If the pitcher has pitched all 7 innings of the game and the game goes into extra innings then they may pitch the 8th (as long as pitch count requirements have not been exceeded)
5. For double headers if a pitcher pitches 1 inning in the first game, he is eligible to pitch in the second game (as long as pitch count requirements have not been exceeded)
6. **IF VIOLATED, PENALTY WOULD BE FORFEIT THE GAME AND COACH SUSPENDED FOR NEXT GAME**

Any High School Rostered players (in Bellingham or outside of town) and Players playing in BYBI who graduated the previous year (18 years old turning 19) after high school graduation who are not playing college baseball:

1. Have special pitching/catching requirements or no availability at all.
2. If designated by their coach as a pitcher or catcher they are ineligible to pitch in Senior League.
3. If not, they may ONLY pitch on weekends (Saturday - Sunday) and a maximum pitch count of 50 pitches will apply.
4. ***Those playing National League turning 19 between Jan. 1 - April 30 will be allowed to catch but not pitch.

PENALTY OF ANY INFRACTIONS ABOVE CAN RESULT IN A FORFEIT

Note 1: if an at bat starts with the pitcher @ 47 pitches and the at bat would bring the total above 50, it is understood that the pitcher will exceed 50 and then be removed.

Note 2: Review this with the umpire to explain why you must pull a pitcher with a shutout in the middle of an inning.

Bellingham Middle School Player

1. Players that are designated as a pitcher for the middle school team will be put into a grouping A,B and C.
2. The league director and vice president will work with Middle School Coach to establish a schedule of the groupings.
3. League Director will notify each coach which group they may use each week.
4. For example if the first week groups A and B are being used for Middle School then the American League Coaches will be able to use to Group C.
5. AT NO TIME SHOULD A NATIONAL LEAGUE COACH USE A PLAYER TO PITCH FROM A GROUP THAT IS DESIGNATED THAT WEEK FOR THE MIDDLESCHOOL TEAM.
6. **PENALTY WOULD BE FORFEIT THE GAME AND THE COACH SUSPENDED FOR NEXT GAME.**

Scores and Pitcher's IP will be reported on the Web no later than 24 hours after the game is played

Pitch Counts

All leagues that require pitching will have to track pitch counts. Maximum innings pitched per week is **STILL ENFORCED!** The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	13-14	<u>90</u> pitches per day
	15-18	<u>105</u> pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: A pitcher who delivers **51** or more pitches in a game cannot play the position of catcher for the remainder of the day. A catcher who has caught for **FOUR OR MORE** innings cannot pitch in a game. A catcher cannot pitch in any part of the game if 4 or more innings of catching has occurred. If a catcher catches the first two innings, then pitches the next two and has kept his pitch count under 51, he is only allowed 1 more inning to catch. A 4th inning of catching is an infraction of the rule.

2. Pitchers league age 13-14 must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed

- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest must be observed
3. Pitchers league age 15-18 must adhere to the following rest requirements:
 - If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 46 - 60 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed
 - If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest must be observed
 4. Each HOME TEAM must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
 5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 6. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 7. Violation of any section of this regulation will result in a forfeit.
 8. A player may not pitch in more than one game in a day.
 9. Pitch counts will be logged on the B.Y.B.I. website **within 24 hours post game** time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.

10. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Batting

1. Continuous Batting Order: It will be mandatory for all teams to use the continuous batting order during the regular season. In the event that a player is injured or becomes ill and is removed from the game his/her position in the batting order is removed with NO outs recorded. If a player is removed from the game for UNSPORTSMANLIKE CONDUCT an out will NOT be recorded each time his/her position is due to bat.
2. Batters must keep one foot in the batter's box when stepping out to look for signs from the coach to keep the pace of the game up.
3. Batter throwing the bat will result in the following actions:
 - There will be two warnings per team for throwing the bat. The umpire will rule the batter out for each additional violation.
 - **EXCEPTION:** If in the umpires opinion the batter intentionally throws the bat but does not strike another player, coach, or umpire with the bat he will use his own judgment as to the extent of the disciplinary action. However, if the batter intentionally throwing the bat strikes another player, coach, or umpire the batter will be removed from the game for unsportsmanlike conduct. In either case of intentionally throwing the bat, the umpire shall report the incident to the League Director for further disciplinary action.
4. Each team will be allowed two offensive time outs called by the coach for the purpose of having a conference with one of his players
5. If a batter is injured during his at bat and cannot continue the last batter who made an out will complete his at bat.
6. All bats should be BBCOR certified. Senior American League players who are 13 can use Drop 3 or Drop 5 bats. All players 14 years old or older can only use Drop 3 bats. The BBCOR bats used should follow this standard:
 - The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are

allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed

Fielding

1. Coached are allowed free defensive substitution with the following restriction. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury. (NOTE: Players may come off the bench to replace the pitcher. Removed pitcher must sit out the remainder of the inning.)
2. **All players must play a minimum of 4 innings in the field.**

Base Running

1. Running over the catcher is expected to result in an ejection. Of course, if the throw brings the catcher up the baseline it becomes a judgment call by the umpire.
2. **Head First** slides are allowed
3. **Replacement Runner for Catchers:**
 - a. In the spirit of keeping games timely, any coach may choose to pinch run for their catcher if they are on base during an inning.
 - b. The only acceptable pinch runner would be the player who made the last out that inning.
 - c. If the catcher is the lead-off batter, the person who made the last out of the previous inning will be the only option.

Game Duration

1. During the regular season we do have time limits.
2. They will NOT exist in the playoffs.
3. On weekends (or weeknights when only 1 game is scheduled), no inning shall start after 2 hours;
4. On weeknights when doubleheaders are scheduled there will be a 1 hour 45 minute time limit for the 1st game and two hours for second unless the second game is between the same two teams ...
5. In this case there is a 1 hour and 45 minute time limit for both games.

6. Absent a game occurring prior, the game is presumed to start when scheduled
7. There will be no time limits during the playoffs.

Mercy Rules:

1. There is a 10 run mercy rule (or 15 after every player has batted once) after a complete game. 4 $\frac{1}{2}$ innings if the home team is ahead.
2. ADDITIONALLY, once we have completed one full inning, if at any point in the game, a team goes up by 15 runs, the game is over (if both teams have batted all the way through the order).
3. If visiting team is up by 10 after 5 innings, the home team WILL get to bat.

Drafting Rules

American League Draft: The League Director and the Vice President shall conduct the Draft.

- Every team will be drafted as new
- All players will need to attend evaluations
- Example First Round 1-6; Second Round 6-1 then so on (Snake Draft)
- Each Team will have to alternate each round with different ages.
- For example: If Team A picks a 14 year old in the first round then they will have to pick a 13 year old in the second round.
- Coaches Sons: Depending how they rate through evaluation process will be slotted in a round by League Director but no later than the 6th round.

National League Draft: The League Director and Vice President shall conduct the draft.

- Teams will pick in the order on how they finish the previous season each round
- Each Team will get a First Round Pick
- Each Team will draft players until they finish their team

Field Maintenance

- Home Team will rake the field after every game (Home Plate and Pitching Mound)

Playoffs

1. Format will be determined once the number of teams has been established, but assuming National and American each have 6 teams, the playoffs will be as follows:
2. Round 1=Top 2 teams of each league will get a first round bye
Best 2 out of 3 will take place with 3 v 6 and 4 v 5
3. Round 2=Best 2 out of 3 will take place with 1 playing the lowest seed and 2 playing the second lowest seed.
4. Championship Round: Best 2 out of 3

Note: for pitching purposes, while days rest still applies, each series represents a week.

General

Game Preliminaries:

- Only those directly involved with the team may enter the bench area or the playing field. The bench is reserved for Coaches, Asst Coaches and players.
- All players in National and American must play a minimum of 4 defensive innings in a 7 inning game if in attendance of the entire game.
- If a player does not play the minimum number of defensive innings in a seven inning game, they will start the next game.
- Full continuous batting order will be used during all games. A player will bat even if they are not playing in the field for that inning.
- Coaches will maintain the scorebook provided by BYBI. There is no electronic data recording devices used in lieu of the BYBI scorebook.
- Coaches will exchange lineups prior to every game. Lineups will include the player's last name uniform # and fielding position at the start of the game by batting order.

Umpire discussion

1. Review relevant pre-game issues
2. Potential pitching exceptions

3. Time limits along with expectations of between inning warm-ups
4. Pitchers will be allowed eight (8) warm-up pitches in the first inning and 5 warm-up pitches each inning after
5. Field rules:
 - Balls off dugout wood remains in play
 - Ball going through fence openings must return to make throw
 - Coaches must be in dugouts
 - Balks ... one warning per pitcher in regular season; no warning in playoffs

Forfeit or Not

- 7 players or less to start a game is a forfeit.
- If 8, a team will borrow the last player to make an out from their opponent OTHER THAN their catcher, previous innings pitcher or the next innings pitcher.
- If the start of the game, you get the player listed last in the order of your opponent.
- If at any time during the game you are reduced to 7 players (injury or ejection), the game will be declared a forfeit. .
- THIS DOES NOT APPLY TO THE PLAY-OFFS as you MUST have 9 players from the teams playing. You can drop to 8 players but never 7.

Players arriving late

- It is understood that players may arrive late from prior commitments (track, lacrosse, 8th/JV game).
- Players arriving late are to be added to the end of the games line-up and can play so long as the team has not batted through the line-up one time.
- NOTE: if announced at the start of a game that an 8th/JV game is in extra innings (or related situation), players may be inserted so long as team has not batted around twice. Players must be inserted at end of pre-game batting order. THIS DOES NOT APPLY TO THE PLAY-OFFS. ARRIVING LATE MEANS THEY DO NOT PLAY

Players departing early

- If declared at the beginning of the game to the opposing coach, the player may depart without penalty during the regular season.

- Of course if by ejection or not declared prior to the game, an automatic out is awarded when their at bat arrives.
- Anyone leaving early in the playoffs for any reason other than injury, an out is awarded each time that player comes to bat unless approved in advance of the game by the league director.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from American league team.
- If you do have 9 players, you cannot borrow from your brother team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- National League will be paired up with an American League Team
- You will only be able to borrow that player twice for the season
- American League will be paired up with a Major's Team
- Only 12 year olds will be able to play

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play OF ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing OF. NO EXCEPTIONS!!

Injuries:

- If a player gets hurt while he/she is at bat and has to come out of the game then next batter will come up to bat without occurring an out.
- Any player that is removed from a game due to head injury will not be allowed to return for that game

Practice

- Players deserve to be assured that they will not simply play games and thus **practices are mandatory.**
- At least ONE practice must be scheduled each week (Monday - Friday).
- Either Batting Cages after 7pm weeknights or using a open Field (Field 5, Varsity or Richardson)
- A sign-up sheet will be made available via email weekly by the League Director

Uniform

- Players should play with their provided uniform which includes MLB replica hat, grey baseball pants, and game t-shirt.

Picture Day

- While no one is required to buy pictures, players must attend and be a part of the team picture.
- Failure to attend picture day (without excuse approved by league director) results in an inability to play in that day's game(s).

Pre-Game

- Home team has cages up to 30 minutes before game time.
- Visiting team has cages from 30 minutes before to 10 minutes before game time.
- If there is a game before you; do not plan on any field time.
- Players may not do any pre-game warming up on the 3rd base side of the field.
- Teams are to warm-up in the outfield ONLY.

Bench

- The BYBI voted in 2008 to allow each team to have 3 coaches and a scorekeeper if one is desired.
- Coaches are NOT to bring their scorebook onto the field while coaching.
- If you have a young sibling who is helping with bats, that is fine.
- On an extraordinary day where it is cold and rainy and you decide to let a parent seek refuge from the rain, they can stand in the dugout area.
- Parents should not be anywhere near the dugout otherwise.
- Home team must man the scoreboard (inning and score at a minimum)

Food

- Seeds and drinks are the only food items allowed on the bench.
- Any player violating this rule is removed from the game with spot declared an out.

Ejected players/coaches

- In the event of a coach or player being ejected, the person will not only be ejected from the current game but will not be eligible to participate in the following game.
- Ejected players must exit the baseball complex and not simply the field of play.
- Please refer to the "Players and Coaches Code of Conduct" sheet established by Bellingham Youth Baseball for more information.

Fund-raiser

Raising \$50.00 is part of the deal as outlined on the registration form. These are due on picture day. Players not returning the fund-raisers will be tracked down by their coaches. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

Concession Stand

It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE

Any infractions on the above rules could result in a forfeit.

Post-Season Summer Teams

Each year Bellingham Little League sponsors a number of Post-season summer tournament teams. These teams play in a number of local tournaments. Some of the boys and girls in the corresponding age groups continue playing competitive games through the month of July. There will be an additional fee of as well as a commitment to volunteer a certain amount of hours in the concession stand, for each player to participate on these tournament teams.

The tournament season is assumed to run from third week of **June through the first week of August**. If this commitment cannot be made, then another child will be offered the opportunity to play. If vacation time is going to take up substantial amount of the summer, please do not consider signing up for summer baseball.

A tryout will take place, as well as consideration from coaches, in May to determine the teams for the summer season. Every player that is playing summer baseball needs to attend these tryouts.

At this time, we are planning to have:

- An 8 year old team participate in the Ashland Sparkler Tournament
- 4 Tondorf teams (baseball) - one each of the 12, 11, 10 and 9 year old age groups
- 4 Sizzler teams (baseball) - one each of the 12, 11, 10 and 9 year old age groups
- 2-3 Tri Valley baseball teams (baseball)-one or two in the 13 and 14-16 year old division
- 2 Hockomock baseball teams-one each for the 13 and 14 year old group. (Tryouts may be required)
- A 16-18 Senior Babe team for a which a tryout may or may not be held - Bulldogs Wood bat League
- Depending on registrations, a possible Hockomock Diamond Team of 16-18 year olds players may be formed

Other tournament teams may become available as the season progresses. Team counts can be reduced based on player availability and commitments.



Bellingham Youth Baseball, Inc. Player's Code of Conduct

Children participating in Bellingham Youth Baseball are expected to conduct themselves in a manner reflective of good sportsmanship. Players engaging in behaviors that are disrespectful, disruptive, or interfere with the safety of others will be disciplined according to the guidelines set forth by our league.

Unsportsmanlike or disruptive behavior includes but is not limited to:

- Verbal and/or physical abuse of an umpire, player, opposing manager/coach, current manager/coach, other parents, spectators or league representatives.
- Inciting or encouraging abusive and dangerous actions by the players both on and off the field.
- Abuse of playing equipment and/or facilities.
- Use of offensive language.
- Abusing the team rules set forth by the manager.
- Disrespectful behavior at practices and/or games, which does not represent the kind of behavior expected of all Bellingham Youth Baseball players.

Disciplinary Actions

First offense

- Warning from the coach, which will be reported to the League Director and then reported to the Executive Board of Directors.
- Email from League Director informing the parents that a warning has been issued and that player has violated the first offense of BYBI's Discipline policy.

Second offense

- One game suspension.
- Written letter from the Executive Board of Directors indicating that the next offense will result in removal from all BYBI programs for a year.

Third offense

- One year suspension from all Bellingham Youth Baseball activities (one year from the date of the offense).

Umpire Ejections

- If a player is ejected from a baseball game, the player will be suspended for the remainder of the ejected game as well as the following game.
- The Executive Board reserves the right depending on the severity of the incident to take further disciplinary action as needed.

Severity Clause

The Executive board will have the right to meet and recommend disciplinary action that may include benching a player for a game or series of games. It may also include removing the player from the league roster for the remainder of the season or prohibiting a player from participating in further Bellingham Youth Baseball activities. BYBI reserves the right to skip through any level of offenses depending on the severity of the incident.

Any exceptions to the above rules will be taken under the advisement of the B.Y.B.I. Executive Board.

The goal of the Bellingham Youth Baseball discipline policy is to ensure the safety of all players in our program. We hold high standards for our league directors, coaches, parents, and players. BYBI expects all of its participants to behave and act appropriately in all of our programs.

Player's Name: _____

Player's Team: _____

Parent/Guardian Signature: _____

Date: _____

SIGNATURE INDICATES ACCEPTANCE OF BYBI'S DISCIPLINE POLICY
(Must accept for your child to play in Bellingham Youth Baseball)



Bellingham Youth Baseball, Inc. Coaches' Code of Conduct

Bellingham Youth Baseball, Inc. strives to provide the best environment for all participants to our program. It is imperative that our coaches set the standard for how our program is to be run and all coaches are to adhere to our coaches' code of conduct.

- Coaches shall remain unconditionally supportive of the Organization's commitment to the ideals of good sportsmanship, team play, honesty, loyalty, courage, and respect for authority.
- Coaches shall remain sensitive to the physical and emotional well-being of the players on his/her team.
- Coaches will be positive role models.
- Coaches will display and instill in their players the principles of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interests of the players.
- Coaches will do their best to provide the players a positive experience.
- Coaches will ensure that winning and/or losing teams do so in a manner, which exhibits respect and good sportsmanship.
- Coaches will treat all players, parents, spectators and league officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will not ridicule or demean players, umpires, or league officials.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.

- Coaches will comply with the decisions of league officials and observe all rules, policy and procedure as established or endorsed by BYBI.
- Coaches will teach the game of baseball to the best of their ability.
- Coaches will be drug and alcohol free while at any BYBI athletic event.
- Coaches will not use any tobacco products in the dugout or on the playing field.
- Coaches acknowledge the need to demonstrate fundamental proficiencies with respect to the game of baseball and first aid. Consequently, all coaches agree to attend any skill sessions that may be required by the Board of Directors.

Violation of this Managers/Coaches Code of Conduct may result in disciplinary action against the violator, which may include any of the following:

(1) Ejection: The violator may be ejected from a game by either an umpire that is officiating the game or by a BYBI Board Member. A violator may be ejected from BYBI practice, activity, or event by a BYBI Board Member. A person that is ejected from the game, practice, activity or event must leave immediately without further incident, or be subject to further disciplinary action by the Board or removal by the police. Any person ejected will be automatically suspended from participating in their team's next scheduled game. The BYBI Board will determine whether further disciplinary action is warranted.

(2) Probation: The violator will be advised in writing of the offense and the period of probation during which it is expected that no further violations will occur.

(3) Suspension: The violator will be advised in writing of the offense and the period of suspension during which the violator is prohibited from participating in any BYBI games, activities, or events.

(4) Dismissal: The violator will be advised in writing of the offense and informed that he or she is being dismissed from the League for the remainder of the season or other designated period of time.

(5) Barred: The violator will be advised in writing of the offense and informed that he or she has been barred from present and future

participation in the League, permanently, or for a specified number of years.

The BYBI President, Vice President, and Director of the Division in which the violation occurred, shall review all issues concerning violations of the Managers/Coaches Code of Conduct. Their decision shall be final, unless appealed by the violator to the full BYBI Board. The full BYBI Board of Directors shall have discretion to determine whether or not to hear a violator's appeal. If the Board determines not to hear the appeal, then the 3-person review panel's decision shall be deemed the final decision of the Board. If the Board decides to hear the appeal, then the majority vote of the Board regarding after hearing the appeal shall be the final decision of the Board.

SIGNATURE BELOW INDICATES ACCEPTANCE OF DISCIPLINE POLICY

(Must accept to coach in Bellingham Youth Baseball)

League: _____ Team name: _____

Head Coach Name

Date

Assistant Coach Name

Date

Assistant Coach Name

Date

Assistant Coach Name

Date

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