



2024

SPRING RECREATION LEAGUE
BASEBALL RULES

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BEL PASSI BASEBALL RULES 2024

The following rules in section one will apply to all age groups during all Bel Passi regular season games.

SECTION ONE: GENERAL BEL PASSI RULES

- 1.1 The priority of baseball rules shall be as follows:
 - A) Bel Passi Baseball Rules, B) Pony Baseball Rules, C) Major Leagues baseball rules.
- 1.2 No alcohol or tobacco products, or electronic cigarette devices shall be allowed within the property of Bel Passi which includes the paved parking lot. Any violation of this rule can result in immediate removal from the park by any Board of Directors member. Further review by the Board of Directors may result in a permanent expulsion from the park.
- 1.3 The official date for determining a player's age for ages 4-19 is April 30th. The official date for determining a player's age for age 3 is March 15th. A verification of the birth date is required for every Bel Passi entrant at the time of registration. (The official baseball season as pertaining to players age is May 1 – April 30)
- 1.4 The playing uniform of all players must include long pants. Players must wear provided jerseys and caps unless otherwise approved by the Baseball Commissioner and Equipment Commissioner. In the event a player loses or forgets his jersey or hat, the Coach of Record must advise the opposing coach of the conflict prior to the start of the game. If the problem persists for multiple games, the Coach of Record has the discretion to restrict the player from the lineup for that game. All players on the field must wear matching uniforms and caps.
- 1.5 To qualify as a base coach, any person must be at least 15 years of age. All coaches under the age of 18 must wear a batting helmet. Bat persons are not allowed.
- 1.6 All players must remain in the dugout during the game if they are not participating at that time. The only exception to this rule is a player assigned to warm up in the bullpen by a coach. All pitchers warming up in the bullpen will be required to have a shagger, wearing a helmet and facing the field of play at all times.
- 1.7 Flagrant or intentional throwing of equipment is not permitted and may result in an ejection. If a throwing incident is not flagrant or intentional, the umpire shall give a warning to the Coach or the Assistant Coach of the player. The determination of flagrant vs. accident is the Umpire's decision.
- 1.8 Misuse of Bel Passi property, including dugouts, fencing, and all screens is prohibited. Any misuse should be reported to the board member on duty.
- 1.9 Laser pointers, air horns, cowbells, drums, or other artificial noisemakers will not be permitted at the Bel Passi complex except for Bel Passi's own public address system. Walk up music will be allowed. Only clean versions of music and no commentary. Apps like Ball Park DJ are permissible. Rule can be rescinded if impacting the speed of play. Per Umpire/Board member judgment.

- 1.10 Positive cheering ONLY from fans, players, and coaching staff. Chanting aimed at distracting a pitcher will not be allowed.
- 1.11 Any Board of Directors Member will be eligible to coach a team. No one will be permitted to serve as Head Coach on more than one team without the approval of the Board of Directors.
- 1.12 No alterations to uniforms after they are handed out without prior approval of the Board of Directors. All teams must wear a conventional uniform unless they have received prior approval of the Board of Directors. Names, nicknames, and players' uniform numbers will be allowed on hats without prior consent. After three years of consecutive Board of Directors approval, Board approval is not necessary if the alteration system remains consistent (i.e. - reward patches for attendance, stellar play, etc.).
- 1.13 No cameras or video recorders on the field at any time unless designated by the Board of Directors.
- 1.14 All equipment must be Pony or Pony approved (as appropriate for the league) or equivalent except as noted in individual age groups. A determination will be made by the Equipment Commissioner. Pony League and/or Bel Passi equipment may not be altered.
- 1.15 Bel Passi Baseball will follow the Pony Baseball Rules handbook for bats.
- 1.16 All Players must sign and accept the Player Code of Conduct at registration.
- 1.17 Any player who quits a team without an acceptable excuse will be ineligible for pre-registration, or tournament teams for the following year. Acceptable excuses will be determined on an individual basis by the Board of Directors.
- 1.18 It is recommended all players aged 7-19 wear a protective cup or pelvic protector.
- 1.19 To be eligible to play for Bel Passi, a player must attend at least one of the scheduled evaluation dates.

SECTION TWO: GENERAL BASEBALL RULES

- 2.1 All Players present and capable of playing must play at least two complete innings. If a player who is present is not going to play due to an injury, the opposing coach and the official scorekeeper must be informed of such prior to the start of the game. Any player who arrives after the end of the 3rd inning may or may not participate in the game at the discretion of the player's coach.
- 2.2 All batters shall bat in succession. The batting line up does not become official until every player present has batted one time. If a player arrives after one time through the lineup, the late player will be added to the bottom of the lineup.
- 2.3 If a defensive player or base runner is removed from the game due to an injury, he may return. He must take his next turn at bat or leave the game permanently. If he can't take his turn at bat, no out shall be recorded.
- 2.4 If a batter cannot complete his turn at bat, the next batter in order shall assume the at bat. This batter will assume the injured batter's ball and strike count. In such case, the injured player who could not bat may not return to the game.
- 2.5 A team failing to field at least seven uniformed players by the scheduled starting time shall forfeit the game. The Coach of Record must submit a lineup to the umpire and opposing team which lists the players present at the start of the game.
- 2.6 In the event a coach is unable to attend a team practice or game, it will be their duty to make arrangements for another adult who meets Bel Passi Requirements i.e.: Live scanned coach or parent to take his place. Players must not be left unattended.
- 2.7 An official game is 3 full innings, or 2½ if the home team is ahead (in the case that time expires, or the mercy rule is implemented) for 7-19 years old age groups. All games have a drop-dead time of 10:30pm.
- 2.8 If a game is called, (due to rain, etc.) the score of the game will revert back to the last completed inning. The game is called when the Board of Directors Member on Duty ends play and is considered an official game.
- 2.9 Tie games shall be counted as 1/2 game won and 1/2 game lost.
- 2.10 Rained out games that qualify will be made up during the season when there are open dates. This may include Sunday. The Board of Directors shall determine all dates of make-up games.
- 2.11 The Umpire is the official timekeeper. Home Team scorebook is the official score. If the designated Home Team cannot provide a scorekeeper, the Visiting Team will become the Home Team of record (a dugout switch is not required). Start time must be announced by the home plate umpire at the time of the first pitch. Time starts at the end of plate meeting.

- 2.12 All catchers must wear throat protectors or a mask with a built-in extension. All catchers ages 5-19 must wear a protective cup. Skull caps may not be used for ages 5-14.
- 2.13 A Coach of Record in the American league may walk an opposing batter by notifying the umpire before the first pitch is thrown to the batter. Intentional walks will not be allowed in the National League or the 7/8-year-old league.
- 2.14 There will be one warning per team per game and subsequent ejection of the player for performing a fake, hidden ball trick, or phantom tag. Coach may be ejected at Umpires discretion.
- 2.15 If a defensive player has the ball and is waiting to make the tag, the runner must slide or attempt to avoid the tag. A runner shall be called out if there is a collision.
- 2.16 Coaches may warm up pitchers during games.
- 2.17 Batting “donuts” are permissible, but only in the on-deck circle. The on-deck circle is the only authorized warm up area for batters once the game begins. This includes the restriction of hitting sticks or any other hitting tool inside or outside the fence line. This is a safety concern for all players and children outside the fence line.
- 2.18 Base coaches are to keep one foot in the coach's box unless time is out or directing a runner at 3rd.
- 2.19 During any one inning, the offensive Coach or the Assistant may call one (1) time out for discussions with his players.
- 2.20 To maintain the progression of the game, a batter must keep one foot in the batter’s box on any pitch that is caught by the catcher and returned to the pitcher and the pitcher does not make a play to another base.
- 2.21 There will be no intentional headfirst slides at Home Plate. If a runner does slide headfirst at Home Plate, the runner will be called out. Headfirst slides are allowed at all other bases. Exemption to the 13/14 and 15-19 age groups.
- 2.22 Unless the Defensive player is in possession of the ball, the Defensive player cannot block the pathway of the runner as he is attempting to advance or score. If, in the judgment of the umpire, the Defensive player without possession of the ball blocks the pathway of the runner, the umpire shall call or signal the runner safe. Notwithstanding the above, it shall not be considered a violation of this Rule if the Defensive player blocks the pathway of the runner to field a throw, and the umpire determines that the defensive player could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

- 2.23 Actions by a runner are illegal and interference shall be called if the runner slides or runs out of the base line in the direction of the fielder (with or without contact).
- 2.24 Batting helmets must always be worn by the batter/runners in games and practices. In the event, any player intentionally removes his helmet during a live ball in a game, the umpire may declare player out.
- 2.25 The Coach or the Assistant Coach is allowed one trip to the mound for each pitcher per inning. On the second trip, the pitcher must be replaced for the duration of the game. If a coach makes a pitching substitution in the middle of an inning, the coach may stay on the mound to communicate with the new pitcher while warming up. Once the coach leaves the mound any time out to communicate with the pitcher is considered a trip. In the event of an injury the coach must go directly to the injured player and return directly to the dugout. Communication with the pitcher (unless it is the pitcher who is injured) will be considered a trip. Any conversation between a coach and a pitcher in fair territory between innings will be considered a trip.
- 2.26 A pitcher shall not wear extra items of clothing or accessories that are light in color or distracting to the batter. A pitcher may not use a glove which has a white or brightly colored spot on it. While pitching, a pitcher may not wear a batting glove. A pitcher may wear sunglasses. General jewelry or rings are not allowed.
- 2.27 Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first. The player who throws the warm-up pitches in between innings must pitch to the first batter of the inning. This applies to all leagues.
- 2.28 Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
- 2.29 All players who are present for a game will bat in succession. Nine players will play defensively; except the 5/6 League and 7/8 National League, they will play 10 defensively. Coaches have the option of free substitution. All players must play a minimum of two full innings defensively. The batting order never changes.
- 2.30 If a runner is injured, the last player out will take his place on the bases.
- 2.31 With two outs the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional, but, if used, the pinch runner must be the player who made the most recent out.
- 2.32 The pitch count chart is in effect for the baseball season. Pitch count begins once the umpire puts the ball in play. The field umpire will record the pitcher's name, age, number, and pitch count for each pitcher, each inning, on the back of the game card. Coaches will not interrupt the play of game to dispute the pitch count. The game card will be turned in at the end of each game and will be reviewed. Coaches violating the pitching rule will face disciplinary action by the disciplinary committee.
- A) The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter **and the head coach informs the umpire prior to the pitcher's last batter.**

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

SECTION THREE: COACHES

- 3.1 The Coach Selection Committee shall be chaired by the Baseball Commissioner and consist of any available Board of Directors Members.
- 3.2 Coach's interviews may be done for all coaches who:
1. have not coached in the last two years.
 2. are applying for the first time.
 3. have been ejected, suspended, or placed on probation by Bel Passi.
 4. have had a complaint.
- * Any coach who does not come under one of the above may be asked to be interviewed by the selection committee
- 3.3 All head coaches and their assistant coaches will be required to sign a Coach's Code of Conduct and Concussion Policy and return them with their coaching application. Coaches are required to complete Concussion training and Cardiac Arrest Prevention Protocol training and return certificates to the Board of Directors. All coaches will be subject to a Department of Justice Live Scan. Payment is the responsibility of each coach. No Coach may coach without an approved Live Scan. If, in the opinion of the Board of Directors, a Coach is a disciplinary problem and/or a disruption to the Organization, the Board of Directors can choose to refuse the Coach's application to coach and deny the Coach an interview.
- 3.4 If, in the opinion of the coach, a player is a disciplinary problem and a disruptive influence on the team, and after personally pursuing a solution to the problem with the player's parents, the coach may recommend to the Baseball Commissioner suspension of the player for a period of time to be determined by the Baseball Commissioner and a committee of at least 4 additional Board of Directors.
- 3.5 If a player is missing practices and/or games due to conflicts caused by playing on a team outside of the program, said player may be removed from the program. Disciplinary action will be determined by the Board of Directors.
- 3.6 Head coaches are responsible for the actions of their team, assistant coaches, and fans in general. The "Coach of Record" risks being ejected if they cannot control their coaches, players, and fans. A game will be halted, or individuals will be ejected from the park, for ongoing unsportsmanlike conduct by any of the aforementioned individuals. Coaches risk suspension with continued official warnings during the season.
- 3.7 Unsportsmanlike conduct is described as, but not limited to, profanity, name calling, arguing with or taunting any player, coach or umpire, deliberate or intentional distraction of an opposing player. Head coaches are responsible to convey this policy to parents and fans before the start of the season during team meetings. Only the Coach of record shall be allowed to dispute an Umpire's decision. The Coach of record is determined as the coach who represents the team at the pre-game meeting at home plate.
- 3.8 For ages 7-19, only the Head Coach and three (3) Assistant Coaches will be allowed on the playing field and concrete area outside of dugout during play. The playing field is the area inside the fences including dugouts and concrete area outside of dugout. Coaches may not coach outside the field of play.
- 3.9 All coaches, parents, and volunteers over the age of 18 must have a 2024 Bel Passi issued badge to be on the field; this includes the dugout. For the 3-6 age groups, the badge must always be visible and should be

worn on the shirt or on a lanyard around the neck. For the 7-19 age groups, badges must be produced when asked. Anyone without a badge will be asked to leave the field.

- 3.10 Any approved live scan individual will pay \$3.00 for their Bel Passi badge.

SECTION FOUR: TEAM SELECTION

- 4.1 The Board of Directors shall reserve the right to accommodate player/players with a special circumstance by hosting a makeup evaluation. Special circumstances are a medical or personal crisis emergency (i.e. injury, hospital visit, family emergency). The intent of this rule is not to allow a make up for a player who simply missed evaluations.
- 4.2 The Board of Directors will select a team of evaluators for each age group to complete player evaluations.
- 4.3 Following evaluations all players Seven (7) years of league age or higher shall be assigned to either the American League or the National League. A committee chaired by the Baseball Commissioner and including members of the Board of Directors shall determine which league each player shall play in.
- 4.4 Drafts will be held for specific age groups as determined by the Board of Directors. The only people allowed to attend the draft other than Board of Directors members will be the head coach and 1 assistant coach.
- 4.5 The head coach's player and one assistant coach's player shall be protected. Protected players must be announced a week prior to the draft; however, they must be drafted at the appropriate level of the draft. The level shall be determined by the evaluation committee for each age level. The Board of Directors reserves the right to approve any additional protected player.

SECTION FIVE: PROTESTS

- 5.1 Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for protest.
- 5.2 The "Coach of Record" or acting "Coach of Record" of contesting teams only shall have the right to protest a game.
- 5.3 Protests shall be made as follows:
- a) The protesting coach shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. In the event of a protest, the home scorekeeper must be notified that the game is being played under protest. Home scorekeeper must indicate in the scorebook the exact spot where the protest is made.

- b) Following such notice, the umpire shall consult with his/her associate umpires. If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If after consultation the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest and notify the opposing team and both scorekeepers. Failure of the umpire to make such announcement shall not affect the validity of the protest. The umpire must notify the Board of Directors Member on Duty of the protest immediately following the completion of the game.
- c) Protests made due to the use of ineligible players may be considered only if made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting coach decides.
- d) Following the conclusion of a protested game, the coach protesting must notify the Baseball Commissioner and Umpire Commissioner in writing within 24 hours of the scheduled starting time of the game being protested. This written report should include all pertinent information such as the on-field situation, the rule that was misinterpreted, and any other information that would be helpful in rendering a decision.

5.4 The Baseball Commissioner will lead a committee made up of the Board of Directors. The Committee may interview umpires, and when necessary, the coaches, and render a decision, when possible, 24 hours prior to the start of the protesting team's next game. Decisions on protests rendered by the committee are final and cannot be overruled.

SECTION SIX: PARENT CONDUCT/RESPONSIBILITIES

- 6.1 No verbal or physical abuse of any Bel Passi Board member, coach, umpire, or spectator will be tolerated. This includes, but is not limited to, profanity or physical gestures.
- 6.2 Spectators are to refrain from challenging or questioning umpiring calls. Spectators may not communicate with anyone on the playing field during a game.
- 6.3 Bel Passi Parents are required to participate in Bel Passi fundraisers. Failure to comply with this rule will lead said parent's child to being benched and ineligible for postseason and all-star play.
- 6.4 Players, parents, coaches, and volunteers will, at no time, post pictures, negative messages, or comments pertaining to anyone associated with Bel Passi baseball or PONY baseball on any social media outlet (public or private) without league permission. This includes, but is not limited to, Facebook, Twitter, Instagram, YouTube, etc. Appropriate action will be taken in response to any negative comments up to and including suspension and/or removal from a team or team interaction.

SECTION SEVEN: UMPIRES

- 7.1 Umpires that are eligible to register as players in the Palomino (15-19) division are prohibited from umpiring games in the Palomino Division.
- 7.2 Any umpire that has an ongoing issue with any coach should report it immediately to the Board Member on Duty

and later report it to the Umpire Commissioner and the Baseball Commissioner.

- 7.3 Any coach that has an issue with an umpire shall report it to the Umpire Commissioner and the Baseball Commissioner.
- 7.4 At the end of the game umpires and head coaches will sign the umpire scorecard for standings and pitching records.

SECTION EIGHT: Foal (TBall 3/4) RULES

- 8.1 The offensive coach shall set the ball on the tee when the defensive team is ready. He must remove the tee from the home base area if a play is imminent.
- 8.2 The batter must hit a fair ball or a foul fly which is caught. The ball must travel to the grass in front of home plate to be a fair ball.
- 8.3 The batter must take a full swing at the ball. Bunting is not allowed.
- 8.4 Runners may not lead off their bases until the ball is hit. There is no stealing and no infield fly rule.
- 8.5 One inning shall consist of six batters. Each game shall not exceed four innings in length or 45-minute time limit (no inning shall start after 35 minutes). All players will be used defensively with a minimum of 4 outfielders at all times. Infield players will be positioned in a safe manner away from home plate. Outfielders must begin on the grass part of the field. Exceptions: if there are less than ten players present, there can be less than four outfielders. Note: If games are played on the Pony/Colt Field, the outfield is on the dirt.
- 8.6 On a batted ball, the batter and all runners are limited to one base.
 - a. The sixth batter may advance home.
- 8.7 All games must be completed with respect to innings and/or time. This is not a coach's decision.
- 8.8 There will be no defensive players behind home plate. (NO CATCHERS)
- 8.9 There will be no score kept or standings.
- 8.10 No protests.
- 8.11 There will be no headfirst slides.
- 8.12 T-Ball leagues may have no more than 5 coaches on the field. All coaches/volunteers must be live scanned.
- 8.13 Game times are 10 min practice / 5 min break / 45 min game = 1 hour of field time.

SECTION NINE: Shetland (Machine Pitch 5/6) Rules

- 9.1 The entire season shall be Machine Pitch.
- a. The Pitching Machine setting should be set:
- 38 feet from home plate
 - Power level = 2
 - Micro Adjust = 3
 - Release Block = 4
 - Adjustments should only be done by a Board of Directors Member.
- 9.2 Each batted ball must travel to the grass to be a fair ball.
- 9.3 Coaches who are pitching must avoid interfering with the ball or the fielders. The coach must make every effort to avoid contact with the live ball, if unavoidable the play continues. Any other interference will be treated as if it were interference by a base coach. (After 3 pitches, the tee shall be set up for one swing.)
- 9.4 All offensive players – except for the batter, on-deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during the play. The leadoff batter in each ½ inning is the only player allowed on the field until play begins and **MUST REMAIN IN THE ON-DECK CIRCLE** until the Coach calls for the batter.
- 9.5 Only the Head Coach and three assistant coaches are allowed in the dugout during the game (first and third base coaches, Head Coach, and 1 dugout Coach.)
- 9.6 Each game shall be 5 innings in length with a 1 hour and 15-minute time limit. **THIS IS A DROP-DEAD TIME LIMIT.** Each half inning must be 3 outs, or 5 runs scored. The game must be completed with respect to innings or time, whichever comes first. This is not a coach's decision.
- 9.7 Ten players shall play defensively. There will be a minimum of four outfielders at all times if 10 or more players are present to play. Outfielders must be positioned on the grass at the beginning of the play. Note: if games are played on the Pony Field, the outfield is on the dirt. Infielders must play positional baseball.
- 9.8 Defensive coaches are not allowed on the infield but may have a coach in the outfield for the 1st half of the season. To speed up the game, one defensive coach will stand behind home plate and receive passed balls. Please note all passed balls are ruled a dead ball.
- 9.9 A batted ball becomes dead when an infielder has possession and control of the ball in the infield or at a base and holds the ball over their head and calls time. When time is called if the base runner has not reached the next base the runner will be required to return to the last base.
- 9.10 Batter and runners shall have the opportunity to advance one additional base on a defensive overthrow. Limit to one overthrow per play (the runner is not awarded this base; he must try to advance at his own risk). The play shall be stopped if a second overthrow occurs. An overthrow shall be defined as an errant throw which goes past a base and/or a fielder to make a play on a base runner.
- 9.11 If a runner advances past the base in which he is allowed he must return to the previous base.
- 9.12 All catchers shall wear full protective gear.

- 9.13 No official score or standings are kept.
- 9.14 No protests.
- 9.15 Batting helmets must be worn by the batter/runners at all times.
- 9.16 All catchers must wear throat protectors or a mask with a built-in extension.
- 9.17 No player shall play more than two (2) consecutive innings at any one position.
- 9.18 There will be no headfirst slides. If a runner intentionally slides headfirst, they will be called out.
- 9.19 National League specific rules:
- Each batter will get 3 pitches to hit a fair ball or a foul fly, which is caught. After 3 pitches, the tee shall be set up for one swing.
- 9.20 American League specific rules:
- Each batter shall get 5 pitches to hit a fair ball or a foul fly, which is caught.

SECTION TEN: Pinto (7/8) American/ National League Rules

- 10.1 Field dimensions will be at 40 feet for the pitching mound and 60 feet for the bases.
- 10.2 Bunting is allowed.
- 10.3 If the coach pitcher hits the batter, the batter will not be awarded first base.
- 10.4 There will be a maximum of five runs per inning for Innings 1 through 3. Innings 4-6 will be open
- 10.5 There will be a mercy rule of 12 runs after three innings and 8 runs after four innings.
- Regulation games shall be six innings. No full inning shall start after 1 hour and 35 minutes. A new inning starts as soon as the final out of the previous inning occurs. All full innings that are started must be completed, the exception being the bottom of the sixth inning if the home team is leading or takes the lead.
- 10.6 Catchers can only catch a maximum of three innings per game.
- 10.7 National League specific rules:
- Pitching:
 - The Pitcher will pitch to each batter until 3 balls are recorded, at which time the coach will come in and assume the current count. All coach pitched balls will be considered a strike unless the pitch is fouled off.
 - In the National League the coach or the assistant coach (18 years or older) will pitch to his own team. Pitching must be overhand and from a standing position on the pitching rubber.
 - Coaches who are pitching must avoid interfering with ball or the fielders. If the coach is hit by a

batted ball, as with an umpire or regular pitcher, the ball is considered a live ball and play continues.

- When the coach is pitching, the youth pitcher must line up even with or behind the rubber with at least one foot in the dirt of the pitcher's mound.
 - Fielding:
 - Ten players will play defensively in the National League
 - There will be a minimum of four outfielders at all times in the National League, if ten or more players are present to play.
 - Outfielders must be positioned on the grass at the beginning of the play.
 - Base Running:
 - On a batted ball, the batter and all runners are limited to one base unless the ball reaches the outfield grass, and then the runners are limited to two bases maximum. A batted ball over the fence is a homerun.
 - Batter and runners shall have the opportunity to advance one additional base on a defensive overthrow. Limit one overthrow per play (the runner is not awarded this base;
 - he must try to advance at his own risk). Play shall be stopped if a second overthrow occurs. An overthrow shall be defined as an errant throw which goes passed a base and/or a fielder in an attempt to make a play on a base runner.
 - If a runner advances past the base in which he is allowed (see above) he does so at his own risk. Play continues and if said runner is put out by tag, the out stands. If said runner advances safely, he shall return to the base to which he had legally advanced.
 - A runner on third may advance on a batted ball, forced home on a walk or a defensive throwing play on another runner. A runner on third must remain in contact with the bag until a batted ball, forced home on a walk, or a defensive throwing play on another runner occurs.
 - There will be one warning per team per game for leaving the bag early. Any further violations, baserunner will be declared out.
 - There will be no stealing while the Coach is pitching.

10.8 American League specific rules:

- Pitching:
 - In the American League there will be no coach pitch at any time. Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first.
 - Walks will be allowed.
- Fielding:
 - Nine players will play defensively in the American League
 - Outfielders must be positioned on the grass at the beginning of the play.
 - Base Running:
 - There will be no leading off. On first and second base, the runner must remain in contact with the bag until the ball leaves the pitcher's hand.
 - A runner on third may advance on a batted ball, passed ball/wild pitch, forced home on a walk or a defensive

throwing play on another runner. A runner on third must remain in contact with the bag until a batted ball, passed ball/wild pitch, forced home on a walk, or a defensive throwing play on another runner occurs. There will be no straight stealing of home. (Straight steal of home means the runner begins to advance as soon as the pitcher goes into motion, player safety.)

- There will be one warning per team per game for leaving the bag early. Any further violations, baserunner will be declared out.

SECTION ELEVEN: Mustang (9 – 10) American/National League Rules

- 11.1 Field dimensions will be at 46 feet for the pitching mound and 60 feet for the bases.
- 11.2 Runners at first, second and third bases may lead off. Runners may only steal from first base to second base and from second base to third base. There will be no straight stealing of home. (Straight steal of home means the runner begins to advance as soon as the pitcher goes into motion, player safety)
- There will be one warning per team per game for leaving the bag early. Any further violations, baserunner will be declared out.
- 11.3 Nine players will play defensively. All players must play 2 full defensive innings. If a runner is injured, the last player out will take his place on the bases.
- 11.4 With two outs, the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional, but, if used, the pinch runner must be the player who made the most recent out.
- 11.5 Regulation games shall be six innings. No full inning shall start after 1 hour and 40 minutes. A new inning starts as soon as the final out of the previous inning occurs. All full innings that are started must be completed, the exception being the bottom half of any inning after time has expired if the home team is leading or takes the lead.
- 11.6 Metal spikes may not be worn.
- 11.7 No suicide squeeze plays will be allowed. (A sacrifice bunt with a runner on third, where the runner starts their run towards home plate the moment the pitcher begins their motion)
- 11.8 Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first. One pitch constitutes an inning.
- 11.9 Within the first 2 innings of a game, a league age 9-year-old or a combination of more than one league age 9-year-old players must pitch a minimum of one complete inning. A complete inning is defined as starting an inning and pitching through to the finish of the inning.
- 11.10 In the American and National League there will be 1 warning per pitcher per game for balks.
- 11.11 There is no drop third strike rule in the National league. Batter may advance on a dropped third strike if first base is unoccupied in the American league. If first base is occupied and there are two outs, batter may attempt to advance to first.
- 11.12 **National League specific rules:**
- For National League, innings 1-3 will have a maximum 5 run limit. Innings 4-6 are open innings with a mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings.
- 11.13 **American League specific rules:**
- American League division will have no run limit. American League division will have a mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings.

SECTION TWELVE: Bronco (11/12) American/National League Rules

- 12.1 Field dimensions will be at 50 feet for the pitching mound and 70 feet for the bases.

- 12.2 Runners at first, second and third bases may lead off. Runners may only steal from first base to second base and from second base to third base. There will be no straight stealing of home. (Straight steal of home means the runner begins to advance as soon as the pitcher goes into motion, player safety)
- There will be one warning per team per game for leaving the bag early. Any further violations, baserunners will be declared out.
- 12.3 Regulation games shall be seven innings. No full inning shall start after 1 hour 45 minutes. A new inning starts as soon as the final out of the previous inning occurs. All full innings that are started must be completed, the exception being the bottom half of any inning after time has expired if the home team is leading or takes the lead. Max Game time is 2:15 Min; if time is reached the game will be drop dead and revert to previous inning score.
- 12.4 Metal spike cleats are permitted.
- 12.5 Nine players will play defensively. All players must play 2 full defensive innings. If a runner is injured, the last player out will take his place on the bases.
- 12.6 With two outs, the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional, but if used, the pinch runner must be the player who made the most recent out.
- 12.7 No suicide squeeze plays will be allowed. (A sacrifice bunt with a runner on third, where the runner starts their run towards home plate the moment the pitcher begins their motion)
- 12.8 Within the first 2 innings of a game, a league age 11-year-old or a combination of multiple league age 11-year-old players must pitch a minimum of one complete inning. A complete inning is defined as starting an inning and pitching through to the finish of the inning.
- 12.9 Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first. One pitch constitutes an inning.
- 12.10 National League specific rules:
- 1 warning per pitcher per game for balks
 - Innings 1-3 will have a maximum 5 run limit innings 4-6 are open innings and a mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings.
- 12.11 American League specific rules:
- There will be 1 warning for balks.
 - There is no run limit. There is mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings. Extra innings are possible if the time limit hasn't expired.

SECTION THIRTEEN: Pony (13 /14) American/National League Rules

- 13.1 Field dimensions will be at 54 feet for the pitching mound and 80 feet for the bases.
- 13.2 Regulation games shall be seven innings. No full inning shall start after 2 hours. A new inning starts as soon as the final out of the previous inning occurs. All full innings that are started must be completed, the exception the bottom half of any inning after time has expired if the home team is leading or takes the lead. No new inning shall begin

after 10:00PM.

- 13.3 There will be no straight steal of home. (Straight steal of home means the runner begins to advance as soon as the pitcher goes into motion, player safety)
- There will be one warning per team per game for leaving the bag early. Any further violations, baserunner will be declared out.
- 13.4 Metal spike cleats are permitted.
- 13.5 Nine players will play defensively. All players must play 2 full defensive innings. If a runner is injured, the last player out will take his place on the bases.
- 13.6 With two outs, the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional, but if used, the pinch runner must be the player who made the most recent out.
- 13.7 No suicide squeeze plays will be allowed. (A sacrifice bunt with a runner on third, where the runner starts their run towards home plate the moment the pitcher begins their motion)
- 13.8 Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first.
- 13.9 National League specific rules:
- There will be no warnings for balks.
 - Innings 1-3 will have a maximum 5 run limit. Innings 4-6 are open innings and a mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings.
- 13.10 American League specific rules:
- There will be no warnings for balks.
 - No run limit. American League division will have mercy rule of 12 runs after three innings or 10 runs after four innings, or 8 after five innings.
 - Extra innings are possible if the time limit hasn't expired.

SECTION FOURTEEN: Palomino (15 – 19) Palomino League Rules

- 14.1 With two outs, the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional, but if used, the pinch runner must be the player who made the most recent out.
- 14.2 Field dimensions will be at 60.6 feet for the pitching mound and 90 feet for the bases.
- 14.3 Regulation games shall be seven innings. No full inning shall start after 2 hours. A new inning starts as soon as the final out of the previous inning occurs. All full innings that are started must be completed, the exception the bottom half of any inning after time has expired if the home team is leading or takes the lead. No new inning shall begin after 10:00PM.
- 14.4 There will be no straight steal of home. (Straight steal of home means the runner begins to advance as soon as the pitcher goes into motion, player safety)
- 14.5 There will be one warning per team per game for leaving the bag early. Any further violations, baserunner will be declared out.
- 14.6 Metal spike cleats are permitted.
- 14.7 Nine players will play defensively. All players must play 2 full defensive innings. If a runner is injured, the last player out will take his place on the bases.
- 14.8 With two outs, the coach may use a pinch runner for the catcher of record or pitcher of record (the player who caught or pitched the previous half inning). This rule is optional but, if used, the pinch runner must be the player who made the most recent out.
- 14.9 Warm up pitches are not to exceed 6 pitches or 2 minutes whichever comes first.
- 14.10 No run limit. Mercy rule of 10 runs after 4 innings or 8 runs after 5 innings. Extra innings are possible if the time limit hasn't expired.

SECTION FIFTEEN: AMERICAN/NATIONAL ALL- STARS

- 15.1 An All-Star selection committee shall be chaired by the Baseball Commissioner and including members of the Board of Directors. In the case of a conflict the Baseball Commissioner will appoint an alternate board member in good standing.
- 15.2 The committee shall select the All-Star coach using the following criteria:
- a) Evidence of knowledge of the game of baseball.
 - b) Evidence of ability to teach baseball and good sportsmanship to players.
 - c) Evidence of managerial skills.
 - d) Evidence of ability to draw upon talent of individual players to form the team into a cohesive unit.
 - e) Evidence of commitment to make the team as competitive as possible, both to contribute to the enjoyment of the players and to enhance the reputation of our organization and its players.
 - f) Previous coaching experience.
- 15.3 The Head Coach will submit any desired assistant coaches to the selection committee for approval.
- 15.4 The All-Star selection committee chaired by the Baseball Commissioner and comprised of at least one coach from each team in their league will assist the coach to ensure the fairest selection of All-Star teams. Each coach must submit at least two players for consideration for the All Stars Team.
- 15.5 All-Star coaches will submit their final rosters to the All-Star selection committee for final approval.
- 15.6 Bel Passi will pay the cost of the Bel Passi Tournament and one other tournament not to exceed the cost of the Bel Passi Tournament. All other tournaments are the responsibility of the all-star team.
- 15.7 Bel Passi may send the following teams to tournaments:
- a) Five/ Six year olds: One team may be selected and invited to tournaments.
 - b) Seven/Eight year olds: 8U American team and/or 8U National team will be selected.
 - c) Nine/Ten year olds: An American 9 year old and 10 year old team and/or a Combination 9-10 Year old National team will be selected.
 - d) Eleven/Twelve year olds: An American 11 year old and 12 year old team and/or a Combination 11-12 Year old National team will be selected.
 - e) Thirteen/Fourteen year olds: An American 13 year old and 14 year old team and/or a Combination 13- 14 Year old National team will be selected.
 - f) Fifteen/Sixteen year olds: An American 15 year old and 16 year old team and/or a Combination 15- 16 Year old National team will be selected.

- g) Seventeen/Eighteen year olds: An American 17 year old and 19 year old team and/or a Combination 17- 19 Year old National team will be selected.

15.8 Tournament coach's reimbursement will be for hotel stay, outside of 80 mile radius from Bel Passi. This will be reimbursed up to \$100.00 per night, and maximum 2 rooms per team. Proof of stay must be presented. The total number of nights will require approval of the Board of Directors.

SECTION SIXTEEN: PENALTY SECTION

- 16.1 Any coach ejected from a game must immediately leave the field of play. If allowed to stay on premises, they must not coach and are to stay in the far corner of the outfield. They may be asked to leave the Bel Passi property and all surrounding areas within 100 yards in each direction. at the board member on duties discretion. If a coach fails to do so, the coach's team will forfeit that game. The Coach will serve an ejection from the game and/or the next scheduled game, to be determined by the Disciplinary Committee.
- 16.2 In dealing with any coach with multiple ejections, the Coach will serve an ejection from the game and suspension from further play until the Disciplinary Committee rules on the violation.
- 16.3 Any player ejected from a game must immediately leave the premises. If parent or guardian is not available, it will become the head coach's responsibility to designate a Bel Passi Live-scanned individual to escort player to a safe and supervised area. The player will serve an ejection from the game and/or the next scheduled game, to be determined by the Disciplinary Committee.
- 16.4 Any spectator ejected from a game must immediately leave the Bel Passi property and all surrounding areas within 100 yards in each direction. The spectator will serve an ejection from the game and/or the next scheduled game, to be determined by the Disciplinary Committee.
- 16.5 Any baseball rule that is violated and does not have an outlined resolution in these rules may face disciplinary action from the Disciplinary Committee.
- 16.6 Any violations of rules by a spectator that does not have an outlined resolution in these rules may face disciplinary action by the Disciplinary Committee.

SECTION SEVENTEEN: BP SELECT/Charter GENERAL LEAGUE RULES

- 17.1 The priority of baseball rules shall be as follows:
 - a. Pony Baseball Rules;

- b. USSSA Baseball Rules;
- c. Major Leagues baseball rules.

Refer to Bel Passi Select/Charter Specific Rules (additional document)

**SECTION EIGHTEEN: BP SELECT PARENT
CONDUCT/RESPONSIBILITIES**

- 18.1 No verbal or physical abuse of any Bel Passi Board Member, coach, umpire, or spectator will be tolerated.
- 18.2 Spectators are to refrain from challenging or questioning umpiring calls.

