



BRUNSWICK YOUTH BASEBALL

LEAGUE REGULATIONS AND RULES

Revised May 2021



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The following regulations will govern the administrative operations of the league in accordance with the League Constitution.

1. MISSION

The mission of Brunswick Youth Baseball is "to offer equal opportunity to every child to learn and practice the fundamentals of baseball within a positive, safe and enjoyable environment."

2. COMMITTEES

The Board shall appoint such committees as provided for in the constitution to operate the League.

3. LEAGUE DIVISIONS

The League shall offer a Clinic/Instructional program (to be referred to as the "Single A Division"), a Minor League program with two divisions of play (to be referred to as the "Double A Division" and the "Triple A Division") based on age and ability, and a Major League program. The operations of each Division will be overseen by a Level Commissioner, who should not be a parent with a child playing within that division.

4. MANAGERS AND COACHES

Adult managers will be appointed annually by the President with approval of the Board of Directors. Team managers assume responsibility for equipment supplied to their team by the League. Acceptance by an individual to assume the position of manager includes the acceptance to adhere to the responsibilities, ideals and philosophy of Brunswick Youth Baseball as set forth in the League Constitution and Bylaws. In addition to their coaching duties, it is expected and required that each team manager assist in field maintenance activities, the communication of league announcements and information and other such administrative duties that may be necessary from time-to-time.

Adult coaches shall be selected by the team manager and shall be subject to the approval of the Board of Directors. Each team in the Tee Ball and Single A divisions should have one coach in addition to the team manager. Each team in the Minors and majors Divisions should have one or two coaches in addition to the team manager.

All managers and coaches must be willing to submit to and pass a background check.

5. TEAM PLAYER SELECTION

Teams shall be selected annually with no player being the property of any team based on their previous play in the League. All registrants from a single family or household unit shall be assigned to the same team. Each manager shall automatically be assigned his or her own son(s) and/or daughter(s). All requests to play on the same team will be given as much consideration as possible within the constraints of the rules for selection.

Player selection in the Single and Double A divisions shall be on the basis of a draft from the names of all registrants for that division provided. The managers will work together to assemble the most evenly balanced teams they can.



Manager's own son(s) and/or daughter(s) causes the teams to be unbalanced, player trades will need to be completed and agreed upon by all the Managers. If an agreement is not reached, the Level Director or President will make the final decision.

In the Triple A Division, prior to team selection, each registered player will be rated based on observed past performance. Each player shall be rated on a scale of 1 to 5 based upon his or her baseball ability and attitude/commitment. The ability of the individual to play the positions of pitcher and/or catcher shall be indicated. Once all of the players have been evaluated, the managers will work together to assemble the most evenly balanced teams they can. While assembling the teams, the managers will not know which team will be theirs until a random drawing is done at the end of the selection process. At that time, if the ability of the Manager's own son(s) and/or daughter(s) causes the teams to be unbalanced, player trades will need to be completed and agreed upon by all of the Managers. If an agreement is not reached, the Level Director or President will make the final decision.

In the Majors Division, prior to team selection, each registered player will be rated based on observed past performance. Each player shall be rated on a scale of 1 to 5 based upon his or her baseball ability and attitude/commitment. The ability of the individual to play the positions of pitcher and/or catcher shall be indicated. Once all of the players have been evaluated, the managers will work together to assemble the most evenly balanced teams they can. While assembling the teams, the managers will not know which team will be theirs until a random drawing is done at the end of the selection process. At that time, if the ability of the Manager's own son(s) and/or daughter(s) causes the teams to be unbalanced, player trades will need to be completed and agreed upon by all of the Managers. If an agreement is not reached, the Level Director or President will make the final decision.

6. POST TEAM SELECTION TRADES AND PLAYER ADDITIONS

Trades made after team selection meeting must:

- A. Be kept to a minimum.
- B. Be for equivalent players.
- C. Not upset the overall balance of the division.
- D. Be completed within one week of the team selection meeting.
- E. Be agreed to by the Level Director.

All decisions made by the Level Director are final.

If additional players register for the league after team selection meeting, they will be added to the next team in a rotation that is set by the Level Director. All managers will be made aware of the rotation by the Level Director.

7. GAME ADMINISTRATION

All games are played in accordance with the league schedule and rules for each Division. Games at the Clinic and AA Divisions will end the sooner of the following:

- A. Lightning or weather conditions are no longer suitable for continued play.



- B. Maximum game length is reached:
 - i. A Division: 60 minutes of play (games should end at least 5 minutes prior to start of next game)
 - ii. AA Division: 15 minutes prior to the next scheduled game, 2 hour time limit, or completion of six innings
 - iii. AAA Division: 15 minutes prior to the next scheduled game, 2 hour time limit, or completion of six innings
 - iv. Majors Division: Completion of 6 Innings, or discretion of the umpire

*Note: All AA and AAA Games must end 15 minutes prior to the start of the next game. If there is no game immediately following, a single game should never exceed 120 minutes (Playoffs Excluded).

8. FIELD AND CONCESSION RESPONSIBILITIES

It shall be the responsibility of the home team manager to make sure that the field is raked and lined, and the concession stand is opened prior to each game. Both managers will be responsible to assure that the concession stand is amply staffed during the game and is thoroughly cleaned after the conclusion of the game. Home team volunteers will be responsible for the accounting of the concession proceeds for the game and securing the concession stand and returning the concession stand keys (if there is no game immediately following).

Both managers are also responsible to assure that trash and debris is cleaned from the dugout and bleacher areas and trashcans are emptied at the conclusion of the day's games.

9. RAINOUT PROCEDURE

Prior to the commencement of a game, the managers of both teams will jointly make a determination regarding fitness of the field. Should a consensus not be reached, the decision must be escalated to the Board of Directors. The home team manager will notify the umpires or the umpire coordinator for their level if the game is to be cancelled.

Once a game has begun, the managers involved, in conjunction with the umpire, will determine the fitness of the field to continue play. The final decision will, however, rest with any umpire assigned.

10. CONDUCT

- A. No Manager, Coach, Player, Spectator or League Official shall at any time:
 - i. Use obscene or indecent language.
 - ii. Verbally or physically attack or threaten to attack another person.
 - iii. Smoke or consume alcoholic beverages on the playing field.
 - iv. Use illegal substances (narcotics) on park property.
 - v. Criticize an opposing team, its players, coaches or fans by word of mouth or gesture.
 - vi. Demonstrate or incite others to demonstrate unsportsmanlike-like conduct.
 - vii. Arrive at the park under the influence of alcohol or nonprescription drugs.



- B. Any infraction of the above rules can result in immediate ejection from the boundaries of Brunswick Youth Baseball property. Furthermore, if the offender is a manager, coach, player or League official, the infraction shall be reported to President, who may require the offender to appear before the Board to explain their conduct.
- C. An infraction of the above rules can result in the following penalties:
 - i. A warning or suspension from the next succeeding game.
 - ii. A suspension and a written warning that a second infraction will result in suspension of League privileges.
 - iii. Immediate suspension of League membership
- D. All managers must sign a Code of Conduct form

11. ARBITRATION

It is desirable that all conflicts involving managers, coaches and parents be resolved quickly and confidentially between the parties involved. Conflicts between parents and their children's managers and coaches should be first discussed with the manager or coach involved. When these conflicts progress to the point where they cannot be reasonably resolved, then the situation must be brought to the attention of the Parent Advocate. Should a parent not be satisfied with the resolution, they may appeal to the League's Ethics and Grievance Committee for arbitration.

The primary objective of this committee is to assist in the resolution of on-going disputes and to ensure that the affairs of the League are administered in accordance with League rules and policies. The Committee is not the governing body of the League and is not empowered to make or to change existing regulations, playing rules or bylaws of the League. Its role is to hear all sides of the issue referred to them, arbitrate the issue in accordance with existing League rules, to ensure enforcement of League regulations and make reports to the Board of Directors.

12. PLAYING RULES

A. MAJORS DIVISION

I. ADMINISTRATIVE:

1. AGE DEFINITION: Any youngster who will not attain the age of 12 before May 1 shall be allowed to participate.
2. TEAM SIZE: Teams may not have more than 13 players or less than 9 players per team, unless the application of this rule makes it impossible or impractical to suitably accommodate all participants at the level.



II. PLAYERS AND RULES:

1. Every player on team roster shall participate in each game for a minimum of six (6) defensive outs. Batting orders will be continuous with every player on each team batting in the lineup.
2. Normal positional play applies with no more than nine (9) defensive players allowed on the playing field. Pitching and catching duties will be performed by the players.
3. There must be eight (8) players present per team for that game to constitute an official game.
4. Games will follow major league rules with leading, stealing, bunting, etc. with the only exception being there will be no balks called on pitchers as this aspect of the game will be instructional.
5. The games will be six innings in duration or until time constraints, darkness or weather conditions cause a cessation of play. All games must end 15 minutes before the next scheduled game to allow players participating in the next game to "warm up" and the field to be prepped.
6. One On-Deck Batter is permitted to be outside the dugout warming up, but all other players need to be behind the fence.
7. Adult first and third base coaches may be present in the coach's box. No defensive coaches may be present on the field.
8. At the end of the regular season, there will be playoffs held to determine the level champion. The top four teams will make the playoffs and be seeded based on their regular season record. The winners of the first two games advance into the finals and play one game to determine the overall champion. If there are not 4 teams in a division, the President with help from the Board of Directors shall determine a playoff format.
9. All-stars will be selected at the Majors level. Selection to the All-Star team(s) will be determined by a vote of the involved managers and moderated by the Level Commissioner. Selection to the team will be based up performance during the house season. Any player that is a league 12yr old (or younger) is eligible for the Allstar team regardless of division played during the House season.
10. A manager coach has the option of pitching any player on the roster in accordance with the following restrictions:

PITCH COUNT RULES (Week runs Sunday through Saturday)

- 1-20 pitches, 0 days rest
- 21-35 pitches, 1 day rest
- 36-50 pitches, 2 days rest
- 51-65 pitches, 3 days rest
- 66+ pitches, 4 days rest

DAILY MAX pitches are 70 pitches. WEEKLY MAX pitches are 120 pitches.



Pitchers may exceed their daily max limit (75) to complete an active at-bat. In addition, if a pitcher begins an at-bat under any pitch count threshold (i.e., under 30 pitches), they will be permitted to complete the active at-bat and then be credited with pitching only the pitch count threshold (i.e., 30 pitches) which they passed in the at-bat provided they are removed immediately following said at-bat.

A day's rest does not include pitching days. Example: if a pitcher throws 36 pitches on Sunday the pitcher is then eligible to pitch Wednesday (Monday and Tuesday are rest days).

Pitch counts will be confirmed after every inning. Final game pitch counts for each game will be confirmed post-game and reported to league director and documented in Pitch Count Book located in concession stand.

Note: Pitch count rules described above will account for pitches thrown in games played outside of Brunswick Youth Baseball. Managers are responsible for obtaining baseball schedules for players that play for any team or organization outside Brunswick Youth Baseball (i.e., Travel teams) and must report the number of pitches the player threw in games played outside Brunswick Youth Baseball to the League Director within 24 hours of game completion.

B. TRIPLE A DIVISION

I. ADMINISTRATIVE:

1. **AGE DEFINITION:** Any youngster who will attain the age of 9 before May 1 and who will not attain the age of 11 before May 1 shall be allowed to participate. Exceptions to the preceding age requirement will be considered only upon the written request of the parent or guardian. The Level Commissioner from each of the respective Divisions and the player advocate must unanimously agree for any such request to be approved.
2. **TEAM SIZE:** Teams may not have more than 13 players nor less than 9 players per team, unless the application of this rule makes it impossible or impractical to suitably accommodate all participants at the level.

II. PLAYERS AND RULES:

1. Every player on team roster shall participate in each game for a minimum of six (6) defensive outs. Batting orders will be continuous with every player on each team batting in the lineup. Playing time may be adjusted accordingly by manager to address disciplinary problems that may arise. Level director must be consulted and advised by manager.
2. Normal positional play applies with no more than nine (9) defensive players allowed on the playing field. Pitching and catching duties will be performed by the players.
3. **BASE STEALING:** Base stealing is an integral part of the game and players should receive instruction in base stealing. A runner may not advance until the pitched ball passes the batter. The runner's foot must remain on the base until this time. There will be no leading off and no stealing of home base. Player may advance to home plate on the overthrow in a continuation of play at third base.
4. **BUNTING:** Bunting is an integral part of the game and players should receive instruction in bunting.



5. **PLAYER ROTATION:** Player safety is a major consideration in positional rotation. The players of pitcher and catcher shall only be played by players that are judged to possess the skills for these positions. All male catchers will be required to wear a cup. No player should spend two consecutive innings in the dugout. Players that leave the game to allow for a substitute may re-enter the game at any time. Note that a pitcher that leaves the game may re-enter at any defensive position, except for pitcher.
6. **BATTING ORDER:** Continuous batting order applies. All players on the team attending the game will participate, whether or not they fielded a defensive position that inning. The batting order may be adjusted on a game-to-game basis in the judgment of the manager.
7. Teams shall be limited to five (5) runs per inning with the sixth inning having no run limitation (open inning). Continuation rule regarding runs per inning does not apply.
8. There must be eight (8) players present per team for that game to constitute an official game.
9. The games will be six innings in duration or until time constraints, darkness or weather conditions cause a cessation of play. All games must end 15 minutes before the next scheduled game to allow players participating in the next game to "warm up" and the field to be prepped, and no inning shall start after 2 hours (excluding playoffs).
10. One On-Deck Batter is permitted to be outside the dugout warming up, but all other players need to be behind the fence.
11. Adult first and third base coaches may be present in the coach's box. No defensive coaches may be present on the field.
12. At the end of the regular season, there will be playoffs held to determine the level champion. The top four teams will make the playoffs and be seeded based on their regular season record. The winners of the first two games advance into the finals and play one game to determine the overall champion. If there are not 4 teams in a division, the President with help from the Board of Directors shall determine a playoff format.
13. All-stars will be selected at the AAA level. Selection to the All-Star team(s) will be determined by a vote of the involved managers and moderated by the Level Commissioner. Selection to the team will be based up performance during the house season. Any player that is a league 10yr old (or younger) is eligible for the Allstar team regardless of division played during the House season.
14. A manager coach has the option of pitching any player on the roster in accordance with the following restrictions:

PITCH COUNT RULES (Week runs Sunday through Saturday)

- 1-20 pitches, 0 days rest
- 21-35 pitches, 1 day rest
- 36-50 pitches, 2 days rest
- 51-65 pitches, 3 days rest



- 66+ pitches, 4 days rest

DAILY MAX pitches are 70 pitches. WEEKLY MAX pitches are 120 pitches.

Pitchers may exceed their daily max limit (75) to complete an active at-bat. In addition, if a pitcher begins an at-bat under any pitch count threshold (i.e., under 30 pitches), they will be permitted to complete the active at-bat and then be credited with pitching only the pitch count threshold (i.e., 30 pitches) which they passed in the at-bat provided they are removed immediately following said at-bat.

A day's rest does not include pitching days. Example: if a pitcher throws 36 pitches on Sunday the pitcher is then eligible to pitch Wednesday (Monday and Tuesday are rest days).

Pitch counts will be confirmed after every inning. Final game pitch counts for each game will be confirmed post-game and reported to league director and documented in Pitch Count Book located in concession stand.

Note: Pitch count rules described above will account for pitches thrown in games played outside of Brunswick Youth Baseball. Managers are responsible for obtaining baseball schedules for players that play for any team or organization outside Brunswick Youth Baseball (i.e., Travel teams) and must report the number of pitches the player threw in games played outside Brunswick Youth Baseball to the League Director within 24 hours of game completion.

C. DOUBLE A DIVISION

I. ADMINISTRATIVE:

1. AGE DEFINITION: Any youngster who will attain the age of 7 before May 1 and who will not attain the age of 9 before May 1 shall be allowed to participate. Exceptions to the preceding age requirement will be considered only upon the written request of the parent or guardian. The Level Commissioner from each of the respective Divisions and the player advocate must unanimously agree for any such request to be approved.
2. TEAM SIZE: Teams may not have more than 13 players or less than 10 players per team, unless the application of this rule makes it impossible or impractical to suitably accommodate all participants at the level.

II. PLAYERS AND RULES:

1. Every player on team roster shall participate in each game for a minimum of nine (9) defensive outs and bat at least one time. Playing time may be adjusted accordingly by manager to address disciplinary problems that may arise. Level director must be consulted and advised by manager.
2. Normal positional play applies except that four outfielders will be allowed. No more than ten (10) defensive players allowed on the playing field. Pitching and catching duties will be performed by the players.
3. BASE STEALING: Base stealing is an integral part of the game and players should receive instruction in base stealing. Base stealing will be allowed beginning on the 4th Weekend of the season. A runner may not advance until the pitched ball passes the batter. The runner's foot must remain on the base until this time. There will be no



leading off and no stealing of home base. Player may advance to home plate on the overthrow in a continuation of play.

4. BUNTING: Bunting is an integral part of the game and players should receive instruction in bunting. Bunting will be allowed beginning on the 4th Weekend of the season. Bunting should be used strategically at the Double A level. Players should be encouraged to swing.

5. PLAYER ROTATION: Players should have the opportunity to play all defensive positions. Ideally, players should play 3 innings each in the infield and the outfield. Player safety is a major consideration in positional rotation. All male catchers will be required to wear a cup. No player shall spend two consecutive innings in the dugout.

6. BATTING ORDER: Continuous batting order applies. All players on the team attending the game will participate, whether or not they fielded a defensive position that inning. The batting order may be adjusted on a game-to-game basis in the judgment of the manager.

7. Teams shall be limited to four (5) runs per inning with the sixth inning having no run limitation (open inning). Continuation rule regarding runs per inning does not apply.

8. The games will be six innings in duration or until time constraints, darkness or weather conditions cause a cessation of play. All games must end 15 minutes before the next scheduled game to allow players participating in the next game to "warm up" and the field to be prepped. If there is no game immediately following the one being played, no inning shall start after 2 hours.

9. Adult first and third base coaches may be present in the coach's box. No defensive coaches may be present on the field.

10. Umpires will be youths that are 12 years of age or older. Twelve-year old players should only be used if necessary and only when judged capable by the umpire coordinator.

11. Coach pitch will be instituted for the first three innings of all games. Coaches should pitch from the pitching rubber and are encouraged to pitch in a way that allows the players to hit the ball. The focus should be on making the defense make plays.

At the beginning of the 4th inning, players will begin pitching for the remainder of the game. No walks will be issued when players are pitching. The manager of the team that is batting will come into pitch after 4 balls are thrown (remaining compliant with instructions above).

12. All 8-year-old pitchers must throw from the 46-foot pitcher's mound. All 7 year-old (or younger) pitchers may throw from a closer distance if they are not of the skill level to throw from the pitcher's rubber. Every effort should be made to have all players pitch from the 46' rubber but at no time will a pitcher throw from a distance of less than 40 feet.

A manager coach has the option of pitching any player on the roster in accordance with the following restrictions:



PITCH COUNT RULES (Week runs Sunday through Saturday)

- 1-20 pitches, 0 days rest
- 21-35 pitches, 1 day rest
- 36-50 pitches, 2 days rest
- 51-65 pitches, 3 days rest
- 66+ pitches, 4 days rest

DAILY MAX pitches are 70 pitches. WEEKLY MAX pitches are 120 pitches.

Pitchers may exceed their daily max limit (75) to complete an active at-bat. In addition, if a pitcher begins an at-bat under any pitch count threshold (i.e., under 30 pitches), they will be permitted to complete the active at-bat and then be credited with pitching only the pitch count threshold (i.e., 30 pitches) which they passed in the at-bat provided they are removed immediately following said at-bat.

A day's rest does not include pitching days. Example: if a pitcher throws 36 pitches on Sunday the pitcher is then eligible to pitch Wednesday (Monday and Tuesday are rest days).

Pitch counts will be confirmed after every inning. Final game pitch counts for each game will be confirmed post-game and reported to league director and documented in Pitch Count Book located in concession stand.

13. Scores shall be recorded on the website and official standings will be kept, however there will be no playoffs at this division.

Note: Pitch count rules described above will account for pitches thrown in games played outside of Brunswick Youth Baseball. Managers are responsible for obtaining baseball schedules for players that play for any team or organization outside Brunswick Youth Baseball (i.e., Travel teams) and must report the number of pitches the player threw in games played outside Brunswick Youth Baseball to the League Director within 24 hours of game completion.

D. SINGLE A DIVISION

I. ADMINISTRATIVE:

TEAMS: A clinic team shall have 8 to 10 players unless the application of this rule makes it impossible or impractical to suitably accommodate all participants at the level.

PLAYERS: Clinic shall be offered to 4-year-old, 5-year-old players and 6-year-old players. Clinic managers and coaches shall pitch to clinic players and act as catcher.

GAMES: Clinic games shall be 1 hour long. Each player shall bat in every inning. There shall be no record of League standings and no championship game played.

II. PLAYING RULES:



1. Clinic managers and coaches shall attempt to pitch overhand to every player and catch for their own team (for players that cannot hit overhand pitching, underhand may be used at the coaches discretion). They shall not make fielding plays. When the bases are loaded, the players may throw the ball to the adult catcher at home to make an out.
2. Adults shall make no attempts to tag players out.
3. All players shall play in the field each inning. Players should play in proper field positions whenever possible, unless this makes it impossible to keep players engaged in the game. If there are more than eight (8) fielders, the extra players should play in the outfield.
4. Players shall be rotated every inning of every game through as many positions as practical, infield and outfield, unless the safety of the player is at risk. Note that players assigned to 1st base should be comfortable in attempting to catch thrown balls.
5. The position for the pitcher's mound shall be to the right and left of the rubber.
6. The batting order shall be rotated every game so that each player bats in every position as equally as possible.
7. Each player shall be allowed five (5) to seven (7) swings, including foul balls. If the ball is not hit into play a tee will be utilized for the player.
8. Players shall not be allowed to advance to the next base on an overthrow.
9. Coaches shall allow extra bases to be taken on a hit only if the ball reaches the outfield grass in the air.
10. During the first four (4) weeks of play, no outs will be recorded during play, and a player may remain on the base even when an out is made.

In the 4th weekend of play, when an out is made, the player shall be sent back to the dugout. Regardless of this decision, every player will bat every inning no matter how many outs are made.
11. The last batter in the line-up shall get a homerun.
12. Home team managers shall be responsible for determination of rainouts and scheduling make- ups.

III. FIELD DECORUM

1. Defensive coaches are permitted on the field for instructional purposes only. Coaches shall not touch a ball in play unless in accordance with exceptions outlined in playing rules.
2. Offensive coaches are permitted in the coaching box and at home plate for instructions.