

Objective

The objective of this league is to promote a greater understanding of baseball to all boys who participate. Coaches should remember that they are role models to the children they coach and their behavior should show respect to all players, coaches, umpires and parents. All players should be encouraged to develop to their full potential while learning teamwork and sportsmanship.

Sportsmanship

It is the goal of the league to mentor the players and teach good sportsmanship.

- There is a ZERO TOLERANCE policy towards unsportsmanlike conduct in effect for ALL players, coaches, and fans. This means there are NO WARNINGS.
- The ejection of a player will be for the remainder of the game. The player is allowed to sit on the bench for the remainder of the ejection if they can control their behavior. If the ejection is a coach or parent, they must leave the premises.
- The umpire or the player's head coach will eject a player for unsportsmanlike behavior. The player's head coach should keep in mind the league's goal of teaching sportsmanship and carry out the ejection.
- The head coach is responsible for and will be expected to control players and coaches. Only the head coach may ask for an interpretation of an umpire's ruling and it must be done so in a civil manner. Judgment calls by the umpire are not subject to dispute. There are no protests. All rulings will be settled on the field. The decision of the umpire is final.
- After the game, the bench areas should be cleaned and garbage disposed of properly.

Games

- Games will consist of 6 innings. A game is official after 5 innings are completed, 3 1/2 innings if the home team is leading.
- There will be no chanting directed towards the opposing team while on the field or at bat.
- The mercy rule is in effect for 10 runs after 4 innings, 3 1/2 innings if the home team is leading. Also, "pitching" for 11s must be satisfied.
- In the event of a tie after 6 innings, one additional inning may be played to break that tie. The game will end in a tie if after 7 innings there is no winner.
- The infield fly rule is in effect for all games.
- The umpire should inform both teams before the start of the inning if the game will be called due to darkness or weather. In the event an inning cannot be completed due to darkness or weather, the score will revert back to the last completed inning.
- In the event that a game, that is not yet an "official game," is suspended for any reason, the game should be completed at earliest possible date. The umpire in charge of the game should sign and date the official (home team) scorebook. Both teams should document the outs, base runners, pitchers and pitch count on the book before signing. The game will be resumed exactly where it was suspended. Substitutions can be made for missing players, but all effort should be made to resume the game exactly as possible.
- There is a five-run limit per inning. After the fifth run crosses the plate, the inning is over with two exceptions: (1) If there is an over-the-fence home run, all runs will be counted, and (2) the last inning there is no run limit.
- In the event the game will be called for darkness, the umpire must notify the away team prior to their at bat that this will be the last inning.
- Protests or appeals will not be allowed as there is only one umpire. The decision of the umpire is final. Coaches should show respect for the umpire and remember they are examples to the children they coach.

Players

- Players can move in and out of the field, playing any position at any time. An exception is the pitcher, whose rules can be found under the pitcher heading.
- All players must be registered in SVNAA.
- All uniformed players must have at least one at bat and play six outs in the field per game (the game must exceed 3 1/2 innings).
- Substitute (call-up) players may be brought up from the next lower level if a team is short and falls below nine players.
- A substitute player cannot play ahead of a normal roster player and they must play outfield only. If a player shows up late (after the first pitch), he/she must be placed at the end of the batting order. This applies even when the player is on the home team and has yet to bat. If a call up has been used, they should continue to bat, but may be substituted on the field. Please use good judgment, and allow the call up fair time on the field.
- Catchers must wear all protective gear. All catchers must wear a cup at all times when catching.
- Players must have a game shirt on to be able to play in that game.
- Fake a tag out at any time is not permitted. A warning will be given for the first offense. The second offense will grant the runner the next base, and any runner at the next base.
- Only players, coaches, and scorekeepers are allowed to be in the dugout.

Batters/Base Runners

- Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out.
- All batters must wear a helmet. A protective face shield or mask is recommended, but not mandatory.
- A batter may not swing during an attempted steal of home plate. If a batter swings, both the batter and base runner will be called out. Bunting is allowed during a steal of home, but the batter must not interfere with the catcher making a play at home.
- A team will be given one warning for throwing a bat (inadvertently letting the bat slip out of his hand while swinging the bat). On the second offense of that team, the batter will be called out.
- Lead-offs are allowed.
- Runners must slide to avoid contacts at all times. It is the runner's responsibility to avoid contact, but if in the opinion of the umpire the plate or base is being blocked without the defender having possession of the ball the runner shall be awarded the base.
- Head-first slides are prohibited at any base, unless the base runner is returning to a base after a pick-off attempt.
- A courtesy runner is optional for the catcher after there is two (outs) and must be the last batted out. The courtesy runner may only relieve the catcher of record.
- A pinch runner is allowed only in the case of injury to a player and must be the last batted out.
- When a position in the batting order is vacated by a player removed from the game by an umpire, an out will be recorded for that position in the batting order. No out will be recorded for an injured or ill player unable to bat. In the event that an injured/ill player is able to continue the game, he may be entered back into the game in the original position in the batting order.
- The batting order will be continuous---one through the number of players who arrive for the game, players who show up after the batting line ups have been submitted must be inserted at the end of the line up.

Pitchers

Pitcher may not pitch more than three innings per game or 85 pitches per day.

- 0-30 pitches (0 days rest required between outings)
- 31-60 pitches (1 day of rest required between outings)
- 61-85 pitches (2 days of rest required between outings)
- One pitch constitutes one inning pitched.
- Balks will not be called. All balks will be “warnings” and an immediate “dead ball” without runner advancement.
- Pitchers that hit two batters in an inning or three batters in a game must be removed.
- The manager may make one trip to the mound per inning. On the second trip, the pitcher must be removed. (Trips due to injury do not apply)
- If a pitcher is pulled from the game, he may not come in and pitch again in that game.
- Pitchers are not permitted to wear wrist bands, jewelry, batting gloves, white fielding gloves, or a white long-sleeve shirt below the elbow.
- 11-year-old pitchers must be used for a minimum of two innings in every Bronco game. An inning consists of three outs or six runs and a change of sides. There is no limit to the number of pitchers that can be used in one inning, or the number of batters any pitcher can face. This rule applies to rain shortened games and 10-run rule games. This rule is being placed to allow development of younger pitchers, therefore, the six outs are not collective over the entire game and are to be used on a complete-inning basis.

Example of what is not allowed:

An 11-year-old pitches two outs in the first inning, another 11-year-old pitches one out in the second inning, another 11-year-old pitches one out in the third inning, and another 11-year-old pitches two outs in the fourth inning.

Team

- A team must have eight players to start a game, and must finish a game with at least eight players.
- The home team may use the infield one hour before the start of the game. The visiting team gets the infield 30 minutes prior to the game. One batting cages should be alternated with the above field use. The cages must be shared with other SVNAA leagues.
- A team shall have no more than four coaches on the field or in the dugout at any time. Only two of those coaches can be outside the dugout, in the area between the backstop and dugout.
- A continuous line-up will be used with free substitutions. (Exception: Once a player has pitched and has been removed from that position, he cannot re-enter as a pitcher).

Playing Field, Equipment, and Other

- Bases on the field are to be set at 70 feet. The pitchers mound is to be 48 feet.
- No metal spikes and no metallic jewelry are allowed.
- Players playing the catchers position must wear a protective cup.
- No “big barrel” bats are allowed. Bats must be 2 1/4 inches in diameter.
- Home team is decided by the schedule.
- Only the head coach may appeal a runner missing a base, leaving early on a fly ball tag up, or any other interpretation on the field. The appeal must be made immediately after the umpire has stopped play, and before the next play begins.
- Timeouts must be granted and called official by the umpire. The coaches should not move onto the field until the umpire has officially called time.
- In the event of inclement weather, the home team head coach is responsible to cancel the game.

The home team must send a representative to the field for inspection. If the game cannot be played, the home team head coach should contact the opposing team head coach, the commissioner, as well as the umpire, if directed by the commissioner. Rainouts should be rescheduled within two weeks. The commissioner will provide available dates to make up the game.

- The home team will supply one new baseball, and one used, but in good condition baseball. Baseballs must be per the league specifications.
- The home team is responsible for preparing the field for play and should be completed 10 minutes prior to the start of the game.
- The home team is responsible for opening and closing of the field, including all equipment and locking of storage facility.
- Head coaches and co-coaches must have their clearances submitted to the commissioner prior to the first game.

Overthrows

- The ball is in play until the umpire makes a call that it is out of play.
- It is the umpire that will make the call on where runners are placed if the ball goes out of play.