



Braves Country Baseball Rules

Disclosure: Rules are subject to vary by park, district, and state depending on their boards. The rules listed below apply for BCBS Tournaments only. **Any rules not covered in this document falls back to NFHS Rules**

Basepath and Mound Distances

1.

5u	--	60'
6u	--	60'
7u	--	60'
8u	--	60'
9u	46'	60'
10u	46'	60'
11u	50'	70'
12u	50'	70'

Equipment

1. Bats

- Approved bats only. USSSA BPF 1.15 allowed. USA Bat Standard allowed. Legal wood bat allowed. Banned Bats: If a bat is on any national tournament provider's banned bat list, then it is banned for use in Braves Country Baseball tournaments. For example, if USSSA, Perfect Game, or PBR bans a bat, then it is banned for us in Braves Country Baseball tournaments. This does not include leagues that only allow wood, USA Bats, or BBCOR bats.
 - Any bat found to be illegal will be removed immediately from the game and the team will get a warning.
 - Any player found to be using a previously removed illegal bat will be ejected from the game along with the head coach. Any ejections based on BCBS rules are in effect for the entirety of that weekend.
- A NOCSAE approved protective helmet with full ear flaps will be worn by all batters, base runners, and catchers (coaches are not required to wear a helmet).
 - Metal cleats will not be allowed.
 - A mitt may be used by the first baseman and catcher only.

Game Topics

1. Home Team:

- In pool play, a coin toss determines the home team.
- In bracket play, the higher seed has a choice of home or away (same seeds that play each other in bracket play will be a coin toss). The home team keeps the official scorebook. The visiting team runs the scoreboard where applicable.



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2. Game Time Limits
 - a. Game time limits apply to all games, including Championship games.
 - i. Coach Pitch, 5u-8u: 1:15.
 - ii. 9u-10u: 1:30
 - iii. 11u-12u: 1:45
 - b. Official game time starts at the conclusion of the plate meeting. It is the responsibility of the coach to be in sync with the umpires.
 - c. The entire time limit must be played even if there are only seconds remaining when the previous inning ends.
 - d. If the home team is batting and winning when the time limit expires, the game is over regardless of how it impacts run differential.
3. Innings Per Game
 - a. All games for 12u and younger are six (6) innings.
4. Max Runs Per Inning
 - a. 7 runs per inning for 5u, 6u, 7u, and 8u. No run limit for 9u and older.
5. Mercy Rule: 9u and older
 - a. 15 runs after 3 innings
 - b. 12 runs after 4 innings
 - c. 8 runs after 5 innings
 - d. Mathematical elimination for all coach pitch games
6. Forfeits
 - a. Forfeits are scored as 7-0.
7. Tiebreakers, Pool Play
 - a. Record
 - b. Head-to-Head (only if two teams are tied. If three or more teams are tied, then the first tiebreaking criteria is run differential, and never reverts to head-to-head).
 - c. Run differential (the maximum run differential is 7 runs per game).
 - d. Runs allowed
 - e. Runs scored
 - f. Coin flip
8. Extra Innings, Bracket Play Games
 - a. Start with the last batted out on 2B, and one (1) out.
9. Final Score Confirmation
 - a. All managers/head coaches must meet with the umpires immediately after the game to confirm the score, pitcher names, and pitch counts.
 - b. Game cards must be signed before umpires and teams leave the field.
10. Official Games: If a game is cancelled due to weather...
 - a. For 5u-12u, 3 innings (2.5 with home team leading) is a complete game.
 - b. If an official game is suspended in the middle of an inning, then the score reverts to the last completed inning.
 - c. If a game is cancelled due to weather, the teams must play the next day (i.e., if a Sunday game gets cancelled, they will play Monday).
11. Protests
 - a. A protest which involves an umpire's judgment may not be made (i.e., Ball/Strike, Fair/Foul, Safe/Out).
 - b. The only legal protest is one in which a violation of playing rules has occurred, or the use of an ineligible player, ineligible substitute, or an illegal player.



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- c. A protest must happen immediately by notifying the umpire and getting the tournament director.
- d. A protest must be made before the next legal pitch.
- 12. Umpire Ejections
 - a. The ejected party must leave the field area immediately and not be visible to the game and not communicate with the team. The ejected party may not return to the field area for the remainder of the tournament. If the ejected party does not leave accordingly, the person's team will be disqualified.
- 13. Zero Tolerance Policy
 - a. Any coach/player/parent/fan/spectator who is ejected from a game will be out for the entire tournament. Any egregious offenses or a second offense may result in suspension for the year.
 - b. The head coach is responsible for the conduct of coaches, teams, and fans.
 - c. No artificial noise machines in the dugout.
- 14. Unsportsmanlike Conduct
 - a. Any aggression towards umpires, tournament officials, the opposing team, fans, or spectators is subjected to any, or all, of the following:
 - i. A warning
 - ii. A restriction to the bench/dugout for the remainder of the game. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.
 - iii. An immediate ejection.
 - iv. A ban from the remainder of the tournament.
 - v. A ban from all future tournaments.
 - b. Any team manager, or their adult leader, who withdrawals a team from the playing field under any circumstances prior to the official completion of the game, or forfeits the game, shall forfeit all rights to protest.
 - c. Any team that forfeits for any reason will be removed from the tournament.
 - d. No tournament games can be forfeited unless by a Braves Country director.

Pitching Topics

- 1. Pitching Limits
 - a. There is no weekend max pitch count
 - b.

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)			
		0 DAYS	1 DAY	2 DAYS	3 DAYS
9-10	75	1-35	36-50	51-65	66+
11-12	85	1-35	36-50	51-65	66+

- 2. Warmup Pitches
 - a. Eight (8) pitches if the starting pitcher or new pitcher; five (5) pitches if an existing pitcher.
- 3. Pitcher Removal
 - a. After three (3) charged conferences (i.e. mound visits), or for any charged conference in excess of one (1) in each extra inning, the pitcher shall be removed as pitcher for the duration of the game.



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4. Pitch Counts
 - a. Each team must designate the scorekeeper, or another game official, as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher at the end of every half inning. The official pitcher recorder should inform the umpire when the pitcher has delivered the maximum limit of pitches.
5. Pitching Violation
 - a. If a pitcher violates the pitch max rule, it is the opposing team's responsibility to stop the game and have the pitcher removed. There will be no forfeits for this violation.
6. No re-entering the pitcher on the mound.
7. A pitcher's final pitch count is recorded as the first pitch to the last batter they faced. Therefore, a pitch can finish the batter and go over the limit without penalty.
8. Balks in 11u-12u are dead balls.
9. Fake pickoffs the 3B are not allowed from the rubber

Hitting topics

1. Dropped 3rd Strike
 - a. Hitters can advance for 11u and older.
2. Lead Offs
 - a. No Lead Offs, Bases are closed through 10u.
3. Walks
 - a. 9u and 10u are closed bases, therefore walks are a dead ball.
 - b. 11u and 12u are open bases, therefore walks are a live ball.
4. Infield Fly Rule
 - a. Only for 9u and older.
5. Slashing (fake bunt, pull back, full swing)
 - a. Not allowed
 - b. Batter will be called out immediately
6. Slung Bat
 - a. The player is called out after a warning to that player.
7. Courtesy Runner
 - a. A courtesy runner is allowed for the catcher of record. All other subs must be eligible substitutes.
 - b. If you have no eligible substitutes, the courtesy runner must be the last recorded out
8. Missing Batter or Injured Batter
 - a. Any missing player in the lineup without a legal substitute will be an out each time that spot comes up. This could be due to sickness or injury. If an out is taken and the player is able to resume the next time the spot in the lineup comes around, that player can resume that spot.
9. Lineup Construction
 - a. Use of DH is allowed. The DH is connected to the fielding player. If the fielding player hits, the DH can re-enter once.
 - b. Use of Continuous Batting Order is allowed, and teams are permitted to use Free Substitution on defense.
 - c. Any combination of DH and EH can be used as long as the integrity of the batting order stays intact.
 - d. Any starting player may be removed from the game by being replaced legally with a substitute and then returned to the lineup one time. However, he must be inserted in the same position in the batting order that he possessed at the start of the game.



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- e. Once the substitute has been removed from the game, he cannot return. He can make only one appearance in the game. Once removed, the player is no longer eligible to be a courtesy runner.
10. Coaches on the Field
- a. First and third base coach and an additional coach in front of the dugout on offense.
 - b. Coach Pitch can add a coach at the backstop to assist with passed balls.

5u-8u (Coach Pitch) Specific Rules

1. Max Runs Per Inning
 - a. Seven (7) runs per inning
2. Mercy Rule
 - a. Mathematical elimination
3. Fair Ball Arc
 - a. There shall be a 20-foot arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
4. Pitching Circle
 - a. There shall be a 10-foot diameter circle with the center of the circle at 42 feet from the rear point of home plate.
5. Bunts
 - a. Limit one (1) successful bunt per inning.
6. Pitching Coach
 - a. The pitching coach shall be an adult at least 18 years of age.
 - b. The pitching coach must pitch at least twenty (20) feet from the batter. The coach can pitch anywhere behind the 20-foot line. The pitcher must remain in a direct line between home plate and second base.
 - c. The ball must be thrown overhand and from a standing position.
 - d. The pitching coach shall not verbally or physically coach while in the pitching position with the ball in hand.
 - i. First offense of the game- warning.
 - ii. Second offense of the game- the pitching coach will be removed from the game.
 - e. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. The pitching coach should be responsible for picking up the hitter's bat.
 - i. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - ii. Additional Penalty: If a coach violates this rule before the ball is pitched:
 1. First offense- warning.
 2. Second offense- removal of coach as the pitcher for the remainder of the game.
 - f. Pitching Coach Interference
 - i. When a batted ball hits the pitching coach, if in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead, and a no-pitch is declared.
7. Defensive Positions
 - a. Ten (10) defensive players shall play in the field with four (4) outfielders.
 - b. The fourth outfielder shall not assume an infield position.



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- c. All outfielders shall stay behind the baseline.
 - d. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - i. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - ii. Additional Penalty:
 - 1. First offense- warning.
 - 2. Second offense- removal of player from the pitching position for the remainder of the game.No rolling the ball intentionally will be allowed.
 - e. Catchers must be in full gear and remain in the catcher's box. 5u and 6u can have an adult outside the dugout to assist with passed balls to speed up the game.
 - f. There may be two (2) defensive coaches on the sideline that must remain in foul territory until the play is over.
8. Infield Fly
- a. The infield fly rule shall not be in effect at any time.
9. Batting Order
- a. The batting order shall constitute all present players on the team roster at the beginning of the game.
 - b. Late arrivals shall be inserted at the bottom of the batting order.
 - i. Once the hitters cycle through once, players cannot be added to the batting order, but they are able to play defense.
 - c. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may use free substitution on defense, but the batting order shall remain the same.
10. Pitches Per Batter
- a. The batter shall receive a maximum of five (5) pitches with unlimited foul balls or three (3) swinging strikes. The batter cannot be out on a foul ball unless it is caught by a fielder. Foul tips caught by the catcher in the catcher's box are outs.
11. Intentional Walks
- a. There are no intentional walks.
12. Courtesy Runner
- a. A courtesy runner for the catcher of record (catcher who caught the previous inning) may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
13. Time Outs
- a. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called by the umpire ONLY as soon as all runners are not attempting to advance. "Time" cannot be called by the defense for the purpose of this rule. When a runner stands off a base and 'jukes' or 'feints' back and forth, this is to be interpreted as 'not attempting to advance' and "Time" shall be called.



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Miscellaneous

1. Slide Rule
 - a. We do not prohibit headfirst sliding except for coach pitch players with face gear on (including a C flap).
 - b. Diving back to the base does not count as sliding.
2. Any player with a cast must be padded with closed cell, slow recovery foam padding no less than ½" thick.
3. No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager, and the coaches will be allowed on the bench or in the dugout during the play of any contest.
4. A baseball player, manager, coach, umpire, or game official will not be allowed to use tobacco products, alcohol, or profanity during the ballgame.
5. If, in the opinion of the umpires, a player, manager, coach, or scorekeeper conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, they shall be ejected from the game.
6. The tournament director shall have the authority to remove any manager, coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.
7. No manager, player, substitute, or coach shall, at any time, whether from the bench, the coach's box, on the playing field, or elsewhere:
 - a. Incite or try to incite by word or sign a demonstration by spectators.
 - b. Use language which will, in any manner, refer to or reflect upon opposing players, an umpire, or any spectator.
 - c. Call "Time" or employ any word or phrase, or commit any act, while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.