

**BCYBL RULES FOR Ages 11-12**  
**FREEDOM-ROCHESTER-MONACA-CONWAY-BEAVER**  
**BEAVER FALLS-SOUTH BEAVER TWP.**  
**2010**  
**BCYBL Conduct Addendum**

No player, coach, manager, or any party associated with a BCYBL team shall ride, abuse, heckle or make any uncomplimentary remarks whatsoever to any umpire, opposing player, coach, or manager. Any individual violating these regulations' shall be ejected immediately from the game.

Any player, coach, manager, or party accompanying (including fans) will be suspended for the remainder of the game or removed from the ball park if they:

1. Use profane language in any manner.
2. Make any unnecessary gesture in protesting any umpire's decision (only the head coach can question a RULE, never a judgment call, and cannot argue).
3. Throw bats or other equipment.
4. Make unnecessary gestures to fans or opposing players.
5. Hazing or any form of initiation or intimidation by a player, coach, or fan towards another player, coach, fan or umpire will not be tolerated. Immediate ejection from the game and ballpark will occur. The league will set penalties for this purpose. Each infraction of this type will be reviewed by the BCYBL Board with the possibility of further penalties being imposed.

The use of any form of tobacco by a coach, manager, or umpire while on the playing field is prohibited. Any violation of this rule will cause the individual to be removed from the game. For the purpose of this rule, dugouts and/or players benches and bullpens will also be considered part of the playing field.

Any coach, Assistant coach, manager, or player that is ejected from a game by an umpire, must immediately leave the confines of the ballpark.

Aerosol, gas, battery or electric operated air horns or other noisemakers will be prohibited at all times. Fans who operate such devices shall be ordered by the home team to cease such operation immediately or face removal from the ballpark.

The home team shall be responsible for proper fan discipline at all times. If the home team refuses their responsibility in any game, the umpire may cause the game to be forfeited.

League Website: [www.leaguelineup.com/bcybl](http://www.leaguelineup.com/bcybl)

Email: [bcybl@yahoo.com](mailto:bcybl@yahoo.com)

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The rules in the 2000 Little League Rulebook apply with the following exceptions:

1. Any player who throws equipment in anger will be given one warning (for the team) by the umpire. Manager will be notified of said warning. Second offense will result in an automatic ejection. Automatic ejection will result in suspension of next game played and a \$25 fine for the organization. All suspensions are subject to review by the league board for further disciplinary action.
2. Any manager raising his or her voice in anger at any umpire will be ejected and automatically suspended for next game played. A \$25 fine will be imposed on the organization. Coach's suspensions will be reviewed by the league's board. Discussions are permitted; arguments are not. Only the Head Coach / Manager may question a rule, however judgment calls cannot be discussed. Any dispute where the rulebook must be consulted or reviewed shall be limited to 5 minutes. The decision of the umpire shall be final. No game will be protested.
3. If a team can't field at least eight players within fifteen minutes of the scheduled start time, the game will be recorded as a forfeit.
  - a. Call-ups from Minor League (10 year olds ONLY) can be used.
  - b. Call-ups are not permitted to pitch or catch and must bat last in the lineup.
  - c. Major League (11-12) players from other teams cannot be used.
  - d. Roster players arriving late to a game in progress can only be inserted into the game as a substitute, as defined in Rule 5. (except as in 3e)
  - e. A team that starts a game with only 8 players shall have an automatic out recorded at the ninth position in the batting order. A roster player or call up that then arrives late to the game may be inserted into that spot in the batting order and may play the field immediately.
4. A team, having 11 or more players present for a game, may, at their option, utilize a continuous batting order. Use of continuous batting order permits free substitution in the field. A team starting a game using a continuous batting order must maintain that throughout the entire game. A team starting a game and not using a continuous batting order cannot switch to use one once the game has started. Scorebooks and lineup cards presented to opposing team must have last name and uniform number.
5. The line up will consist of 9 batters. A coach MAY at his option, use an EH (EXTRA HITTER) which would be considered part of the starting lineup. The EH, like any other position player, can go in to the field and have a fielder become the EH. Under no circumstances can a batter change positions in the order. A team that starts with a ten man batting order must finish with a ten man batting order unless injury or ejection deem otherwise. In which case the missing spot, or spots in the order will be skipped but NO OUTS will be recorded. A team can finish a game with as few as 8 players. If less than 8 players remain, the game is forfeited.

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6. All eligible players that are **present when the game begins** must play 6 defensive outs in the field, except for injured or ill players. Any violation of this rule results in forfeit of the game, with the exception of games shortened due to the 10 run rule. A player that has been “benched” for disciplinary reasons must be declared as such, prior to the first pitch of the game. Any starter (INCLUDING THE EH) may re-enter a game 1 time in their ORIGINAL spot in the lineup. A sub may not re-enter after being removed. EXCEPTION: A sub who has been taken out, may re-enter in the event of illness or ejection ONLY IF THERE ARE NO OTHER “eligible” subs who have not yet entered the game. Under no circumstance can a “starter” re-enter a game for another starter.

7. There will be no dead ball unless the umpire has called time.

8. If a team is losing by 10 runs or more after 4 innings, or 3-1/2 innings if the home team is ahead, the game is over.

9. All players are expected to be in complete uniform. Shirts must be tucked in. Hats must be worn. All batters and base runners must wear helmets. All catchers must wear proper protective gear.

10. One warning per team for throwing a bat. If a second offense by the team occurs, a dead ball will be called immediately and the batter will be called out.

11. Only adults (18 years or older) may coach. Maximum number of coaches in the dugout, including the Manager and Scorekeeper is four total.

12. The strike zone will be from the armpits of the batter to the knees. The width of the strike zone will include the outer edges of the plate.

13. A pitcher will be allowed to pitch a maximum of seven innings a week. A week is seven days starting with Monday and ending with Sunday.

a. NO PITCHER may pitch more than three innings in a game.

b. One pitch thrown will count as a full inning pitched toward that pitcher’s allotment for the week.

c. No day of rest required between games when pitching.

d. A pitching log must be maintained and available for review at all games, as part of the scorebook. Pitching logs will be countersigned/verified by the opposing coach, at the completion of each game, without fail. No team is permitted to maintain two scorebooks. BOTH teams must email the game score and BOTH team’s pitchers and number of innings pitched to [BCYBL@yahoo.com](mailto:BCYBL@yahoo.com).

e. LL Rule 4.12 shall apply. Continuation of suspended games shall permit the pitchers of record at the time of suspension, to pitch in the continuation, subject to the rules that were in effect at the time the game was suspended (ex: A pitcher, having already pitched 4 innings for the week at the time of suspension, may only pitch 3 innings in the continuation; a pitcher who had already thrown 7 innings in the week at the time of suspension, is not eligible to pitch in the continuation).

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f. If a continuation of a game is played, followed by another game, a pitcher may pitch in both, subject to all pitching rules above.

g. A pitcher must be removed when a coach makes a second visit to the mound in one inning. If a coach calls a pitcher to the foul line to talk, it will be considered a trip to the mound.

14. A pitcher who hits two batters in one inning or three batters in one game must be removed from the pitching position.

15. Violation of any pitching rule will result in a forfeited game by the violating team and a \$25 fine for the organization. A second offense by the same team will result in another \$25 fine and that team's banishment from the playoffs.

16. Catchers wearing full equipment only, or Managers and/or assistant coaches only may warm up pitchers between innings.

17. A runner who safely reaches and overruns first base, that makes any attempt toward, or displays intent to attempt advancing to second base, regardless as to being in fair or foul territory, shall be considered in play, and may be tagged out prior to returning to first base.

18. Coaches must teach and instruct all players to slide when the possibility of a close play may occur. No headfirst slides. Runner will be called out if they headfirst slide into the base they are attempting to reach. Diving back to a base they have already reached is permitted.

- a. First base- No sliding while attempting to reach the base unless to avoid a throw that pulls the first baseman off the bag. If runner slides for ANY other reason, s/he will be called out. Once touching the base, a runner may slide in an attempt to return to the base. Obstruction by a fielder rules will be strictly enforced!
- b. Second and third base- While running the bases, the runner should become accustomed with sliding as over running the base can cause your team an out.
- c. Home plate- Runners must slide to avoid a collision with the catcher, provided the catcher has the ball. If the catcher is attempting to field the ball, runners must avoid contact without necessarily sliding. The top left tip of the batter's box is the limit for the catcher to block the plate. If the catcher possesses the ball in this area, the runner must slide feet first into home plate. If the runner fails to slide they will be called out. If conditions are not met, then the runner DOES NOT have to slide.
- d. All players, including the catcher, must understand they cannot block any base, including home plate, without possession of the ball. Blocking any base and interfering with the runner will result in fielders' interference. Umpire will award the runner that base plus one.
- e. Any fielder, including the catcher, having possession of the ball prior to the runner reaching the base, including home plate, may block the base and then require the runner to slide. Failure to slide will result in runners' interference. Umpire will call runner out and play becomes dead.

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19. Any player may request time out from the umpire, before or after the play is over. Once time out has been granted by the umpire, the ball is dead, and the umpire will indicate when play resumes. Managers will be limited to one offensive time out per inning.

20. The infield fly rule will apply. The infield fly rule applies only when there are fewer than two outs, and there is a [force play](#) at third or home. In these situations, if a [fair fly ball](#) is a hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually [caught](#) in flight. The rule states that the umpire is supposed to announce, "Infield fly, if fair." If the ball will be almost certainly fair, the umpire will likely yell, "Infield fly, batter's out!" or just "Batter's out!" Umpires also typically raise one arm straight up to signal to everyone that the rule is in effect.

Any fair fly ball that could have been caught by an infielder with ordinary effort is covered by the rule regardless of where the ball is caught. The ball need not be caught by an infielder, nor must it be caught in the infield. For example, if an infielder retreats to the outfield in an effort to catch a fly ball with ordinary effort, the Infield Fly Rule would be invoked, even if an outfielder ultimately caught the ball, and even if no infielder attempted to make a play on the ball. Similarly, a fly ball within the infield that could have been caught by an infielder with ordinary effort, but is caught by an outfielder, would also be covered by the rule.

21. A catcher on base with two outs may be lifted for a pinch runner so they may put on catchers' gear. The pinch runner must be the player who made the second out.

22. No balk rule.

23. Bunting is permitted. However, batters are not permitted to show bunt and then proceed to swing away. If a violation occurs, umpire will call time, a dead ball will be called, and the batter will be out.

24. Coaches may not select any umpire with a relative in the game to be umpired.  
Exception: If no other alternative exists and both managers agree on the umpire.

25. No jewelry (watches, rings, necklaces, earrings, etc.) is permitted on any player.

26. There shall be no Doubleheaders.

27. All scheduled games must be played. . The schedule as created by the BCYBL shall only be changed due to weather. Any games forfeited prior to the start of the game will result in a \$25 fine for the organization who forfeits. Forfeited games must be rescheduled

28. The home team must supply 2 umpires with a minimum age of 16. If only one umpire is available, an assistant coach from each team must umpire the bases.

29. A game is considered complete when the losing team has batted three times. (This will only be in effect for rain-outs or darkness).

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30. Cancelled games must be made-up within 7 days. There will be no exception to this rule. If the head coaches are unable to schedule a time within those 7 days, the league will schedule the game. As a reminder, all scheduled games must be played by June 13<sup>th</sup> in order to qualify for the playoffs.

31. In the event of lightning, a game cannot resume until 30 minutes after the last lightning flash.

32. As a courtesy, the home team should make field available for pregame infield practice to the visiting team for an equal amount of time. However, games **MUST** start on time.