

BCYBL RULES FOR Ages 9-10
FREEDOM-ROCHESTER-MONACA-CONWAY-BEAVER
BEAVER FALLS-SOUTH BEAVER TWP.
2010

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

League Email: 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 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 can question a RULE. 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. A team will field ten players using four outfielders. Outfielders must play as pure outfielders at least 20 feet behind the base paths. Rovers are not permitted. Playing a game with less than ten fielders may alter the number of outfielders.

4. 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 Farm League (ONLY 8 year olds) can be used.
- b. Call-ups are only permitted to play the OF, unless the number of call ups exceed the 4 outfield positions. Then they can play the infield EXCEPT pitcher or catcher.
- c. Minor League (9-10) players from other teams cannot be used.
- d. Roster players arriving late to a game in progress can be inserted into the game at the end of the batting order
- e. A team that starts a game with only 8 players will record an out for the ninth position in the batting order. If a team drops to eight players due to injury, illness, or ejection shall have an automatic out recorded in the position vacated in the batting order by such player. 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.

5. Two innings, defined, as 6 defensive outs are required in the field per player. If not, the violating team will forfeit the game except when the game is shortened by the mercy rule. (Rule applies ONLY to players who are present before game begins). Free substitution in the field is permitted, with the exception of the pitcher.

6. Continuous batting order is to be used during the regular season. Scorebooks and lineup cards presented to opposing team must have last name and uniform number.

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7. All players attending must bat, except for injured or ill players. Injured or ill players may be allowed to miss one turn at bat without being issued an out or other penalty, and then may be returned to their same position in the batting order when able. A player that has been “benched” for disciplinary reasons must be declared as such, prior to the first pitch of the game.

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

9. The mercy rule will take effect when the losing team cannot mathematically tie or go ahead based on the six run maximum runs per inning rule.

10. 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.

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

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

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

14. A pitcher will be allowed to pitch a maximum of two innings in a game and six innings in a week. A week is seven days starting with Monday and ending with Sunday.

- a. No rest rule is required.
- b. One pitch thrown will count as a full inning pitched toward that pitcher’s allotment for the week.
- c. A pitching log must be maintained and available for review at all games in the team’s scorebook. Pitching logs will be countersigned by the opposing coach, at the completion of each game, without fail. No team is permitted to maintain two scorebooks.
- d. 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 (examples: if a continuation occurs on the next calendar day, that pitcher is not subject to rest rules for the continuation only; A pitcher, having already pitched 4 innings for the week at the time of suspension, may only pitch 2 innings in the continuation; a pitcher who had already thrown 6 innings in the week at the time of suspension, is not eligible to pitch at all in the continuation).

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- e. If a continuation of a game is played, followed by another game, a pitcher may pitch in both, subject to all pitching rules above.
 - f. 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.
15. A pitcher who hits two batters in one inning or three batters in one game must be removed from the pitching position.
16. Catchers wearing full equipment only, or Managers and/or assistant coaches only may warm up pitchers between innings.
17. 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.
18. 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.
19. Runners must be on the base when the pitcher is on the rubber and ready to pitch. A runner must not leave the base until the pitch has crossed home plate. If a runner leaves a base early and the ball is batted into play, if a play is made and the runner is called out, the out stands. If not put out, the runner must return to the original base or to the unoccupied base nearest the one that was left. If they fail to do so, an appeal may be made, and the umpire may call the runner out. If a runner leaves the base early and is thrown out, he/she will remain out. If a runner leaves a base early on a stolen base attempt and is successful, the umpire shall return said runner to his prior base.
20. Stealing second base is not permitted until there are two outs (as defined by- "prior to the pitch being thrown"). Stealing from second to third is permitted at any time. Stealing home is not permitted at any time. Only one base may be stolen at a time by a single player. A team can double steal second and third with two outs. A runner, starting from first base, stealing second and advancing to third on an overthrow cannot score, regardless of the number of overthrows. A runner, starting from second base, while stealing third, may not advance home on an overthrow. Once a runner takes a step back toward (returning to) a base, they must return to and remain on that base, unless a play is made on them or another runner, at which time they may try to advance at their own risk. Once a lead runner has returned to their base, the Umpire may force following runners to return to their bases in order to expedite play.

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21. 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 batter's box is the limit for the catcher to block the plate. If both the catcher and the ball are in this area (not necessarily in possession), 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.

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

23. The infield fly rule will not apply.

24. 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.

25. No balk rule.

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26. 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.
27. No jewelry (watches, rings, necklaces, earrings, etc.) is permitted on any player.
28. There shall be no Doubleheaders.
29. 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.
30. At least 1 umpire age 15 or above must be provided by home team. A second umpire is strongly encouraged.
31. 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 completed by June 13th in order to qualify for the playoffs.
32. In the event of lightning, a game cannot resume until 30 minutes after the last lightning flash.
33. A game is considered complete when the losing team has batted three times. (This will only be in effect for rainouts, or darkness).
34. 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.