

**BCYBL RULES FOR Ages 7-8**  
**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. Any 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)

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

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The following are exceptions to the 2000 Little League Baseball rules:

1. Any player who throws equipment in anger will be given one warning by the umpire. Manager will be notified of warning. Second offense of such action 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 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 with four outfielders. Outfielders must play as pure outfielders (20 feet behind base paths); no rovers are permitted. Playing with less than ten players may alter the number of outfielders.

4. If a team cannot field eight players within fifteen minutes past the scheduled start time of a game, the game becomes a forfeit by that team. If a team plays with eight players the ninth position in the batting order is an out.

5. Two innings in field per player. Free substitution is permitted. Scorebooks and lineup cards presented to opposing team must have last name and uniform number.

6. 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.

7. A batted ball hit directly to the pitcher and fielded cleanly within the circle, must be followed by the pitcher attempting to make a play. The pitcher holding the ball and running toward a runner on base in an effort to hold or return that runner to the base shall be considered making a play. First failure will result in a team warning. Subsequent offenses will result in runners being awarded one base beyond the base they had already earned.

8. Outfielders are instructed to return the ball to either second base or the relay man, not the pitcher. After two team warnings, runners will be given a free base when the ball is returned directly to the pitcher.

9. Once the ball is fielded by an infielder (batted ball or relay), runner(s) may advance to the base he/she is going to. The ball is considered dead when the ball is thrown from the outfield to the infield and then breaks the plane of the pitching circle with the intent of reaching the pitcher in the pitcher's circle. If a runner is between bases, the defensive team may make an attempt to get the runner out at whatever base they are attempting to reach. If an overthrow occurs, the runner may not advance to the next base. Any other runners on base also cannot advance on the overthrow. Once the ball is considered dead as defined above, runners who have not reached the

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next base, will be forced to return to the last base reached. Force plays will not be affected by this rule.

10. Continuous batting order will be used. All players attending must bat, except for injured or ill players. These players may be allowed to miss a turn without consequence, and then be returned to their same position in the batting order.

11. An inning will last until ten batters have batted or three outs, whichever comes first. A six run per inning limit will be enforced. When one of the three above items is met, the inning will be complete.

12. Eight pitches per batter or three strikes.

13. A foul ball on the eighth pitch will not count as last pitch.

14. One warning per batter for throwing a bat. A second offense will result in the batter being called out.

15. If the coach pitcher makes a play, or is hit by a batted ball within the circle, the ball is dead and a re-pitch will occur. If a coach pitcher makes a play outside the circle the batter is out. Dead ball is called and no runners may advance.

16. A player must stand to right or left of coach pitcher, not in front or behind. One foot must be inside the circle during the pitch.

17. Managers 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 any base they are attempting to reach AT ANY TIME.

- First base- No sliding while attempting to reach first base. First offense, the player will be issued a warning. Subsequent offences, that player will be called out. Once touching the base, a runner may slide in an attempt to return to the base.
- 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.
- 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.
- 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 base plus one.
- 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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18. A runner who safely reaches first base and overruns the base, must make the turn towards foul territory. If the runner turns towards second, in an attempt to advance to second, and is then tagged prior to returning to first base, runner will be called out.
  
19. The infield fly rule will not apply.
  
20. No bunting.
  
21. No jewelry (watches, rings, necklaces, earrings, etc.) is permitted on any player.
  
22. At least 1 umpire age 13 or above must be provided by home team. A second umpire is encouraged but not required.
  
23. 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.
  
24. 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
  
25. A game is considered complete when the losing team has batted three times. (This will only be in effect for rainouts or darkness).
  
26. Cancelled games must be made-up within 7 days. There will be no exceptions 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.
  
27. In the event of lightning, a game cannot resume until 30 minutes after the last lightning flash.
  
28. Maximum number of coaches in the dugout, including the Manager and scorekeeper is five. The defensive team may place two coaches in the outfield.
  
29. 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.