



Belmont Youth Baseball 2019 Rules + Procedures



RULES OF PLAY

Games shall be governed by official Babe Ruth League (including Carl Ripken) rules except as noted:

1.1 Infield Fly:

Umpires will call the Infield Fly Rule in Majors and Triple A games only. The batter is automatically out when the Infield Fly is declared by the umpire and runner advances at their own risk.

An Infield Fly is a fair fly ball (not including a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when first and second, or, first, second, and third bases are occupied with less than two outs. The pitcher, catcher, and any outfielder stationed in the infield shall be considered infielders for the purpose of this rule.

When it is apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if fair". The ball is live and runners may advance at the risk of the ball being caught, or, retouch and advance after the ball has been caught, as on any other fly ball. If the ball lands foul, it is treated as any other foul ball call.

1.2 Balk Rule/ Illegal Pitching motion:

Balks / Illegal pitching motions will be called in Majors and Triple A games only. The umpire shall warn each pitcher once when a balk / illegal pitching motion is committed, and all balks / illegal pitching motion thereafter will be subject to enforcement. In such instances, base runners do not advance, and the batter will be awarded a "ball" by the umpire.

1.3 Modified Steal Rule:

Double A: There will be no base stealing until further notice.

Majors and Triple A games allow runner advancement to all bases after each pitch.

1.4 Over-running Bases:

Players over-running second or third base are at risk to be tagged out by the defensive team. However, if a runner slides into a base and dislodges it, play is immediately halted and that runner is at no risk to be put out. No player will be called out for headfirst slide. Batters are permitted to over-run first base but may not make any attempt to try for second base or bluff such action. Said batter may turn right or left in returning to first base in a direct and immediate manner.

1.5 Collision/slide Rule:

The umpire will declare out any runner who does not slide or attempt to get around a fielder who is waiting to apply a tag with the ball, or in the process of receiving a thrown ball for the purpose of making a tag. If no collision occurs, the runner cannot be called out for failing to slide.

1.6 Runner Interference:

The umpire will declare out any runner who interferes with a defensive player in the act of catching a batted ball. The runner must yield to the fielder in all such instances.

1.7 Leaving Base Early:

Runners leaving base before the pitch has crossed home plate will be called out after receiving one warning from the umpire. Warnings are per runner, per inning, and are not cumulative.

1.8 Ten Batter Rule:

In Majors, Triple A & Double A games, an inning is declared over after 10 players have batted, regardless of how many batters a team has in their line-up. (i.e. Red Sox begin the game with 12 players in their batting order, in the top of the first 10 batters hit and there is only one out. The inning would be over and in the top of the 2nd the Red Sox 11th batter would lead off).

1.9 Batting Order:

Coaches must use a universal batting order comprised of all game-day players. Substitutions are made for fielding positions only; and players may not sit out for more than 3 defensive outs at a time.

1.10 Dropped Third Strike:

All batters will be declared out upon any third strike regardless of how/if the catcher gloves the ball. No tag or throw to first base is required.

1.11 Substitutions:

A pitcher that yields the mound to a relief pitcher may immediately play any other defensive position. Under no circumstance can a "lifted" pitcher return to the mound within the same game.

1.12 Trips to the Mound:

A player must be removed as pitcher upon the second coaching visit to the mound during an inning, or third visit during the game. A visit is defined as any time-out called for the purpose of conferring with the pitcher or another player that subsequently confers with the pitcher. Crossing the foul lines to confer with a pitcher on the field between innings is also regarded as a visit. Injury time-outs are not defined as visits.

1.13 Illegal Bats:

For Double A games the bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8" diameter. Only 2 5/8" barrel non wood bats marked "USA Baseball" will be allowed. For Triple A and Majors only wood bats will be used with the specifications of 2 1/4" barrel bat. In addition, all leagues are subject to bats rule as enacted by Official Babe Ruth and Carl Ripken rules and reserves the right to ban any equipment, including bats at any time, including during the season, based upon a change of existing policy and/or upon new information made available by Babe Ruth League, Inc.

1.14 Fake Bunt – Slash Bunt – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, no runners may advance.

PITCHER ELIGIBILITY

Non-compliance with any of the pitching rules will result in a forfeit, and the offending manager will not be permitted to participate in the next scheduled game.

2.1 Innings Per Week:

Majors and Triple A pitchers are limited to 6 innings per calendar week. Double A pitchers are limited to 4 innings per week. The week begins Monday and ends Sunday. Partial innings are considered 1 full inning toward the weekly total. Therefore, the delivery of one pitch to one batter is equal to one full inning of pitching. Please note these limitations include all BYB sponsored AAU baseball teams.

2.2 Rest Days:

A pitcher must have 2 calendar days rest between pitching assignments if he pitches in more than 2 innings in any one game. Each game in which a pitcher pitches is considered an assignment.

2.3 Playoff Week:

For the Majors and Triple A, each pitcher is allotted 9 innings during playoff week, but limited to 3 innings per playoff game. The rest period will be one calendar day. For Double A, each pitcher will be allowed to pitch 6 innings per week, but limited to 2 innings per game. The rest period will be one calendar day.

GROUND RULES

3.1 Passed Ball/Dead Ball:

No runner may score from third base on any passed ball that goes through the backstop screen. All other runners may advance one base.

3.2 Out of Bounds:

The dead ball area on all fields is defined as: following a direct line from the backstop to the protective bench-area screen, and then a direct line parallel with the foul line. Bleachers are considered out-of-play no matter where they are positioned. Balls thrown into a dead-ball area are governed as follows: When a wild throw is the first play by an infielder, the umpire will award the batter and each runner two bases, as determined from the position of each player as the ball was pitched. In all other cases, the umpire will award two bases as governed by the position of the runners at the time the wild throw was made.

3.3 Ground Rule Double:

Two bases will be awarded to the batter and all base runners when a hit ball: bounces over the outfield fence, travels beyond the outfield fence in foul territory after landing fair or enters the gap between fence and tennis screen on Field 1.

COACHING

4.1 Manager Designation:

The manager, or head coach, will be considered the sole team representative authorized to appeal a play with the umpire. Assisting coaches and well-intentioned spectators are not to join in any such discussion. A violation of this rule risks forfeiture for the offending team.

4.2 Coaches:

The home team manager is responsible for paying the umpire, providing bases, a minimum of 2 clean baseballs, and first aid kit. During each game, only the manager and a maximum of 2 assistant coaches are permitted on the field and around the bench area. Substitution for an absent coach is permitted as long as the coaching staff does not exceed 3 adults. For safety reasons, all other spectators are not permitted in the immediate bench or on-deck areas; coaches and players are to be positioned behind the protective screens.

4.3 Sportsmanship:

Players, parents, and especially coaches are not to harass the opposing team or attending umpire in any way. Also, Belmont Youth Baseball reminds all coaches to refrain from on-field smoking as a courtesy to players and parents.

4.4 Protests:

Protests will be allowed on rule interpretations only, and not on umpire judgment calls. Issues should be brought to a board member for discussion and review. If a protest is upheld, the game will be re-played from the point of protest.

4.5 Forfeiture:

Should a team arrive at a field with less than 8 players the game will be considered a forfeit. At this point, the forfeiting team should borrow players from the opposing team and play a scrimmage game.

4.6 Late Arrival:

Any team arriving later than 15 minutes after the scheduled starting time shall forfeit the game to the waiting opposition. See rule 4.5.

4.7 Official Games:

A game becomes official if 3 1/2 innings have been played with the home team ahead, or 4 full innings with the visiting team ahead. Games that are shortened by rain, lightning or darkness shall have the score revert back to the last complete inning. Note: If the home team ties or takes the lead in either, the fourth or fifth inning and the inning cannot be played to completion, all runs are considered official. Any game not deemed official must be resumed on an alternate date, restarting at the point of suspension.

4.8 Darkness:

For player safety, games may be stopped at any time due to failing daylight, but under all conditions, no inning may begin after 1 ½ hours from the first pitch.

4.9 Rain-outs:

It is often impossible to make an accurate postponement assessment until just prior to game time. Thus, in the event of questionable weather, assume all games will be played and arrive on schedule. Be sure to notify your league coordinator of any game halted due to weather. See rule 4.7 for official game definition.

4.10 Re-scheduling:

Teams will be required to play make-up games on the earliest date of field availability. Single A League Coordinator will contact each coach regarding re-scheduling of games.

4.11 Umpiring Coordinator:

Major/Triple A/Double A Leagues: Pierre Raymond, 617-755-6040

MAJOR LEAGUE PLAYER DRAFT**5.1 Participants:**

To facilitate the selection process, not more than 2 coaches from each team will be authorized to take part in the player draft.

5.2 Procedure:

Teams will draft players according to an order determined prior to the selection process.

5.3 Player Exemptions:

The manager's son/daughter is automatically assigned and is not chosen during the selection process. The manager may appoint one assistant coach prior to the draft, and that coach's son/daughter will also be automatically assigned.

STANDINGS & PLAYOFFS

6.1 Point Accumulation:

Each team will earn 2 points for a win and 1 point for a tie. No extra-inning games will be played during the regular season.

6.2 Tie Breaker Rule:

Final standings will be determined by point accumulation of each team. Tie breaker criteria will be used in the following order: head-to-head play, head-to-head fewest runs allowed, fewest runs allowed during the season. In the event (due to weather or field conditions) the schedule is not completed prior to playoff week, the Board may make modifications to the playoff formats published below.

6.3 Playoffs:

Dates and qualifying criteria for current year Majors, Triple A and Double A playoffs will be announced at a later date.

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