

BYBA RULES

Safety

A player registered in BYBA may not play in another baseball league or on another organized baseball team during the BYBA regular season which runs from approximately mid-February through the end of May. A player registered in BYBA may play on their regular season team at the same time as a BYBA tournament team or the Burlingame Cooperstown team, which may hold practices but not play games during the last month of the BYBA regular season. Additionally, a BYBA player who is playing on a BYBA tournament team may not play on another organized baseball team during the summer season. Penalty is ejection or suspension from league, subject to discretion of the Board of BYBA.

Baserunners must slide or avoid contact. If umpires determine the contact was intentional, the baserunner is out and all other runners return to the base they last occupied. No penalty for incidental contact.

If a player is removed for injury, player may not re-enter the game if doing so puts the player in immediate danger of further injury. The player's coach will make the decision.

No metal spikes.

No head-first slides allowed at any base. No warnings. Penalty, runner is out. All runners retain base they last occupied. Head-first slides back to a base are allowed.

Suicide squeeze plays are not allowed. No warnings will be issued. Penalty: Runner on 3rd base is out, all runners return to their base, and there is no pitch.

No straight steal of home. No warnings. Penalty, runner from 3rd base is out. No pitch. Following runners maintain the base they last occupied.

Time (Mudville, Reyna and Sauer)

The first three (3) games of the season will be considered pre-season games and the results will not count towards standings used for playoff seedings.

The home plate umpire will keep official game time. No extra innings will be played during the regular season regardless of time. If game is tied after the final inning, the game ends in a tie. This extra innings rule does not apply during the playoffs. During the playoffs, if a game is tied when time has expired, then the next inning will be started with runners on first and second base. The runners will be the last two outs in the previous inning. If after two additional innings in this format there is no winner then the game will stop and the game will be decided by a tie breaker of head to head competition during the regular season and then if necessary, by run differential during the regular season (the tie breaker does not apply in the championship game).

Courtesy runners are allowed for the catcher with two (2) outs. The courtesy runner will be the player who made the last out.

Pitching (Mudville, Reyna and Sauer)

The pitcher must be changed on the second visit to the mound by a coach in an inning. An official visit occurs when a coach calls time-out to talk with the pitcher or goes onto the field to talk with the pitcher without calling time-out. A visit can occur even if a coach does not go across the foul line to confer. A visit can be called by an umpire if any defensive coach talks directly to the pitcher or to any defensive player who then talks to the pitcher, with or without calling time-out. If manager calls time-out and meets with any defensive player, it is a charged visit. If the defense meets when the offense calls time-out, it is not a visit if they break up immediately after offense breaks up.

Pitchers are allowed a maximum of 7 warm-up pitches to start the game and 6 pitches between innings. A maximum of 6 warm-up pitches are allowed for relief pitchers.

Once a pitcher has been removed from pitching, they cannot re-enter the game as a pitcher. Penalty, loss of game but game will be played out.

Each team shall designate a representative to count each pitcher's number of pitches thrown in a game and both coaches shall confirm the number of pitches after each inning. BYBA umpires will not be responsible for tracking pitches thrown by the pitchers. In the event of a disputed pitch count, the home team's count shall apply.

If a pitcher reaches a day(s) of rest threshold while facing a batter the pitcher may continue to pitch until one of the following conditions occurs: 1) the batter involved reaches base; 2) the batter is put out; 3) the out is made to end the involved players at bat. If an out is made to end the inning and the batter will return as the first batter for the next inning (e.g., a pickoff out that ends the inning), the pitcher shall not return to face that same batter. For example, if a pitcher was at 19 pitches at the start of the at-bat, and finished the at-bat with 23 pitches, the pitcher would not be required to observe any days' rest because pitcher only reached the first (1-20 pitch) threshold.

The rest period starts the day after a player pitches his last pitch. For example, if a player pitches 25 pitches in his 9-11am Saturday game, he must rest the entire day on Sunday and is not eligible to pitch again until Monday. It would not matter if the player had a game after 11am on Sunday.

Balks will be called in Reyna and Sauer, except for pre-season games when no balks shall be called. Umpires will provide one warning to each team. On the balk warning, the play is dead and the pitch will not be counted. On a called balk, the team at bat can take the result of the play if the pitch on which the balk was called is safely put in play. No warnings will be issued for balks during the playoffs.

No intentional walks.

Roster (Mudville, Reyna and Sauer)

Continuous batting order with no changes allowed during the game.

If a roster player leaves the game early, the player's spot is skipped and no out is recorded. This also applies to call-up players.

Defensive substitutions are allowed at any time. Players may not sit out more than 6 defensive outs per game, unless due to injury. In Sauer, players may not sit out more than 6 defensive outs at a time or more than 9 defensive outs per game, unless due to injury. Penalty for all leagues, loss of game but game will be played out.

Call-ups should be used if fewer than 9 players are going to be available for a game (10 players in Mudville). Call-ups may play any outfield position and must bat at the bottom of the order. If an unexpected roster player(s) makes the game, let the call-up player(s) play but follow the batting and defensive requirements. Call-ups may be allowed during playoffs, subject to league director approval.

If a roster player arrives late to the game, he must enter at the bottom of the order. If the player arrives before his spot in the lineup has come up, he resumes his place in the order. If call-ups are in the batting order, the late arriving player bats after the call-ups if they have already batted. If the call-ups have not yet batted, the late arriving player bats after the last roster player in the batting order if the late arriving player's spot has been passed, followed by the call-ups.

Playoffs

All teams will qualify for league playoffs. The playoff schedule will be determined by each team's regular season won-loss record. Tiebreakers will be decided by head-to-head record, then fewest runs allowed, then a coin flip (in that order). There are no playoffs in the Rookie league. Playoff seedings in Sandlot will be determined by a blind draw conducted by the league director

Bat Rules - Penalty for use of illegal bat is that batter is out (dead ball, no play) Sauer (14U)

Any bats that meet CIF baseball bat standards (see www.cifstate.org) which are BBCOR approved. The BBCOR stamp must be affixed to the bat. This category must follow a -3 weight to length ratio as described in the BBCOR approved baseball bats list. In summary, any BBCOR stamped and approved bat with a -3 weight to length ratio, whether "all aluminum" alloy or composite is allowed.

Any "all aluminum" alloy baseball bats are allowed (regardless of weight to length ratio). Any USABat certified bats bearing the USABat licensing mark are allowed.

Bats with a barrel larger than 2-5/8" and any composite bats that are not BBCOR -3 are not allowed (e.g., -10 Mako).

Sandlot (8U), Mudville (10U) and Reyna (12U)

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. Non-wood bats must bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, the bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play.

Rookie (6U)

Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. New bats with the USA Baseball mark as well as "all aluminum" alloy bats (26" and shorter) that were produced and/or purchased prior to the implementation of the new standard are allowed.

Wood Bats: Any wood bats allowed except for bamboo in any league. Wood bats shall not be less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. Solid one-piece wood barrel bats do not require a USA Baseball logo.

Ball Rules

Rookie: Easton Incrediball Softstitch Baseball or equivalent

Sandlot: Diamond DFX-LC5 OL Level 5 Flexiball Baseball or equivalent

Mudville: Reyna and Sauer: Diamond DOL A Baseball or equivalent

Other

Winning teams in Mudville, Reyna and Sauer are responsible for reporting final score and pitch counts for all pitchers to the appropriate league director.

Home team is responsible for keeping the official score book.

Home team is responsible for dragging the field and chalking the lines for the next game. Visiting team should help the home team to speed the pace of play.

Visiting team will be responsible for scoreboard operation at Bayside 1 and 2.

No taking "infield" practice before games.

Home team gets third base dugout. Dugouts should be left broom clean by both teams.

Hidden ball tricks are not allowed.

All other rules will be governed by the "Official Baseball Rules".

Rookie League Rules (6U)

50' distance between bases. Bases are not fixed.

Games will consist of 4 innings if time permits. Time limit: Saturdays – no new inning starts 70 minutes after start of scheduled time slot (i.e. NOT from start of game).

Continuous batting order. Teams will bat through the entire line-up each half inning.

All first year Rookie batters will use the batting "T" exclusively for the first two games of the season.

Following the first two games of the season, adult coaches will pitch. Batters will be given a STRICT maximum of 6 pitches to hit the ball fair. Batting "T" will be used if batter is unsuccessful in putting the ball in play after 6 pitches (no strike outs).

All players play defense. Defensive players will not be allowed to play an outfield position in consecutive innings.

Over throws at 1st, 3rd and home are dead ball situations. Runners may not advance. No leads may be taken and stealing bases is not allowed.

The defense can make outs in the field (force outs and tag outs). Three outs will clear the bases, but will not end the half inning.

No score will be kept.

Sandlot League Rules (8U)

60 foot distance between bases. Bases are not fixed. Pitching distance is 44 feet.

Games will consist of 4 innings (or more) if time permits. Time limit: Saturday – no new inning starts after 80 minutes to ensure that that following game starts on schedule. Continuous batting order. Teams will bat through the entire line-up each half inning.

After 3 outs are made, the bases are cleared but the team hitting continues to hit through the entire order. During playoffs, when three outs are recorded in an inning, a team's half of the inning, or their turn at batting, ends.

No score will be kept during the regular season. Score will be kept during playoffs.

After a ball has been put in play, play will stop when the ball has been returned to the pitcher's helper in the chalked circle around the mound. Batted balls hit to the pitcher's helper should be fielded and played as normal.

There will be a chalk line halfway between first base and second base, halfway between second base and third base, and halfway between third base and home plate. If the runner is beyond the respective line when the pitcher's helper has the ball, the runner gets the next base. If not, the runner retreats to the prior base that he came from.

Runners can take extra bases on overthrows. No leading or stealing.

A pitching machine will be used during the entire season. Batters will be given 5 pitches to hit a fair ball. Foul balls beginning with the fifth pitch will extend the at-bat. If a player does not put the ball in play after 5 pitches then a batting T will be used. No leading, stealing, or walks allowed during machine pitching. No walks are allowed the entire season and playoffs. The defense shall include a fielding pitcher. If a batted ball hits the pitching machine, the play will be dead and the hitter awarded first base and forced runners (if any) will advance one base. During playoffs, the plate umpire will call a maximum of five pitches or three swinging strikes to each batter (whichever comes first) and the batter is out on a dropped third strike.

All players play defense. Defensive players will not be allowed to play an outfield position in consecutive innings.

Home team will set outfield cones at approximately 150 feet. A ball hit over the cones in the air is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double

Mudville League Rules (10U)

60-foot distance between bases. Bases are fixed. Pitching distance is 46 feet.

Games are 7 innings (during machine pitch games) or 2 hours long. Games are 6 innings (during all kid pitch games) or 2 hours long. No new inning begins after 2 hours from the start of the game (new inning begins when last out is made in previous inning).

The standard defensive lineup will consist of 10 players with 4 outfielders on the grass portion of the field. However, if only 9 players are available, the team will play with only 9 in the field (three outfielders).

Mercy rule: A half-inning will end when the offensive team scores 5 runs or the defensive team records 3 outs. This rule does not apply to the final inning of the game. After 4 complete innings, 15-run mercy rule will be in effect. 15-run mercy rule does not apply in championship game.

A runner may not lead off any base until the pitched ball crosses home plate. One warning will be issued per team. If the runner leads off before the ball crosses home plate, a warning is issued, no pitch is counted, and the runner returns to first base. After the warning, if the runner leads off before the ball crosses home plate, the ball is dead, no pitch is counted, and the runner is out.

Runners may steal any base once the pitched ball crosses home plate, including a steal of home on a wild pitch / passed ball. Catchers and pitchers may attempt to throw runners out at any base while runners are returning to a base after a pitch. Any overthrows during the pick-off will result in a "live ball" situation and runners may advance at their own risk. No stealing on a throwback from the catcher to the pitcher, commonly known as a delayed steal, will be allowed. However, any return throw to the pitcher which is dropped by the pitcher and is loose on the ground will be considered a live ball situation and runners may advance at their own peril.

NO STEALING allowed with a 10-run lead. Penalty is a warning and runner must return to previous base. On second offense, runner is out, end of inning regardless of how many outs in an inning.

No dropped third strike. No infield fly rule.

No bunting is allowed during machine pitch. Bunting is allowed during kid pitch.

Home team will set outfield cones at approximately 150 feet. A ball hit over the cones in the air is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double

A pitching machine will be used during the first 4 innings of all games during the first half of the season. Batters will be given 5 pitches to hit a fair ball. Foul balls beginning with the fifth pitch will extend the at-bat. If a player does not put the ball in play after 5 pitches, an out is ruled. No leading, stealing, or walks allowed during machine pitching.

The defense shall include a fielding pitcher. Players will pitch the final 3 innings of all first half games and each inning of all second half games. If a batted ball hits the pitching machine, the play will be dead and the hitter awarded first base and forced runners (if any) will advance one base

After a ball has been put in play, play will stop when the ball has been returned to the pitcher or pitcher's helper in the chalked circle around the mound. Batted balls hit to the pitcher's helper during machine pitch should be fielded and played as normal.

There will be a chalk line halfway between first and second base, halfway between second base and third base, and halfway between third base and home plate. If the runner is beyond the respective chalk line when the pitcher returns the ball to the mound, the runner gets the next base. If not, the runner retreats to the prior base that he came from.

Pitching Limits/Rest Periods:

No breaking balls allowed. Coaches must report offenses to the league director.

Pitchers are allowed to pitch a maximum of (i) 3 innings or (ii) 75 pitches per game, whichever comes first. One pitch constitutes one inning. Pitchers are allowed to pitch a maximum of 5 innings per week (subject to rest periods set forth below), with weeks starting on Monday morning and ending on Sunday evening. Penalty for violation of inning & pitch maximums, rest periods or pitching/catching combinations is a loss of game but game will be played out.

The minimum amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 3-inning per game maximum):

1-20 pitches - no rest required to pitch the next day
21-35 pitches, 24 hours (1 day)
36-50 pitches, 48 hours (2 days)
51-65 pitches, 72 hours (3 days)
66-75 pitches, 96 hours (4 days)

Players are limited to a combined innings of pitching/catching per game as follows:

| Pitching | Catching |
|----------|----------|
| 3 | 0 |
| 2 | 1 |
| 1 | 2 |
| 0 | 3 |

Sequence of pitching and catching is irrelevant.

Carl Reyna League Rules (12U)

70-foot distance between bases. Bases are fixed. Pitching distance is 50 feet.

Games are 6 innings or 2 hours long. No new inning begins after 2 hours from the start of the game (new inning begins when last out is made in the previous inning).

Mercy rule: 10-run mercy rule applies after 5 innings. No mercy rules will apply in the championship game.

Runners may lead off 1st, 2nd and 3rd bases. A maximum 15-foot lead is allowed from 3rd base before the ball reaches the plate and the 15 feet shall be marked prior to the start of a game. Penalty: Ball is dead and the runner on third is out. Umpires will provide one warning per team for a lead exceeding 15 feet from 3B before enforcing the out rule. No warnings during the playoffs.

The ball is live at all times unless the umpire calls time-out. Once the pitcher steps on the rubber, all runners must return to their respective bases before reassuming their leads.

Infield fly rule will apply.

Dropped third strike rule is in effect.

Batters may bunt.

Safety squeeze plays allowed.

Pitching Limits/Rest Periods

No breaking balls allowed. Coaches must report offenses to the league director.

Pitchers are allowed to pitch a maximum of (i) 3 innings or (ii) 85 pitches per game, whichever comes first. One pitch constitutes one inning. Pitchers are allowed to pitch a maximum of 5 innings per week (subject to rest periods set forth below), with weeks starting on Monday morning and ending on Sunday evening. Penalty for violation of inning & pitch maximums, rest periods or pitching/catching combinations is a loss of game but game will be played out.

The minimum amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 3-inning maximum).

1-20 pitches - no rest required to pitch the next day

21-35 pitches - 24 hours (1 day)

36-50 pitches - 48 hours (2 days)

51-65 pitches - 72 hours (3 days)

66-85 pitches - 96 hours (4 days)

85 pitches are the maximum number of pitches allowed per game.

Players are limited to a combined innings of pitching/catching per game as follows:

| Pitching | Catching |
|----------|----------|
| 3 | 1 |
| 2 | 2 |
| 1 | 3 |

Sequence of pitching and catching is irrelevant.

Hank Sauer League Rules (14U)

80-foot distance between bases. Bases are fixed. Pitching distance is 54 feet.

Games are 7 innings or 2 hours and 15 minutes. No new inning begins after 2 hours and 15 minutes from the start of the game (new inning begins when last out is made in the previous inning).

Mercy rule: 10-run mercy rule applies after 5 innings. No mercy rules will apply in the championship game.

Infield fly rule will apply. Dropped third strike rule will apply.

The ball is live at all times unless the umpire calls time-out.

Runners may lead off 1st, 2nd, and 3rd bases without penalty.

Safety squeeze plays allowed.

Pitching Limits/Rest Periods

Pitchers are allowed to pitch a maximum of (i) 4 innings or (ii) 95 pitches per game, whichever comes first. One pitch constitutes one inning. Pitchers are allowed to pitch a maximum of 8 innings per week (subject to rest periods below), with weeks starting on Monday morning and ending on Sunday evening. Penalty for violation of inning & pitch maximums, rest periods or pitching/catching combinations is a loss of game but game will be played out.

The minimum of amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 4 inning maximum).

1-20 pitches - no rest required to pitch the next day

21-35 pitches - 24 hours (1 day)

36-50 pitches - 48 hours (2 days)

51-65 pitches - 72 hours (3 days)

66-95 pitches - 96 hours (4 days)

Players are limited to a combined innings of pitching/catching per game as follows:

| Pitching | Catching |
|----------|----------|
| 4 | 0 |
| 3 | 1 |
| 2 | 2 |
| 1 | 3 |
| 0 | 4 |

Sequence of pitching and catching is irrelevant.