

Bethesda Chevy Chase Baseball, Inc.

11/12U Select
Rules and Regulations

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Except as specified below the normal rules of Major League Baseball shall apply. The Commissioner of this BCC Baseball league shall have the right to modify and/or interpret these rules at any time and in any situation that may arise, in his or her sole and absolute discretion.

1. General

A. Age

All players must be league-age 11 or league-age 12.

B. Official Players

All players must be officially registered and assigned by the League management. No one who is not registered, and whose name does not appear on the official league roster, may ever play in a League game, or practice with a team. Use of a non-registered/non-officially rostered player in a game will cause a forfeit and suspension of the manager. Reach out to the league office if you need additional players.

C. Number of Players

Each team must have at least seven (7) players and if they cannot field such a team after ten minutes of the scheduled start of the game, it will be considered a forfeit. (If agreeable to both managers, a forfeited game may be played unofficially for practice.) If at any time during a game, a team can only field six (6) players for any reason (e.g., injuries, players having to leave, ejection of a player), the game shall be deemed forfeited by that team.

An injured player who is unable to both play in the field AND bat, is prohibited from playing at any time during a game, whether batting, fielding or running the bases.

D. Official Games/Time Limits

Full game: 6 innings

Official game: 4 innings (3 1/2 if home team is ahead)

Game Time: 2 hours (no new inning after one hour and 45 minutes after scheduled start time)

Ideally, a regulation game shall consist of six innings or four innings if the game is called due to weather, darkness or the time limit described below (3 1/2 completed innings if the home team is ahead in the bottom of the fourth and the game is called). If the game is stopped before it becomes an official game, the game will be suspended and restarted (from the exact point it is stopped). If an official game is stopped at the end of a complete inning, the score stands. In the event of a tie, neither team will be credited with a win or a loss. Official games stopped during an inning (top or bottom) will revert to the score for the prior complete inning and will not be suspended and restarted. If, at the discretion of the umpire, a team intentionally delays a game which then causes a game to end prior to completion of an inning, the team causing the intentional delay may be declared to have forfeited the game, at the discretion of the Commissioner.

Managers are responsible for scheduling the completion of suspended or rained out games as quickly as possible and no later than two weeks after the originally scheduled game. Games should be made up during practice time. Failure to do so will result in both teams being charged with a loss.

Suspended and restarted games will be subject to the pitching limitations contained in Section 5A of these Rules except that the restarted game shall be considered a new game with respect to the daily pitching limitation.

In accordance with the League's contract with the umpires, no new inning shall begin 1 hour 45 minutes after the scheduled start time of the game and the game shall not extend beyond 2 hours in total. Coaches and umpires are therefore encouraged to make sure that games start on time. If the game is not completed with-in the 2-hour time limit, the above rules apply.

For purposes of determining whether there is enough time to start a new inning, the actual start of a new inning shall be deemed the time at which the third out to end the prior inning occurs. In other words, the third out for the home team immediately triggers the next inning.

In order for teams that are tied at the end of six innings to play an extra inning, the extra inning must start prior to 1 hour and 30 minutes from the start of the game. Otherwise, the game will be recorded as a tie. Notwithstanding the above restriction, the umpires have the discretion to let the teams play the extra inning as long as the extra inning starts prior to 1 hour and 45 minutes. This rule shall not apply during the playoffs.

E. Official Schedule

The League expects that all managers, players, and parents should be entitled to rely upon the official schedule of games sent out by the League Office. As a result, managers are expected to have their teams prepared to play at the time/date/place indicated on the official League schedule. Therefore, it is generally NOT appropriate for a manager to rearrange games in derogation of the official League schedule. Where games must be postponed due to adverse weather, managers are expected to make best efforts to arrange suitable time/date/place to make the game up including practice time.

2. Pre-game:

Players should be at the field at least 15 minutes before the game is scheduled in order to begin the game on time.

A. Line-Ups

At the start of each game, the managers of each team shall exchange a written batting order (line-up). (See Section 3A) No substitution is allowed in the line-up once the game has begun although a player may be passed over if unavailable due to injury, sickness or legitimate need to leave the game. A player arriving after the start of the games shall be inserted at the end of the line-up.

NOTE: Due to COVID-19, game line-ups may be shared via email or text message prior to the beginning of the game.

B. Specific Field Ground Rules

Prior to the game, the managers shall agree to necessary and reasonable ground rules (i.e. having to do with field conditions) not inconsistent with these rules, including agreement as to areas that are "out of play". The ability to set ground rules does not permit the managers to waive or modify these "rules and regulations". Managers shall be responsible for keeping spectators, players, equipment and other objects out of areas that are deemed to be "in play" in order to prevent interference with players, thrown balls, etc. In particular, all bats, helmets and other equipment shall be maintained behind a backstop or other fence (if available) to prevent interference with the game.

C. Scoring the Game/Game Sheets

Each team manager will be responsible for scoring the game and maintaining appropriate scorebook records. The home team book will be the official book of the game. Each team will be required to

complete and sign an official Game Sheet, the form of which will be provided to each team Manager by the Commissioner. The winning team is required to submit, via email, the completed Game Sheet (signed or confirmed via email by the Managers of both teams) to the Commissioner no later than the first Tuesday following the applicable Friday and Sunday games. Failure to submit the Game Reports on a timely basis will result in a forfeit by both teams and may result in disciplinary action at the discretion of the Commissioner.

D. Field Setup

Managers shall insure that the basepaths are 70 feet in length and that the distance between the front side of the pitcher's plate ("rubber") and the rear point of home plate is no closer than 50 feet. If an existing permanent rubber is in place at the field at a distance less than 50 feet which interferes with the pitchers' delivery, the rubber shall be moved farther from the plate to the minimum distance that no longer interferes with the pitchers' delivery.

E. Run Limit

In order to allow for full games to be played and to minimize lopsided, uncompetitive games, the following Mercy Rule shall apply, replacing the former "5-run rule." A game shall be terminated by the umpire if, after four and a half (4.5) innings, the run differential reaches or exceeds fifteen (15) runs, providing that the trailing team has had an equal or greater number of times at bat as that of the leading team.

F. Team Representative

Prior to every game, each team must identify an adult (likely a parent) as that team's "Team Representative" for that particular game. The Team Representative will be responsible for enforcing player safety rules, with an emphasis on compliance with the

Bat Safety Rule. The Team Representative shall be involved in the pregame meeting at home plate with the coaches and umpires (in leagues that use umpires). Unless no other adult is available, the head coach and assistant coach should not be deemed the Team Representative. It is strongly advised by BCC Baseball that the Team Representative be someone other than one of the base coaches, due to their duties as Coach.

3. During the Game (Player Requirements):

In 11/12U Select, there are certain requirements for offense and defense that need to be met for fair play. Managers are strongly encouraged to allow players to play more than one infield position over the course of a game or throughout the season.

A. Batting Order

All players must bat in the predetermined order of the line-up which consists of every player in attendance.

B. Offense

Each team shall use a "continuous" batting order rather than a nine-player batting order. As a result, each player is in the offense at all times, batting in accordance with the manager's written pre-game line-up consisting of every player available for the game. A player who must miss a time at bat because of injury or illness sustained once the game begins is passed over to the next scheduled batter. A player arriving after the start of a game shall be inserted at the end of the batting order.

A team may, but is not required to, substitute a courtesy runner for the catcher with two outs. The batter who made the most recent out shall be the courtesy runner.

C. Defense

Each player must play three (3) defensive innings in the field during the first five (5) innings of the game. This is to ensure players are afforded adequate defensive playing time during games where a team does not take the field for six innings (due to time limit, darkness, etc.). Defensively, a player may be removed from the game and be reinserted any number of times thereafter for another defensive player in order to accumulate his/her three innings in the field (but players always retain their original spot in the batting order).

4. During the Game (Base Running/Batting)

A. Bowling Over/Interference

At no time and under no circumstances may a runner either "bowl over" a defensive player in pursuit of a base or slide headfirst into a base. Sliding may only be done "feet first" at any base unless a player is returning to a base to avoid being picked off. Any player sliding headfirst into a base shall be ruled out.

Except in the case of a runner avoiding a pick-off as discussed in Subsection B below, a base runner may never slide headfirst into a base. Sliding may only be done "feet first" at any base. Any player sliding head-first into a base shall be ruled out.

Also, whenever there is a reasonable prospect of a defensive play at home plate the runner must attempt to slide rather than run through the plate. However, if the catcher has moved up the third base line with the ball or to receive the throw, the runner may try to evade the tag and does not have to slide. A runner who violates any portion of this rule is automatically deemed "out". So too, at no time may a defensive player purposefully "bowl over" a base runner in pursuit of a hit or thrown ball.

Catchers shall never block the plate while awaiting a throw by kneeling on or around the plate, thereby leaving a runner no access to the plate in a slide. Catchers should remain standing while awaiting a throw, thus leaving space for a sliding runner to touch the plate between or around the catcher's legs. Violation of this rule will, at the umpire's discretion, result in the runner being called safe.

All defensive players are responsible for providing base runners sufficient access to the bases as they advance. Defensive fielders may not stand on a base or directly in the base path of a runner when there is not a reasonable prospect of a defensive play on the runner. Violations of this rule may be deemed defensive interference by the umpire.

Managers are directed to familiarize their players with the protective purpose and application of this rule before games are played.

B. Leading

A base runner may lead off the base and may steal at any time. (Pitchers ought to be taught what a balk is, how to hold runners, and how to pitch from the stretch etc.). A runner leading off a base may dive back headfirst to that same base to avoid a pick-off attempt by the pitcher or catcher without violating the general rule requiring feet first slides. A runner going back to a base (e.g., overrunning a base and then going back) during a play may also dive headfirst into that base. However, that runner may not dive headfirst into any other base to which he may advance either on a stealing attempt or when otherwise running the base paths. Any player sliding headfirst into a base shall be ruled out.

Managers are directed to familiarize their players with the protective purpose and

application of this rule before games are played.

C. Stealing Home

A base runner may steal home. A batter is obligated to make reasonable efforts to get out of the batter's box so as not to obstruct the defensive players' efforts to tag the runner attempting to steal home.

D. Second Base Force Slide Rule

A baserunner advancing to second base on a force play (where there is a possible play at second base) must either slide or give up the out. The determination as to whether a play was made (or could have been made) at second by the defense will be at the discretion of the umpire. Failure by the baserunner to slide on a force at second (or otherwise give up the out at second by moving out of the way of the ball in play) may result in an interference call by the umpire and an "out" for the runner advancing to second base AND the baserunner advancing to first base.

E. Dropped Third Strike

The batter may advance to first on a dropped "third strike" if first base is open (normal baseball rules apply).

F. Infield Fly Rule

The infield fly rule is in effect.

G. Thrown Bat

Each team will receive one warning by the Umpire to the batter and manager for a thrown bat by a batter after which any batter on that team who throws a bat will be deemed "out" by the Umpire.

H. Double Base

These rules apply only to fields that are equipped with a double first base.

I) A batted ball hitting or bounding over the white portion of the bag is a fair ball. A batted ball hitting or bounding over the colored (orange or green) bag without first touching or bounding over the white section is foul.

II) When an initial play is being made on the batter-runner at first base, the defense must use the white section of the double base, and the batter-runner must use the colored base except in the case of a dropped third strike. After a dropped third strike, the fielder receiving the throw and batter-runner may touch either the white or colored base.

III) If there is a play on the batter-runner and the batter-runner touches only the white portion of the double base and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. PENALTY for (3)—Batter-runner is out.

IV) On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double base, the batter-runner may touch either the white or colored section of the base. Should, however, the batter-runner reach and go beyond first base, they may only return to the white section of the base.

V) Once the batter-runner reaches first base, they shall then use only the white base.

VI) Use of the double first base does not change any other rule concerning interference or obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)

5. During the Game (Pitching)

A. Innings and Pitch Count Limitations

A player that pitches in a game may not be removed from the pitcher position and subsequently reinserted as pitcher anytime throughout the remainder of the game. For more detailed pitching rules and regulations, please see the **BCC Baseball Pitching Regulations**, which are incorporated into these rules.

Games in which an ineligible pitcher has been used as specified in the above limitations shall be declared forfeited.

B. Balks

The balk rule applies. Each pitcher shall be offered one warning before being penalized for balking.

C. Intentional Walks (IBB)

Each team is limited to one Intentional Walk (IBB) per game. No pitchers are to be thrown in an intentional walk. Coach must call time and communicate with umpire and opposing coach. Intentional Walks count as 4 pitches (or as many balls are needed to finish the walk) towards the pitcher's pitch count. IBB should be used sparingly and not repeatedly used against the same player.

D. Curveballs

No pitcher shall deliberately throw a breaking pitch. A breaking pitch shall be defined as any pitch in which the pitcher makes a "break" or "snapping" motion with their wrist to impart spin to the ball. Any pitch that the umpire deems to be a breaking pitch shall be deemed "no pitch." If the pitcher throws another breaking ball at any time during the remainder of the game, that pitcher shall be removed as a pitcher, and the game report shall reflect such removal. Other off-speed pitches, such as change-ups, as permitted, are different

iterations of the fastball (2-Seam, Sinker, Cutter)

6. During the Game (Coaching)

A. Criticizing Umpires

Managers and coaches shall refrain from criticizing an umpire and from making anticipatory ball/strike, safe/out or fair/foul "calls" of plays to intimidate or influence the umpire, and shall take reasonable action with their players, parents and fans of the team to secure their cooperation with this rule. Upon receipt of a complaint from an umpire or from an opposing manager regarding compliance with this rule by coaches, players, parents or fans, a manager shall ask the offending individual associated with his/her team to comply or to leave the vicinity of the field.

B. Base Coaches

Adults may serve as base coaches at first and third and are encouraged to do so.

C. Defensive Coaching

Managers and coaches shall conduct their defensive coaching from the vicinity of their team's bench. Coaches shall not stand on or coach from the opposing team's side of the field.

7. Safety Protocols and Equipment Usage

A. Batting

Where there is no safe (fenced-off) on-deck batting location, the on-deck batter shall only be permitted to swing a bat while standing on the field between the dugout (or the bench) and home plate on the side of the field facing the back side of the batter at the plate (e.g., with a right-handed batter at the plate, the on-deck batter will stand on the third-base side of the field). No other player is permitted to swing a bat, including the batter in the hole.

If any player on a team violates the bat safety rule (where the only player permitted to swing a bat is the on-deck batter per the rule), the team violating the rule shall be issued one team warning by the umpire. Following the team warning, any player on the team that has been warned who violates the Bat Safety Rule, will be ejected for the remainder of the game. The Bat Safety Rule and this penalty system will be strictly enforced and thus compliance with the rule shall be the primary responsibility of the Team Representative.

B. Helmets/Protective Cups

Protective helmets shall be worn by all players on deck, at bat, while base running and in the coaches' box, during practice and at games. BCC Baseball strongly recommends that ALL players wear a protective cup and coaches are strongly encouraged to require their players to wear protective cups.

C. Bat Limitations/Violations

Please refer to **BCC Baseball Bat Regulations – 2021**.

D. Catcher Equipment

Any player playing catcher or warming up a pitcher at home plate shall wear a catcher's mask and helmet. All catchers, during games or practice, are required to wear a protective cup and well-fitting protective gear such as a chest protector and leg protectors.

E. Cleats

Metal cleats or spikes are not permitted to be worn by any player.

F. Game Ball

The official game ball for 11/1 2U Select is an official regulation hardball.

G. Uniform

While on the field during a game, players are required to wear the official League uniform, which at a minimum consists of League-issued hat and shirt.

8. Thunder and Lightning

At the first instance of lightning or thunder Managers shall halt the game and remove their teams from the field to the security of cars or buildings that offer appropriate protection. If field conditions permit and where otherwise reasonable, consistent with protection of the players and others in attendance, the game may resume 15 minutes after the last instance of lightning or thunder. Section 1E still applies.

9. Other

A. Hectoring

Managers shall not permit their players, fans or parents to purposely hector or distract the opponent's players, either directly by comment or indirectly by the playing of music, singing, chanting or excessive cheering, even if ostensibly for your own batter. Upon the opposing manager's complaint in this regard, a manager shall take action to terminate the distracting behavior of his/her team.

B. Warnings/Ejections

While an umpire is not required to give a warning before ejecting a player, manager or coach for egregious unsportsmanlike behavior such as intentionally throwing or kicking bats or helmets, arguing with umpires, hectoring, etc., upon the first instance of such behavior each team, not just the infringing individual, will be given a warning for unsportsmanlike conduct. After such warning to the team, the umpire may order any infringing player, manager, or coach to be removed from the game for the next instance of unsportsmanlike conduct. It

is not considered unsportsmanlike conduct, if in the opinion of the umpire, a bat inadvertently slips out of a batter's grip while swinging at a pitch. In such case the batter should be warned and may be called out for repeated occurrences if the umpire feels that the safety of others is jeopardized.

The League shall review any instance where a player, coach, parent or manager is ejected, and the BCC Baseball Leadership Committee shall determine the extent of any ensuing suspension. Notwithstanding the above review process, any player, coach, manager or parent ejection shall result in an automatic one-game suspension, with a longer suspension at the discretion of the BCC Baseball Leadership Committee.

C. Familiarity with Rules

All managers are expected to be fully familiar with these Rules and to carefully instruct their coaches and players on these Rules. Managers are also expected to bring the Rules to the game and to go over them with the umpires before the game to maximize efficient and orderly administration of the game.

D. Disputes

Any disputes over the Rules or judgment calls by the umpires shall be conducted in a brief, calm and dignified manner. If satisfaction is not obtained after such effort, the manager should simply note an appeal of the situation to the umpire and continue the game in a sportsmanlike manner. Appeals shall be filed after the game with the Select Commissioner. Incorrect interpretation of rules is a basis for protesting a game. Judgement of umpires regarding “safe/out” or “ball/strike” calls or any other judgement calls are not a basis for protesting the result of a game.

Bethesda Chevy Chase Baseball, Inc.

11/12U Select

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pg. 4 In accordance with the League's contract

with the umpires, no new inning shall begin 1 hour 45 minutes after the scheduled start time of the game and the game shall not extend beyond 2 hours in total. Coaches and umpires are therefore encouraged to make sure that games start on time. If the game is not completed within the 2-hour time limit,

the above rules apply.

For purposes of determining whether there is enough time to start a new inning, the actual start of a new inning shall be deemed the time at which the third out to end the prior inning occurs. In other words, the third out for the home team immediately triggers the next inning.

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C. Scoring the Game /Game Sheets

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pg. 5 complete and sign an official Game Sheet ,

the form of which will be provided to each team Manager by the Commissioner. The winning team is required to submit, via email, the completed Game Sheet (signed or confirmed via email by the Managers of both teams) to the Commissioner no later than the first Tuesday following the applicable Friday and Sunday games.

Failure to submit the Game Reports on a timely basis will result in a forfeit by both teams and may result in disciplinary action at the discretion of the Commissioner .

D. Field Setup

Managers shall insure that the basepaths are 70 feet in length and that the distance between the front side of the pitcher's plate ("rubber") and the rear point of home plate is no closer than 50 feet. If an existing permanent rubber is in place at the field at a distance less than 50 feet which interferes with the pitchers' delivery, the rubber shall be moved farther from the plate to the minimum distance that no longer interferes with the pitchers' delivery.

E. Run Limit

In order to allow for full games to be played and to minimize lopsided, uncompetitive games, the following Mercy Rule shall apply, replacing the former "5 -run rule." A game shall be terminated by the umpire if, after four and a half (4.5) innings, the run differential reaches or exceeds fifteen (15) runs, providing that the trailing team has had

an equal or greater number of times at bat as that of the leading team.

F. Team Representative

Prior to every game, each team must identify an adult (likely a parent) as that team's "Team Representative" for that particular game. The Team Representative will be responsible for enforcing player safety rules, with an emphasis on compliance with the Bat Safety Rule. The Team Representative shall be involved in the pregame meeting at home plate with the coaches and umpires (in leagues that use umpires). Unless no other adult is available, the head coach and assistant coach should not be deemed the Team Representative. It is strongly advised by BCC Baseball that the Team Representative be someone other than one of the base coaches, due to their duties as Coach.

3. During the Game (Player Requirements):

In 11/12U Select, there are certain requirements for offense and defense that need to be met for fair play. Managers are strongly encouraged to allow players to play

more than one infield position over the course of a game or throughout the season.

A. Batting Order

All players must bat in the predetermined order of the line -up which consists of every player in attendance.

B. Offense

Each team shall use a "continuous" batting order rather than a nine -player batting order. As a result, each player is in the offense at all times, batting in accordance with the manager's written pre -game line -up consisting of every player available for the game. A player who must miss a time at bat because of injury or illness sustained once the game begins is passed over to the next scheduled batter. A player arriving after the start of a game shall be inserted at the end of the batting order.

A team may, but is not required to, substitute a courtesy runner for the catcher with two outs. The batter who made the most recent out shall be the courtesy runner.

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pg. 6 C. Defense

Each player must play three (3) defensive innings in the field during the first five (5) innings of the game. This is to ensure players are afforded adequate defensive playing time during games where a team does not take the field for six innings (due to time limit, darkness, etc.). Defensively, a player may be removed from the game and be reinserted any number of times thereafter for another defensive player in order to accumulate his/her three innings in the field (but players always retain their original spot in the batting order).

4. During the Game (Base Running /Batting)

A. Bowling Over/In terference

At no time and under no circumstances may a runner either "bowl over" a defensive player in pursuit of a base or slide headfirst into a base. Sliding may only be done "feet first" at any base unless a player is returning to a base to avoid being picked off. Any player sliding headfirst into a base shall be ruled out.

Except in the case of a runner avoiding a

pick-off as discussed in Subsection B below, a base runner may never slide headfirst into a base. Sliding may only be done "feet first" at any base. Any player sliding head -first into a base shall be ruled out.

Also, whenever there is a reasonable prospect of a defensive play at home plate the runner must attempt to slide rather than run through the plate. However, if the catcher has moved up the third base line with the ball or to receive the throw, the runner may try to evade the tag and does not have to slide. A runner who violates any portion of this rule is automatically deemed "out". So too, at no time may a defensive player purposefully "bowl over" a base runner in pursuit of a hit or thrown ball. Catchers shall never block the plate while awaiting a throw by kneeling on or around the plate, thereby leaving a runner no access to the plate in a slide. Catchers should remain standing while awaiting a throw, thus leaving space for a sliding runner to touch the plate between or around the catcher's legs. Violation of this rule will, at the umpire's discretion, result in the runner

being called safe.

All defensive players are responsible for providing base runners sufficient access to the bases as they advance. Defensive fielders may not stand on a base or directly in the base path of a runner when there is not a reasonable prospect of a defensive play on the runner. Violations of this rule may be deemed defensive interference by the umpire.

Managers are directed to familiarize their players with the protective purpose and application of this rule before games are played.

B. Leading

A base runner may lead off the base and may steal at any time. (Pitchers ought to be taught what a balk is, how to hold runners, and how to pitch from the stretch etc.). A runner leading off a base may dive back headfirst to that same base to avoid a pick-off attempt by the pitcher or catcher without violating the general rule requiring feet first slides. A runner going back to a base (e.g., overrunning a base and then going back)

during a play may also dive headfirst into that base. However, that runner may not dive headfirst into any other base to which he may advance either on a stealing attempt or when otherwise running the base paths.

Any player sliding headfirst into a base shall be ruled out.

Managers are directed to familiarize their players with the protective purpose and

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pg. 7 application of this rule before games are

played .

C. Stealing Home

A base runner may steal home. A batter is obligated to make reasonable efforts to get out of the batter's box so as not to obstruct the defensive players' efforts to tag the runner attempting to steal home .

D. Second Base Force Slide Rule

A baserunner advancing to second base on a force play (where there is a possible play at second base) must either slide or give up the out. The determination as to whether a play was made (or could have been made) at second by the defense will be at the

discretion of the umpire. Failure by the baserunner to slide on a force at second (or otherwise give up the out at second by moving out of the way of the ball in play) may result in an interference call by the umpire and an “out” for the runner advancing to second base AND the baserunner advancing to first base.

E. Dropped Third Strike

The batter may advance to first on a dropped "third strike" if first base is open (normal baseball rules apply) .

F. Infield Fly Rule

The infield fly rule is in effect .

G. Thrown Bat

Each team will receive one warning by the Umpire to the batter and manager for a thrown bat by a batter after which any batter on that team who throws a bat will be deemed “out” by the Umpire.

5. During the Game (Pitching)

A. Innings and Pitch Count Limitations

A player that pitches in a game may not be removed from the pitcher position and subsequently reinserted as pitcher anytime throughout the remainder of the game. For

more detailed pitching rules and regulations, please see the BCC Baseball Pitching Regulations , which are incorporated into these rules.

Games in which an ineligible pitcher has been used as specified in the above limitations shall be declared forfeited.

B. Balks

The balk rule applies. Each pitcher shall be offered one warning before being penalized for balking .

C. Intentional Walks (IBB)

Each team is limited to one Intentional Walk (IBB) per game. No pitchers are to be thrown in an intentional walk. Coach must call time and communicate with umpire and opposing coach. Intentional Walks count as 4 pitches (or as many balls are needed to finish the walk) towards the pitcher’s pitch count. IBB should be used sparingly and not repeatedly used against the same player.

D. Curveballs

No pitcher shall deliberately throw a breaking pitch , defined as any pitch in which the pitcher makes a “break ” or snapping ”

motion with their wrist to impart spin on the ball. Any pitch that the umpire deems to be a breaking pitch shall be deemed “no pitch.” If the pitcher throws another breaking ball at any time during the remainder of the game, that pitcher shall be removed as a pitcher, and the game report shall reflect such removal. Other off-speed pitches, such as change-ups and different iterations of the fastball (2-Seam, Sinker, Cutter) are permitted.

6. During the Game (Coaching)

A. Criticizing Umpires

Managers and coaches shall refrain from criticizing an umpire and from making

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pg. 8 anticipatory ball/strike, safe/out or fair/foul

"calls" of plays to intimidate or influence the umpire, and shall take reasonable action with their players, parents and fans of the team to secure their cooperation with this rule. Upon receipt of a complaint from an umpire or from an opposing manager regarding compliance with this rule by coaches, players, parents or fans, a manager

shall ask the offending individual associated with his/her team to comply or to leave the vicinity of the field.

B. Base Coaches

Adults may serve as base coaches at first and third and are encouraged to do so.

C. Defensive Coaching

Managers and coaches shall conduct their defensive coaching from the vicinity of their team's bench. Coaches shall not stand on or coach from the opposing team's side of the field.

7. Safety Protocols and Equipment Usage

A. Batting

Where there is no safe (fenced-off) on-deck batting location, the on-deck batter shall only be permitted to swing a bat while standing on the field between the dugout (or the bench) and home plate on the side of the field facing the back side of the batter at the plate (e.g., with a right-handed batter at the plate, the on-deck batter will stand on the third-base side of the field). No other player

is permitted to swing a bat, including the

batter in the hole.

If any player on a team violates the bat safety rule (where the only player permitted to swing a bat is the on -deck batter per the rule), the team violating the rule shall be issued one team warning by the umpire.

Following the team warning, any player on the team that has been warned who violates the Bat Safety Rule, will be ejected for the remainder of the game. The Bat Safety Rule and this penalty system will be strictly enforced and thus compliance with the rule shall be the primary responsibility of the Team Representative.

B. Helmets/Protective Cups

Protective helmets shall be worn by all players on deck, at bat, while base running and in the coaches' box, during practice and at games. BCC Baseball strongly recommends that ALL players wear a protective cup and coaches are strongly encouraged to require their players to wear protective cups.

C. Bat Limitations/Violations

Please refer to BCC Baseball Bat Regulations – 2021 .

D. Catcher Equipment

Any player playing catcher or warming up a pitcher at home plate shall wear a catcher's mask and helmet. All catchers , during games

or practice, are required to wear a protective

cup and well -fitting protective gear such as a

chest protector and leg protectors.

E. Cleats

Metal cleats or spikes are not permitted to be worn by any player.

F. Game Ball

The official game ball for 11/1 2U Select is an official regulation hardball.

G. Uniform

While on the field during a game, players are required to wear the official League uniform, which at a minimum consists of League -issued hat and shirt.

8. Thunder and Lightning

At the first instance of lightning or thunder Managers shall halt the game and remove

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pg. 9 their teams from the field to the security of

cars or buildings that offer appropriate protection. If field conditions permit and where otherwise reasonable, consistent with protection of the players and others in attendance, the game may resume 15 minutes after the last instance of lightning or thunder. Section 1E still applies.

9. Other

A. Hectoring

Managers shall not permit their players, fans or parents to purposely hector or distract the opponent's players, either directly by comment or indirectly by the playing of music, singing, chanting or excessive cheering, even if ostensibly for your own batter. Upon the opposing manager's complaint in this regard, a manager shall take action to terminate the distracting behavior of his/her team.

B. Warnings/Ejections

While an umpire is not required to give a warning before ejecting a player, manager or coach for egregious unsportsmanlike behavior such as intentionally throwing or kicking bats or helmets, arguing with

umpires, hectoring, etc., upon the first instance of such behavior each team, not just the infringing individual, will be given a warning for unsportsmanlike conduct. After such warning to the team, the umpire may order any infringing player, manager, or coach to be removed from the game for the next instance of unsportsmanlike conduct. It is not considered unsportsmanlike conduct, if in the opinion of the umpire, a bat inadvertently slips out of a batter's grip while swinging at a pitch. In such case the batter should be warned and may be called out for repeated occurrences if the umpire feels that the safety of others is jeopardized. The League shall review any instance where a player, coach, parent or manager is ejected, and the BCC Baseball Leadership Committee shall determine the extent of any ensuing suspension. Notwithstanding the above review process, any player, coach, manager or parent ejection shall result in an automatic one -game suspension, with a longer suspension at the discretion of the BCC Baseball Leadership Committee.

C. Familiarity with Rules

All managers are expected to be fully familiar with these Rules and to carefully instruct their coaches and players on these Rules. Managers are also expected to bring the Rules to the game and to go over them with the umpires before the game to maximize efficient and orderly administration of the game.

D. Disputes

Any disputes over the Rules or judgment calls by the umpires shall be conducted in a brief, calm and dignified manner. If satisfaction is not obtained after such effort, the manager should simply note an appeal of the situation to the umpire and continue the game in a sportsmanlike manner. Appeals shall be filed after the game with the Select Commissioner. Incorrect interpretation of rules is a basis for protesting a game.

Judgement of umpires regarding “safe/out” or “ball/strike” calls or any other judgement calls are not a basis for protesting the result of a game.