

**BUFFALO  
VALLEY  
YOUTH  
ASSOCIATION**

**OFFICIAL  
BASEBALL  
RULES**

# **FOREWARD**

**Playing rules not covered within BVYA's Official Baseball Rules will be governed by:**

**Major League Baseball's**

**Official Baseball Rules  
2022 Edition**

**If there is any conflict in rules, BVYA's Official Baseball Rules will overrule.**

**Click below for a copy of:**

**[Major League Baseball Official Baseball Rules: 2022 Edition](#)**

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## 1.00 – OBJECTIVES OF THE GAME

<b>1.01</b>	Baseball is a game between two teams of nine players each, under direction of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.
<b>1.02</b>	The offensive team's objective is to have its batter become a runner, and its runners advance.
<b>1.03</b>	The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
<b>1.04</b>	When a batter becomes a runner and touches all bases legally he shall score one run for his team.
<b>1.05</b>	The objective of each team is to win by scoring more runs than the opponent.
<b>1.06</b>	The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

## 2.00 – UNIFORMS AND EQUIPMENT

<b>2.01</b>	<b>Uniforms</b> <ul style="list-style-type: none"><li>(a) Players must wear the BVYA issued jersey and cap in order to play. Teams are not allowed to use their own jerseys from outside sources. The penalty for a team arriving at a game in non-BVYA issued uniforms is a game forfeit unless BVYA has not delivered its uniforms by the game's scheduled start time.</li><li>(b) Players should also wear baseball pants, socks, and appropriate footwear to play.</li><li>(c) All offensive players must use a double ear flap batting helmet any time they are on the field.</li><li>(d) Players should wear molded style cleats during practices and games. Tennis shoes are allowed. THERE ARE NO METAL CLEATS ALLOWED AT BVYA.</li></ul> <p>Rule 2.01(d) Comment: Metal cleats tear up the game fields, damage the underground sprinkler system, and cause player injuries. Metal cleats will most likely be required in high school play, but are too much of a liability at BVYA.</p>
<b>2.02</b>	<b>Catcher's Gear</b> <ul style="list-style-type: none"><li>(a) The catcher must wear protective gear including a catcher's helmet with face mask, chest protector, and shin guards.</li><li>(b) In 10U and older divisions, the catcher is required to wear an athletic supporter (cup).</li></ul>
<b>2.03</b>	<b>The Ball</b> <ul style="list-style-type: none"><li>(a) All game balls will be provided by BVYA. No personal or team balls should be used.</li><li>(b) In the 04U and 06U divisions, a reduced injury factor 5 (RIF5) ball will be used.</li><li>(c) In the 08U and older divisions, the ball shall not weigh less than 5 and no more than 5 ¼ ounces.</li></ul>
<b>2.04</b>	<b>The Bat</b> <ul style="list-style-type: none"><li>(a) All bats must be permanently stamped with the USA Baseball, USSSA 1.15 BPF, or BBCOR Certified .50 logos; or be made of wood and manufactured by a licensed USA Baseball or USSSA manufacturer. Below are examples of these logos:</li></ul> <div style="text-align: center;"></div>

- (b) In the 04U and 06U divisions, Bats should not be longer than 26 inches and the barrel diameter should not be bigger than  $2\frac{3}{4}$  inches.
- (c) In the 08U and older divisions, tee ball bats are not allowed.
- (d) In the 08U and older divisions, bats should not be longer than 34 inches and the barrel diameter should not be bigger than  $2\frac{3}{4}$  inches.
- (e) No bat will be used if it is dented, cracked, modified or misshapen as judged at the sole and non-arguable discretion of the umpire.
- (f) Any bat altered from its original factory specifications is an illegal bat.
- (g) If a bat is found to be illegal during a batter's turn at bat, the bat will be removed immediately. If a pitch has been thrown to the batter, the batter is out. Once a pitch is thrown to the next batter, the opportunity to appeal a bat's legality is forfeit.
- (h) If a bat is found to have been altered, the bat will be removed immediately from the field and dugout. If a bat is found on the field after removal, the player and coach will be subject to disciplinary action.
- (i) In the 14U division, it is recommended that the bat's max drop be -5.

Rule 2.04(i) Comment: Drop 5 (-5) means the length to weight ratio. A 32 inch bat that weighs 27 ounces is a drop 5 (-5) bat.

[USA Baseball Bat Guidelines](https://www.usabaseball.com/bats/guidelines)

<https://www.usabaseball.com/bats/guidelines>

[USSSA Bat Standard](https://www.justbats.com/bat-resource-guide/usssa-baseball-bat-standard)

<https://www.justbats.com/bat-resource-guide/usssa-baseball-bat-standard>

[Banned Bat List](http://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models/)

<http://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models/>

## 3.00 – GAME PRELIMINARIES

### 3.01 Game Start Requirements

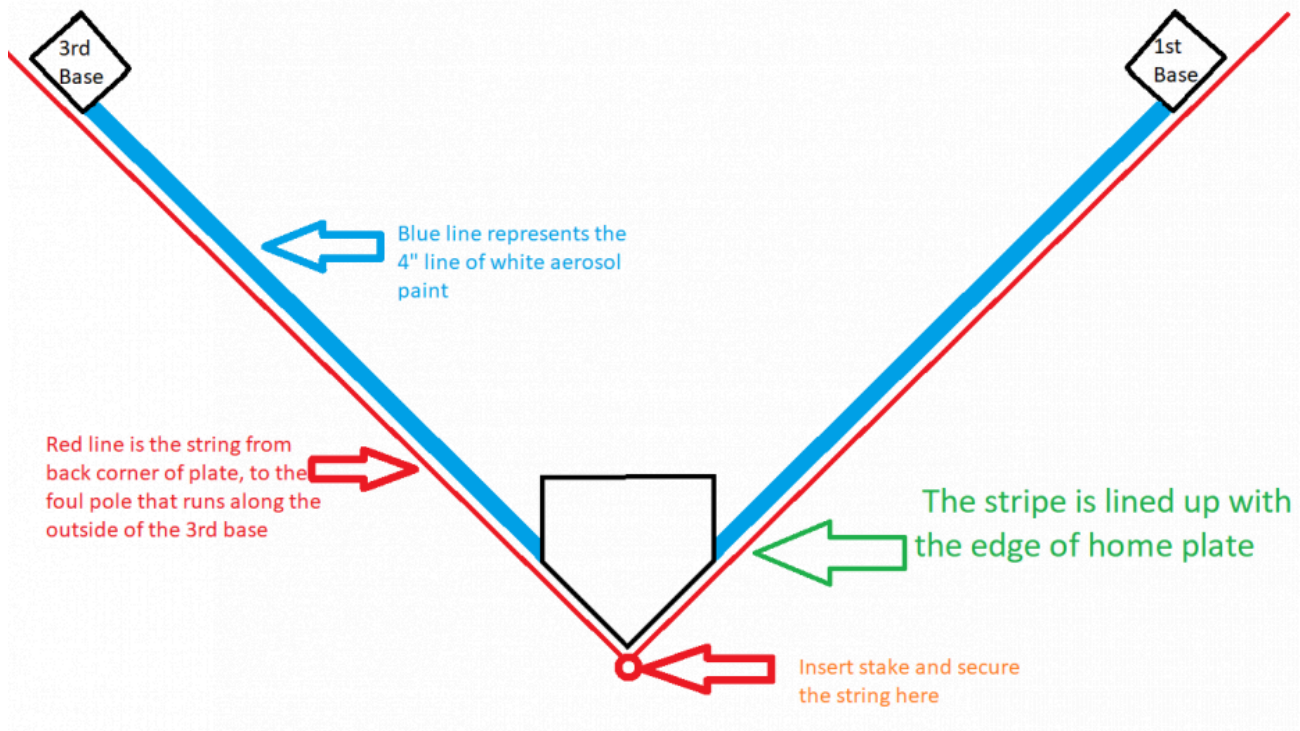
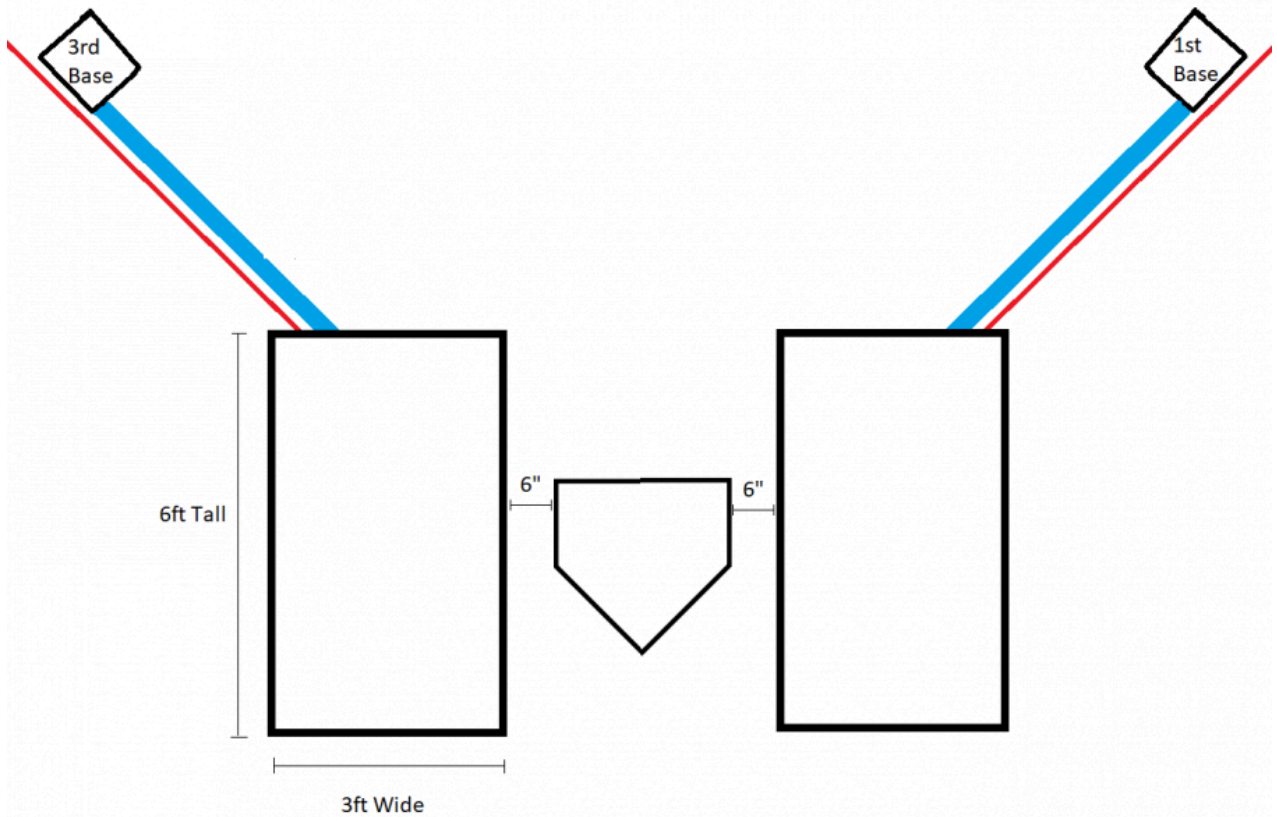
- (a) A team must have eight players minimum to start a game.
- (b) Teams will be allowed fifteen minutes from the game's scheduled start time to field eight players from their roster. Time is judged at the sole discretion of the umpire. If a team has less than eight players after the grace period, the game will be forfeit and that team will receive a loss. Teams may not use or borrow players not on their roster.
- (c) If, for any reason, a team drops below eight players during a game; that game will be forfeit and that team will receive a loss.
- (d) If a game is forfeit, teams may play a scrimmage game for practice with available players, however no umpires will officiate the game. The scrimmage game will not count in the standings and the forfeiting team will still receive a loss.

### 3.02 Game Responsibilities

- (a) The VISITING TEAM will provide someone to run the scoreboard.
- (b) The HOME TEAM will provide someone to keep the scorebook. The scorekeeper for the first game of the day should get the scorebook, scoreboard controller, and field box from the back room of the concession stand.
  - (1) In the 08U and lower divisions, the scorekeeper can be a volunteer.
  - (2) In the 10U and upper divisions, the home team will provide a rostered coach because of the necessity of keeping an accurate pitch count.

Rule 3.02(b)(2) Comment: If pitch count is not kept correctly, the team responsible for keeping the scorebook will have all their pitchers for that day credited with the maximum daily pitch count for their age division.
- (c) The HOME TEAM's scorekeeper should fill in game information in the scorebook which includes:
  - (1) Team names
  - (2) Game date, time, and field number of the game
  - (3) Both team's batting orders
- (d) The HOME and VISITING TEAMS are responsible for working together to chalk the field before the first game of the day. This includes:
  - (1) Using the batter's box template to chalk both batter's boxes on either side of home plate.
  - (2) Using the string line to chalk the 1st base foul line to the grass behind 1st base.
  - (3) Using the string link to chalk the 3rd base foul line to the grass behind 3rd base.

Rule 3.02(d) Comment: The foul lines do NOT go from the exact corner of the batter's boxes! They are straight lines from the back of home plate, along the outside of 1st and 3rd base, to the left and right field foul poles. Diagrams of how home plate should look are in the first diagram. The second diagram shows how the lines should be aligned:



(e) The HOME TEAM scorekeeper for the last game of the day should return the scorebook, scoreboard controller, and field box to the back room of the concession stand.

**3.03 Game Roster and Batting Order**

- (a) Before starting the game, coaches will exchange copies of the game's batting order with player names and uniform numbers.
- (b) A copy of the lineup will also be provided to the scorekeeper's table.
- (c) The batting order will be made up of all players on the team that are present at the game or who are expected to be at the game.
- (d) Batters will bat in the order submitted on the pre-game list.

## 4.00 – GAME PLAY

<b>4.01</b>	<b>Length of Games (Time)</b> <ul style="list-style-type: none"><li>(a) 04U: Both teams should try to bat at least one complete lineup. Each team has 22.5 minutes to bat. Drop dead time is 45 minutes. Teams must leave the field at that time.</li><li>(b) 06U: No new inning will start after 45 minutes. The inning in progress will be completed.</li><li>(c) 08U: No new inning will start after 60 minutes. The inning in progress will be completed.</li><li>(d) 10U/12U/14U: No new inning will start after 90 minutes. Drop dead time is 120 minutes.</li></ul> <p>Rule 4.01 Comment: Under Major League Baseball Rules 2022 Edition 7.03(a)(2) and 8.01, umpires have complete authority to impose any penalties or take any action on a team attempting to delay the game, up to and including forfeit of the game.</p>
<b>4.02</b>	<b>Length of Games (Innings)</b> <ul style="list-style-type: none"><li>(a) 06U: The maximum number of innings is 6.</li><li>(b) 08U: The maximum number of innings is 6.</li><li>(c) 10U: The maximum number of innings is 6.</li><li>(d) 12U: The maximum number of innings is 7.</li><li>(e) 14U: The maximum number of innings is 7.</li></ul>
<b>4.03</b>	<b>Pace of Play</b> <ul style="list-style-type: none"><li>(a) 08U and lower divisions: Umpires may start play with no catcher in position.</li><li>(b) 10U and higher divisions: Each team will have 90 seconds between innings to start the next inning. The clock begins from the time the last defensive player has left the field of play.<ul style="list-style-type: none"><li>(1) The OFFENSIVE team must have a batter ready to enter the batter's box within 90 seconds. If the offensive team is not ready, the umpire will call a strike on the batter every 20 seconds until the batter is in the box and ready to hit.</li><li>(2) The DEFENSIVE team must have all players in the field and be ready to play within 90 seconds. If the defensive team is not ready, the umpire will call a ball on the batter every 20 seconds until all players are in position.</li></ul></li></ul>
<b>4.04</b>	<b>Batting And Running [ALL DIVISIONS]</b> <ul style="list-style-type: none"><li>(a) All players on the roster for a game must bat in rotation before the lineup can be started again.</li><li>(b) Any missing players will be skipped in the lineup and no out will be charged.</li><li>(c) Any players arriving late to the game will be placed at the bottom of the lineup.</li><li>(d) If a player is unable to continue playing due to injury or illness, they will be skipped in the lineup and the batting team will not be charged an out.</li><li>(e) No slash bunts are allowed.</li><li>(f) In the 10U and older divisions, a runner who is occupying 3rd base may not advance more than halfway to home plate before the pitcher releases the pitch. Umpires in their sole and non-arguable discretion will determine this distance. PENALTY: The runner is called out.</li></ul>

Rule 4.05(f) Comment: This rule is in place to prevent a runner from getting too close to home plate before the batter swings at the pitch. Batters can, and have, hit incoming runners in the face with the bat when the runner left too early for home plate.

#### 4.05 Pitching [ALL DIVISIONS - 10U And Up]

(a) In all divisions, the following pitch count limits are imposed:

- (1) Pitching 1-20 pitches requires 0 days rest.
- (2) Pitching 21-35 pitches requires 1 day rest.
- (3) Pitching 36-50 pitches requires 2 days rest.
- (4) Pitching 51-65 pitches requires 3 days rest.
- (5) Pitching more than 66 pitches requires 4 days rest.

Rule 4.04(a) Comment: A rest day is an ENTIRE day. If a pitcher throws 67 pitches on Tuesday; they must rest Wednesday(1), Thursday(2), Friday(3), and Saturday(4). They cannot pitch again until Sunday. Time of day has nothing to do with the rest period.

(b) A pitcher reaching their maximum number of pitches during an at-bat may complete pitching to that batter. The pitcher must be removed after the completion of the at-bat.

- (1) The 10U division has a daily maximum of 75 pitches per pitcher.
- (2) The 12U division has a daily maximum of 85 pitches per pitcher.
- (3) The 14U division has a daily maximum of 95 pitches per pitcher.

(c) If a pitcher is found to have exceeded their maximum allowed pitches during a game, the pitcher must observe all normal days of rest plus one additional day. As a penalty for violating this rule, the manager will be ejected for the remainder of the game. Repeated violations of this rule will result in disciplinary action against the manager.

(d) Once a pitcher is removed from pitching, they are not eligible to pitch again in that game. They may play any other position other than pitcher in that game.

(e) If a pitcher is removed in the middle of an at-bat for any reason (including illness or injury), the batter will be given first base.

(f) All balk decisions are at the sole and non-arguable discretion of the umpire. Divisional balk rules are as follows:

- (1) 10U: All balk decisions will be made by the umpires.
- (2) 12U: Every pitcher will be given one warning per game prior to a balk being enforced.
- (3) 14U: No warnings will be given. Balks will be enforced per normal MLB rules.

(g) A coach is allowed two pitching mound visits per inning. If the second mound visit in an inning is to the same pitcher, that pitcher must be pulled from the pitching position.

(h) A table of the MLB Pitch Smart guidelines can be found here:

<https://www.mlb.com/pitch-smart/pitching-guidelines>

## 5.00 – 04U DIVISION SPECIFIC RULES

<b>5.01</b>	<b>04U Division Game Parameters</b> [ <a href="#">REVIEW RULE SECTION 4.00</a> ] <ul style="list-style-type: none"><li>(a) Game Time: 45 minutes maximum. Each team bats for 22 ½ minutes.</li><li>(b) Base Distance: 55 Feet.</li><li>(c) Pitching Rubber Distance: 35 Feet.</li><li>(d) Ball: Reduced Injury Factor Level 5 (RIF5)</li><li>(e) Number Of Coaches: 1 Head Coach and 3 Assistant Coaches</li></ul>
<b>5.02</b>	<b>04U Division Specifics (Batting)</b> [ <a href="#">REVIEW RULE 4.04</a> ] <ul style="list-style-type: none"><li>(a) The batting team can have three coaches on the field:<ul style="list-style-type: none"><li>(1) 1st base coach</li><li>(2) 3rd base coach</li><li>(3) Batting coach</li></ul></li><li>(b) The batting coach will place the tee on top of home plate.</li><li>(c) The batting coach is responsible for removal of the batting tee before any play at home plate.</li><li>(d) Batters are allowed to adjust the tee and place the bat to the ball on the tee “measure up” without penalty. Knocking the ball off the tee is considered a strike unless it would result in strike three. Knocking the ball off the tee on strike three is a foul ball.</li><li>(e) Batters are not permitted to bunt the ball off the tee.</li><li>(f) The batter is allowed as many swings as needed to hit the ball. A coach can assist the batter after three swings.</li><li>(g) A batted ball that does not make it out of the dirt in front of the plate will be a foul ball. A ball must make it to the infield grass to be a fair ball.</li><li>(h) Teams will bat in rotation with every player batting in an inning regardless of outs or runs.</li><li>(i) Teams will not be penalized when a batter leaves the game for a bathroom break or is temporarily unable to play. The missing batter is not an out.</li></ul>
<b>5.03</b>	<b>04U Division Specifics (Base Running)</b> <ul style="list-style-type: none"><li>(a) Base runners are limited to one base when a ball is hit.</li><li>(b) Base runners are not allowed to advance on overthrows.</li><li>(c) Base runners are not allowed to steal bases.</li><li>(d) Base runners must remain in contact with the base until the ball is hit.</li><li>(e) The home plate batting coach will call “Time” when the ball is in possession of an infielder.</li><li>(f) Base runners may return to their base without jeopardy of being put out when a fly ball is caught.</li><li>(g) When a fly ball is caught, the ball is dead and runners may not advance.</li></ul>

**5.04 04U Division Specifics (Defense)**

- (a) The defense can have two coaches on the field to assist players in getting into position. Coaches are not allowed to touch players while the ball is in play.
- (b) All players will be used defensively.
- (c) Six players can be used in the infield (not including the catcher):
  - (1) Pitcher
  - (2) First baseman
  - (3) Extra shortstop between 1st and 2nd base
  - (4) Second baseman on 2nd base
  - (5) Shortstop in regular shortstop position
  - (6) Third baseman
- (d) A catcher is optional, but if a catcher is used, the catcher must be in full protective catcher's gear to prevent injury from thrown bats. Shin guards are optional.
- (e) All remaining players are spaced evenly in the outfield.
- (f) Free substitution is allowed and coaches may move players at any time.
- (g) If a player refuses to play, they may sit on the bench.
- (h) Infielders may not block the path of a base runner or guard the base when they are not in possession of the ball. If an infielder interferes with a base runner, "obstruction" will be called, and the runner will be safe at the base he or she was advancing towards.
- (i) The Infield Fly Rule does not apply in the 04U division.
- (j) The player in the pitcher's position must remain in contact with the pitching rubber until the ball is put into play.
- (k) Infield position players must remain within three feet of the basepath until the ball is put into play.
- (l) Outfield position players must remain in the outfield grass until the ball is hit.
- (m) When a fly ball is caught, the ball is dead and runners may not advance

## 6.00 – 06U DIVISION SPECIFIC RULES

<b>6.01</b>	<b>06U Division Game Parameters</b> [ <a href="#">REVIEW RULE SECTION 4.00</a> ] <ul style="list-style-type: none"><li>(a) Game Time: No new inning will start after 45 minutes. The inning in progress will be completed unless the home team is ahead or the visiting team mathematically cannot catch up.</li><li>(b) Number of Innings: 6 innings maximum.</li><li>(c) Run rule: 5 runs maximum per inning.</li><li>(d) Mercy Rule: Game ends if one team is ahead by 15 runs after 3 complete innings, or 10 runs after 4 or more complete innings.</li><li>(e) Base Distance: 55 Feet.</li><li>(f) Pitching Rubber Distance: 35 Feet.</li><li>(g) Ball: Reduced Injury Factor Level 5 (RIF5)</li></ul>
<b>6.02</b>	<b>06U Division Specifics (Batting)</b> [ <a href="#">REVIEW RULE 4.04</a> ] <ul style="list-style-type: none"><li>(a) The umpire will place the tee on top of home plate.</li><li>(b) The umpire is responsible for removal of the batting tee before any play at home plate.</li><li>(c) Batters are allowed to adjust the tee prior to the ball being placed on the tee.</li><li>(d) The batter may not “measure up” after the ball has been placed on the tee.</li><li>(e) A batter will receive a maximum of three swings to put the ball in play or be called out. No additional swings will be awarded on foul balls.</li><li>(f) A batted ball that does not make it out of the dirt in front of the plate will be a foul ball. A ball must make it to the infield grass to be a fair ball.</li><li>(g) The Infield Fly Rule does not apply in the 06U division.</li><li>(h) Teams will not be penalized when a batter leaves the game for a bathroom break or is temporarily unable to play. The missing batter is not an out.</li></ul>
<b>6.03</b>	<b>06U Division Specifics (Base Running)</b> <ul style="list-style-type: none"><li>(a) Runners cannot lead-off or steal bases. The runner cannot leave the bag until the ball is in play. If a runner leaves early, they will not be allowed to advance an additional base.</li><li>(b) Runners do not have to stop on overthrows.</li><li>(c) Umpires shall call “Time” after every play and declare the ball dead when the lead runner stops advancing. Not attempting to advance is when the runner stops making forward progress toward the next base and is judged at the sole and non-arguable discretion of the umpire.  <b>Rule 6.03(c) Comment: If a runner stands off base and fakes movement back and forth, this is interpreted as not attempting to advance and “Time” will be called.</b></li></ul>

**6.04 06U Division Specifics (Defense)**

- (a) The defense can have two coaches on the field to assist players in getting into position. Coaches are not allowed to touch players while the ball is in play and must remain in the outfield grass.
- (b) Ten defensive players can be used with 6 in the infield and 4 in the outfield.
- (c) The catcher must be in full protective catcher's gear to prevent injury from thrown bats. Shin guards are optional. The catcher must stand behind and away from the plate until the batter hits the ball.
- (d) The pitcher must remain in contact with the pitching rubber until the ball is hit.
- (e) The four infield position players (1B, 2B, SS, 3B) must remain in the infield dirt until the ball is hit.
- (f) The four outfield position players (LF, LCF, RCF, RF) must remain in the outfield grass until the ball is hit.
- (g) Free substitution is allowed and coaches may move players at any time, but the batting order submitted at the beginning of the game may not be changed.
- (h) The Infield Fly Rule does not apply in the 06U division.

## 7.00 – 08U DIVISION SPECIFIC RULES

<b>7.01</b>	<b>08U Division Game Parameters</b> [ <a href="#">REVIEW RULE SECTION 4.00</a> ] <ul style="list-style-type: none"><li>(a) Game Time: No new inning will start after 60 minutes. The inning in progress will be completed unless the home team is ahead or the visiting team mathematically cannot catch up.</li><li>(b) Number of Innings: 6 innings maximum</li><li>(c) Run rule: 5 runs maximum per inning</li><li>(d) Mercy Rule: The game ends if one team is ahead by 15 runs after 3 complete innings, or 10 runs after 4 or more complete innings.</li><li>(e) Base Distance: 60 Feet</li><li>(f) Pitching Rubber Distance: 40 Feet</li></ul>
<b>7.02</b>	<b>08U Division Specifics (Batting)</b> [ <a href="#">REVIEW RULE 4.04</a> ] <ul style="list-style-type: none"><li>(a) The batter will receive a maximum of six pitches.</li><li>(b) If the batter swings at a ball, it will be called a strike. The batter will be called out on the third swinging strike.</li><li>(c) The batter has an unlimited number of foul balls on the sixth pitch.</li><li>(d) Bunting is not allowed in the 08U division.</li><li>(e) The Infield Fly Rule does not apply in the 08U division.</li><li>(f) The coach-pitcher for the batting team must remain in contact with the pitching rubber while pitching. He or she must throw the ball overhand. Kneeling or pitching from the knee is not allowed.</li><li>(g) The coach-pitcher shall not direct or coach their team in any way on offense except if the coach-pitcher is the only coach present for their team. PENALTY: The coach will receive one warning. On the second violation the coach-pitcher will be removed and replaced by a different coach.</li><li>(h) If a batted ball hits the coach-pitcher, the ball will be declared dead. All runners will return to the base they were at and the pitch will not count towards the batter's pitches.</li></ul>
<b>7.03</b>	<b>08U Division Specifics (Base Running)</b> <ul style="list-style-type: none"><li>(a) Runners cannot lead-off or steal bases. The runner cannot leave the bag until the ball is in play. PENALTY: At the umpire's discretion, the runner may be called out.</li><li>(b) Umpires shall call "Time" after every play and declare the ball dead when the lead runner stops advancing. Not attempting to advance is when the runner stops making forward progress.  <b>Rule 6.03(c) Comment: If a runner stands off base and fakes movement back and forth, this is interpreted as not attempting to advance and "Time" will be called.</b></li></ul>

	<p>(c) The offensive team may substitute a pinch runner for the catcher in the upcoming inning. This runner must be the last runner that has cleared the bases either by scoring or having been put out. If the upcoming catcher is the first player to reach base, the pinch runner must be the last player that batted in the previous inning.</p>
<b>7.04</b>	<p><b>08U Division Specifics (Defense)</b></p> <p>(a) The defensive team can have one coach in the outfield to assist players in getting into position. Coaches are not allowed to touch players while the ball is in play and must remain in the outfield grass.</p> <p>(b) Ten defensive players can be used with 6 in the infield and 4 in the outfield.</p> <p>(c) The catcher must be in full protective catcher's gear to prevent injury from thrown bats.</p> <p>(d) The pitcher must position themselves to the rear of the pitching rubber. The pitcher may stand on either side of the coach-pitcher. The pitcher must have one foot in the pitching circle dirt.</p> <p>(e) The four outfield position players (LF, LCF, RCF, RF) must remain in the outfield grass until the ball is hit.</p> <p>(f) Free substitution is allowed and coaches may move players at any time, but the batting order submitted at the beginning of the game may not be changed.</p>

## 8.00 – 10U DIVISION SPECIFIC RULES

### 8.01 10U Division Game Parameters [\[REVIEW RULE SECTION 4.00\]](#)

- (a) Game Time: No new inning will start after 90 minutes. The inning in progress will be completed unless the home team is ahead or the visiting team mathematically cannot catch up.
- (b) Drop Dead Time: The game will end at 120 minutes. When the time limit is reached, the current batter will be allowed to complete their at-bat. The final score will be recorded at the time that the drop dead limit was reached.
- (c) Number of Innings: 6 innings maximum
- (d) Run rule: 5 runs maximum per inning
- (e) Mercy Rule: The game ends if one team is ahead by 15 runs after 3 complete innings, or 10 runs after 4 or more complete innings.
- (f) Base Distance: 65 Feet
- (g) Pitching Rubber Distance: 46 Feet
- (h) Coaches: Each team can have 1 Head Coach and 3 Assistant Coaches maximum. One coach from the HOME TEAM will be responsible for keeping the scorebook.
- (i) Pitch Count: (75 Pitch Maximum) See below for required days of rest:

<b><u>0 DAYS REST</u></b>	<b><u>1 DAY REST</u></b>	<b><u>2 DAYS REST</u></b>	<b><u>3 DAYS REST</u></b>	<b><u>4 DAYS REST</u></b>
<b>1-20 PITCHES</b>	<b>21-35 PITCHES</b>	<b>36-50 PITCHES</b>	<b>51-65 PITCHES</b>	<b>66+ PITCHES</b>

### 8.02 10U Division Specifics (Batting) [\[REVIEW RULE 4.04\]](#)

- (a) Bunting is allowed in the 10U division.
- (b) The Dropped Third Strike Rule is enforced in the 10U division. If a catcher drops a called third strike, the batter becomes a runner and may attempt to reach base under the following conditions:
  - (1) With ZERO outs or ONE out, first base must be unoccupied.
  - (2) With TWO outs, first base may be occupied.
  - (3) If the runner does not realize his or her situation and leaves the dirt surrounding home plate, the runner is out.
- (c) The Infield Fly Rule is enforced in the 10U division. If a fair fly ball can be caught by an infielder with ordinary effort, the batter is declared out if the conditions listed below apply. Any runners may advance, but are at risk of being put out as per Major League Baseball rules.
  - (1) There are runners on first and second base, OR there are runners on first, second, and third base.
  - (2) There are ZERO outs or ONE out in the inning.

<b>8.03</b>	<b>10U Division Specifics (Base Running) [REVIEW RULE 4.04]</b>  (a) Regular Major League baseball lead off and stealing rules apply in the 10U division.  (b) The offensive team may substitute a pinch runner for the pitcher or catcher in the upcoming inning. This runner must be the last runner that has cleared the bases either by scoring or having been put out. If the upcoming catcher is the first player to reach base, the pinch runner must be the last player that batted in the previous inning.
<b>8.04</b>	<b>10U Division Specifics (Pitching) [REVIEW RULE 4.05]</b>  (a) In the 10U division, balk enforcement will be at the sole discretion of the umpire.  (b) Once a pitcher throws one pitch to a batter, that pitcher must continue to pitch to that batter until the at-bat is complete. The exception to this rule is if the pitcher is pulled due to illness or injury.  (c) If a pitcher is removed in the middle of an at-bat for any reason, including illness or injury, the batter will be given first base.

## 9.00 – 12U DIVISION SPECIFIC RULES

### 9.01 12U Division Game Parameters [\[REVIEW RULE SECTION 4.00\]](#)

- (a) Game Time: No new inning will start after 90 minutes. The inning in progress will be completed unless the home team is ahead or the visiting team mathematically cannot catch up.
- (b) Drop Dead Time: The game will end at 120 minutes. When the time limit is reached, the current batter will be allowed to complete their at-bat. The final score will be recorded at the time that the drop dead limit was reached.
- (c) Number of Innings: 7 innings maximum
- (d) Run rule: 5 runs maximum per inning
- (e) Mercy Rule: The game ends if one team is ahead by 15 runs after 3 complete innings, or 10 runs after 4 or more complete innings.
- (f) Base Distance: 70 Feet
- (g) Pitching Rubber Distance: 50 Feet
- (h) Coaches: Each team can have 1 Head Coach and 3 Assistant Coaches maximum. One coach from the HOME TEAM will be responsible for keeping the scorebook.
- (i) Pitch Count: (85 Pitch Maximum) See below for required days of rest:

<b><u>0 DAYS REST</u></b>	<b><u>1 DAY REST</u></b>	<b><u>2 DAYS REST</u></b>	<b><u>3 DAYS REST</u></b>	<b><u>4 DAYS REST</u></b>
<b>1-20 PITCHES</b>	<b>21-35 PITCHES</b>	<b>36-50 PITCHES</b>	<b>51-65 PITCHES</b>	<b>66+ PITCHES</b>

### 9.02 12U Division Specifics (Batting) [\[REVIEW RULE 4.04\]](#)

- (a) Bunting is allowed in the 12U division.
- (b) The Dropped Third Strike Rule is enforced in the 12U division. If a catcher drops a called third strike, the batter becomes a runner and may attempt to reach base under the following conditions:
  - (1) With ZERO outs or ONE out, first base must be unoccupied.
  - (2) With TWO outs, first base may be occupied.
  - (3) If the runner does not realize his or her situation and leaves the dirt surrounding home plate, the runner is out.
- (c) The Infield Fly Rule is enforced in the 12U division. If a fair fly ball can be caught by an infielder with ordinary effort, the batter is declared out if the conditions listed below apply. Any runners may advance, but are at risk of being put out as per Major League Baseball rules.
  - (1) There are runners on first and second base, OR there are runners on first, second, and third base.
  - (2) There are ZERO outs or ONE out in the inning.

<b>9.03</b>	<b>12U Division Specifics (Base Running) [REVIEW RULE 4.04]</b> <p>(a) Regular Major League baseball lead off and stealing rules apply in the 12U division.</p> <p>(b) The offensive team may substitute a pinch runner for the pitcher or catcher in the upcoming inning. This runner must be the last runner that has cleared the bases either by scoring or having been put out. If the upcoming catcher is the first player to reach base, the pinch runner must be the last player that batted in the previous inning.</p>
<b>9.04</b>	<b>12U Division Specifics (Pitching) [REVIEW RULE 4.05]</b> <p>(a) In the 12U division, one warning will be given to each pitcher prior to enforcing a balk.</p> <p>(b) Once a pitcher throws one pitch to a batter, that pitcher must continue to pitch to that batter until the at-bat is complete. The exception to this rule is if the pitcher is pulled due to illness or injury.</p> <p>(c) If a pitcher is removed in the middle of an at-bat for any reason, including illness or injury, the batter will be given first base.</p>

## 10.00 – 14U DIVISION SPECIFIC RULES

### 10.01 14U Division Game Parameters [\[REVIEW RULE SECTION 4.00\]](#)

- (a) Game Time: No new inning will start after 90 minutes. The inning in progress will be completed unless the home team is ahead or the visiting team mathematically cannot catch up.
- (b) Drop Dead Time: The game will end at 120 minutes. When the time limit is reached, the current batter will be allowed to complete their at-bat. The final score will be recorded at the time that the drop dead limit was reached.
- (c) Number of Innings: 7 innings maximum
- (d) Run rule: 5 runs maximum per inning
- (e) Mercy Rule: The game ends if one team is ahead by 15 runs after 3 complete innings, or 10 runs after 4 or more complete innings.
- (f) Base Distance: 80 Feet
- (g) Pitching Rubber Distance: 54 Feet
- (h) Coaches: Each team can have 1 Head Coach and 3 Assistant Coaches maximum. One coach from the HOME TEAM will be responsible for keeping the scorebook.
- (i) Pitch Count: (95 Pitch Maximum) See below for required days of rest:

<u>0 DAYS REST</u>	<u>1 DAY REST</u>	<u>2 DAYS REST</u>	<u>3 DAYS REST</u>	<u>4 DAYS REST</u>
<b>1-20 PITCHES</b>	<b>21-35 PITCHES</b>	<b>36-50 PITCHES</b>	<b>51-65 PITCHES</b>	<b>66+ PITCHES</b>

### 10.02 14U Division Specifics (Batting) [\[REVIEW RULE 4.04\]](#)

- (a) Bunting is allowed in the 14U division.
- (b) The Dropped Third Strike Rule is enforced in the 14U division. If a catcher drops a called third strike, the batter becomes a runner and may attempt to reach base under the following conditions:
  - (1) With ZERO outs or ONE out, first base must be unoccupied.
  - (2) With TWO outs, first base may be occupied.
  - (3) If the runner does not realize his or her situation and leaves the dirt surrounding home plate, or the catcher tags the runner, the runner is out.
- (c) The Infield Fly Rule is enforced in the 14U division. If a fair fly ball can be caught by an infielder with ordinary effort, the batter is declared out if the conditions listed below apply. Any runners may advance, but are at risk of being put out as per Major League Baseball rules. Conditions:
  - (1) There are runners on first and second base
  - (2) OR there are runners on first, second and third base
  - (3) There are ZERO outs or ONE out in the inning

<b>10.03</b>	<b>14U Division Specifics (Base Running) [REVIEW RULE 4.04]</b> <ul style="list-style-type: none"><li>(a) Regular Major League baseball lead off and stealing rules apply in the 12U division.</li><li>(b) The offensive team may substitute a pinch runner for the pitcher or catcher in the upcoming inning. This runner must be the last runner that has cleared the bases either by scoring or having been put out. If the upcoming catcher is the first player to reach base, the pinch runner must be the last player that batted in the previous inning.</li></ul>
<b>10.04</b>	<b>14U Division Specifics (Pitching) [REVIEW RULE 4.05]</b> <ul style="list-style-type: none"><li>(a) In the 14U division, no warnings will be given to pitchers prior to enforcing a balk.</li><li>(b) Once a pitcher throws one pitch to a batter, that pitcher must continue to pitch to that batter until the at-bat is complete. The exception to this rule is if the pitcher is pulled due to illness or injury.</li><li>(c) If a pitcher is removed in the middle of an at-bat for any reason, including illness or injury, the batter will be given first base.</li></ul>

## 11.00 – WEATHER AND GAME DELAYS

### 11.01 Game Delay Conditions

- (a) **Completed Game:** A game called due to rain, other weather conditions, light failure, or any other conditions will be declared a completed game and will not be continued under the following conditions:
  - (1) Three complete innings have been played.
  - (2) The home team is ahead after two and one half innings have been played.
- (b) **Suspended Game:** A game called before the conditions described in Rule 11.01(a) will be declared a suspended game and attempts will be made to reschedule the game at a later date. Resumed suspended games will count as being played on two different days.
- (c) **Game Suspension Authority:** The BVYA Board of Directors and/or Umpires may suspend or call a game at any time. Resuming the game will be at their sole discretion.
- (d) **Lightning:** Games or practices should be suspended until 30 minutes after the last lightning strike or thunderclap from storms closer than 5 miles away.
- (e) **Make-Up Games:** Every effort will be made to reschedule canceled or suspended games. Games are only able to be made up if field space and umpiring crews are available. Make-up games are not guaranteed.

## 12.00 – SPORTSMANSHIP

### 12.01 Sportsmanship At BVYA

- (a) There is a zero tolerance policy for unsportsmanlike behavior at BVYA. This is judged at the sole and non-arguable discretion of the BVYA Board and/or Umpires.
- (b) Coaches must maintain control of their teams.
- (c) BVYA Board Members or Umpires have the authority to eject or remove coaches, players, or spectators from BVYA facilities. Any coach, player or spectator demonstrating unsportsmanlike behavior may be suspended for additional games.
- (d) Razzing, heckling, chanting, or making disparaging remarks or noises directed at coaches, the pitcher, players, or spectators in any manner is prohibited. Shakers and any other types of noise makers are not allowed. Any noise or action the umpire deems a distraction to the game is prohibited.

Rule 12.01(d) Comment: Yelling across the field may be considered a distraction by the umpires. Coaches may be ordered to stop. Coaches are encouraged to use signs or signals to their players to perform steals, pick offs, etc.

- (e) Foul and abusive language will not be tolerated under any circumstances. Cursing or throwing equipment is grounds for an automatic ejection from the game and/or the facilities.
- (f) There is a zero-tolerance policy for fighting, making threats (including threatening lawsuits or legal action), or taking physical action. Any such occurrence will be immediately reported to the BVYA Board and/or the proper authorities. The offending parties will be removed from the complex until such time as a disciplinary meeting can be held.
- (g) When a team's spectators are disrupting the game, the Umpire will warn the Head Coach one time to get them under control. If the behavior continues, the Head Coach will be ejected from the game. For each subsequent violation, an assistant coach will be ejected. Once the team runs out of coaches, they will forfeit the game. This rule is only to be used if there are multiple subjects causing a disruption and the BVYA Board Member On Duty can not get the situation under control.
- (h) The Umpires have sole and non-arguable discretion regarding what unsportsmanlike conduct is, and the authority to stop any subsequent actions.

## 13.00 – DISCIPLINARY PROCEDURES

### 13.01 Code of Conduct

- (a) Coaches must understand that their responsibilities as a youth coach are of great importance and that their actions have the potential to significantly influence the young athletes they coach.
- (b) Coaches must understand that many children participate in sports for numerous reasons, but the number one reason is to have fun.
- (c) Coaches must understand that as a youth coach they are obligated to honor the game's rules, opponents, officials, teammates, and self; and to teach players to do the same.
- (d) BVYA Coaches agree to:
  - (1) Create an appropriate environment for the players.
  - (2) Act responsibly.
  - (3) Display appropriate behavior.
  - (4) Refrain from using alcohol or drugs at any BVYA event or in the presence of BVYA teams.
  - (5) Refrain from any form of physical assault on anyone.
  - (6) Refrain from making verbal threats towards anyone at any time.
  - (7) Refrain from threatening any form of legal action against anyone at any time.
- (e) The Buffalo Valley Youth Association reserves the right to take appropriate disciplinary action involving any coach violating this Code of Conduct. BVYA has sole discretion over the determination of violations of the Code of Conduct. Violations of the Code of Conduct will result in written documentation, advisory consultation, and possible disciplinary action.
- (f) Violation of Code of Conduct Parts (1), (2), and (3):
  - (1) The first violation will result in verbal consultation by the BVYA staff, and/or League President, and/or Chairperson of the disciplinary committee, if one exists.
  - (2) A second violation will result in a sit-down consultation between the BVYA Board and the coach followed with a written warning placed in their volunteer file.
  - (3) A third violation may result in suspension or termination of the coach's privilege to serve as a BVYA coach.
- (g) Violation of Code of Conduct Parts (4), (5), (6), and (7) can result in an indefinite suspension for being able to coach in any BVYA sport.

### 13.02 Appeals

- (a) Disciplinary appeals may be emailed to: [boardofdirectors@bvya.org](mailto:boardofdirectors@bvya.org)
- (b) THE BVYA BOARD OF DIRECTORS MAY OR MAY NOT DECIDE TO REVIEW OR EVEN RESPOND TO AN APPEAL AT THE BOARD'S SOLE AND ABSOLUTE DISCRETION.