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Note: For the 2023 Spring and Summer Seasons, the Mustang Division will use the Mustang III rules.

Please refer to <https://www.bloomfieldbaseball.com/covid19> for current protocols related to COVID-19. Protocols are subject to change based on state and county direction. The protocols and state direction supersede any baseball rule. Please contact your commissioner of the Director of Umpires with any questions PRIOR to play. Rules in blue are modified for play to allow for social distancing and to meet other guidelines.

Bloomfield Baseball League - General Rules

The Bloomfield Baseball League ("BBL") uses three categories of rules to govern League play. These categories are designed and intended to complement each other and are to be used in combination. The categories are defined as follows:

The Official Baseball Rules, published by Major League Baseball (MLB.com), most recent edition, will serve as the "basis" for all BBL House League (Shetland, Pinto, Mustang, and Bronco) play in the Bloomfield Baseball League.

The Official Baseball Rules are modified for youth play by the BBL "General Rules". The General Rules are established and routinely reviewed by the Board of Directors from the Bloomfield Baseball League. The General Rules apply to "ALL" Bloomfield Baseball House League play.

The "Division Specific Rules" further define "Divisional (age group)" specificities that are not otherwise defined in the OBR or BBL General Rules. The Divisional rules are established and routinely reviewed by the Board of Directors from the Bloomfield Baseball League.

The Divisional rules apply "only" to the respective age group for which they were written.

Conflicts between categories are resolved in the following order; 1. BBL Divisional, 2. BBL General, 3. Official Baseball Rules. Interpretation of the playing rules rests with the official game Umpire, whose ruling is final.

Conduct:

Each Manager is responsible for the conduct of his team, coaches and fans. No disparaging remarks, chanting, razzing, noise, etc. may be directed at the Umpire or the opposing players or Coaches.

Encouraging remarks naturally may be directed at fellow team members, but any attempt to distract the opposing pitcher or batter in any fashion is considered unsportsmanlike conduct and shall, after proper warning, be considered sufficient cause for the Umpire to eject the offender, or in extreme circumstances, to declare the game forfeit. The BBL expects the Manager, Coaches and parents to lead by example.

Managers and at least one Parent / Guardian for each player are required to read, sign and submit the Coaches Code of Conduct and/or, the Parent Code of Conduct, prior to the commencement of each season.

All unsportsmanlike conduct - whether by fans or their teams has to be discouraged. Managers and Coaches must conduct themselves at the highest level at all times, and no attempt to "bait", intimidate, influence or distract the Umpire or opposition shall be condoned. Failure to observe this rule is considered sufficient cause for removal from any connection with the BBL.

Player / Team Assignments:

Player development is the stated goal of the BBL House Divisions. It is therefore the request of the Board of Directors that Coaching staffs endeavor to "teach" the fundamental rules of baseball and sportsmanship and "mentor" those players assigned to their teams to the best of their abilities.

There is no "draft" within the House Divisions. There is no "trading" within the House Divisions. There are no "talent cuts" within the House Divisions. Teams are formed around schools and the BBL does its best to place all players on their "school" team(s). Unfortunately, due to a number of factors (size of teams, number of players, number of coaching staffs, etc.), in some instances players need to be combined with another school. In the event that one or more players are

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need to be combined with another school, players will be selected based on Registration Date (coaches and their children are not selected based on registration dates).

1. Eligibility

- 1.1. Eligible players - Players who have been assigned to a team by the League President, League Administrator or Division Commissioner. Players must be registered with the league and their parent or guardian must sign a BBL registration form in the same calendar year as the current season and pay the respective registration fee.
- 1.2. Substitute Players are permitted to reach the full complement of players in their respective divisions. The following rules govern use of substitute players:
 - a) Substitutes must be properly registered with the BBL house league during the same calendar year.
 - b) Substitutes must not play on another BBL team in the same BBL division during the same season.
 - c) Managers are encouraged to choose a player(s) from their farm teams.
 - d) The farm team manager determines which players are capable of playing up in the event a substitute is requested.
 - e) **Managers must notify the Division Commissioner in advance of the game** when using a substitute and also must provide substitute name and date of game to the Commissioner.
 - f) Division Commissioner has the authority to veto a substitute player at his/her discretion.
 - g) Managers using a substitute must notify opposing manager at game time that substitute has been called up.
 - h) A substitute must play in the event a regular player shows up unexpectedly.
 - i) A substitute must bat last in the batting order.
 - j) A substitute is prohibited from pitching.
 - k) No additional defensive restrictions apply to the substitute(s) beyond the existing division rules.
 - l) **Playoff Substitutions:** In the event a substitute player(s) is necessary, the Division Commissioner will identify a substitute player(s) and also notify the opposing manager in advance of the game.
- 1.3. Travel / Tournament Players are welcome in the BBL House League. Any tournament or travel player must notify the league of their team outside the BBL. These players must adhere to the BBL pitching rules if they pitch for a BBL team.
- 1.4. Division Placement - The grade breakdown for each Division is as follows:
 - a) Shetland PK (Preschool, must be 4 on May 1st)
 - b) Shetland K (Kindergarten)
 - c) Pinto I (1st grade)
 - d) Pinto II (2nd grade)
 - e) Mustang III (3rd grade)
 - f) Mustang IV (4th grade)
 - g) Bronco (5th / 6th grade)
 - h) Pony (7th / 8th grade)
 - i) Colt (9th / 10th grade, not older than 16 on May 1st)
 - j) Palomino (11th / 12th grade/college freshmen, not older than 19 on May 1st)

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- 1.5. Any parent who desires an exception to the defined age breakdown, i.e., who wishes to move a child “up” or “down”, must submit a written request to the BBL President, explaining his or her reasons before the start of BBL play. However, it should be understood that such exceptions will be granted only when the BBL Board of Directors are absolutely certain that the best interests of the child will be served, rather than merely the convenience or ambitions of the parent. Any player moved down, will not be eligible to pitch in regular season games or playoff games.
- 1.6. The Michigan High School Athletic Association also has a rule, affecting eligibility. The rule states that youngsters may play on only one team in the same sport at a time. This rule applies to middle and high school students. Essentially, the rule states that if a child is playing on a school team, whether it is at Bloomfield Hills High School or any Bloomfield middle school, he or she may not play on a BBL team until the school’s season is over. The child may practice with their BBL team but may not participate in “organized scrimmages,” i.e. games that use an Umpire, in which scores are kept or which field a full complement of players. Violation of this rule could lead to suspension from the school team for up to one year. It is with these rules in mind that the BBL begins play in the Pony, Colt, and Palomino divisions after the respective middle and high school seasons have completed.

2. Equipment

2.1. Safety Equipment

1. All male players must wear a “cup” protector during practices and games.
2. Females should consult their physician for advice on protective devices.
3. Batters must wear protective helmets with two ear protectors.
4. All base runners must wear a protective helmet. If a player deliberately removes his helmet while running the bases, the batter shall be called out.
5. All catchers are required to wear hockey style protective helmets, facemask, shin guards, chest protector and throat protectors.

2.2. Bat Rules

1. Bats manufactured for baseball play, which are round and not more than 2 $\frac{3}{4}$ ” (two and three quarters inches) in diameter at the thickest part, not more than 42 inches in length, are acceptable.
2. Non-wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or has "USA Bat" stamped or etched on the bat (NO STICKERS), are approved for play.
3. Bats manufactured specifically for use in tee ball play are NOT to be used, except in the Shetland Division.
4. Bats that have been deemed "illegal", after having been approved for play are listed on the BBL website and may NOT be used.
5. No bat shall be used if dented, cracked, modified, or misshaped.
6. If a batter enters the batter’s box with a prohibited bat, he/she will:
 - a) be declared out if the fact is called to the attention of the umpire by any member of the defensive team (including coaches) before the batter has put the ball in play.
 - b) be allowed to switch to a legal bat if caught by the umpire, batter, or by any member of the offensive team at any time before having put the ball in play.
 - c) be allowed to remain safe or out if the fact is discovered after having put the ball in play or by otherwise having reached base or having been declared out.

- 2.3. The catcher must use a catcher’s mitt for a player pitched ball. All other players may use the glove of their choice, provided it does not violate standard rules concerning size, e.g., an oversized first baseman’s glove. Pinto and Mustang III (coach pitch) catchers may use any type of mitt or glove.

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- 2.4. Metal cleats may NOT be worn by players, coaches, or managers in BBL games below Pony Division.
 - 2.5. Throwing, kicking or mistreating equipment is grounds for expulsion from the game without prior warning from the Umpire.
 - 2.6. Managers are responsible for maintaining all equipment and returning equipment and JoBox key on the dates announced by the BBL.
3. Inclement Weather/Darkness
- 3.1. Inclement Weather - In the event of inclement weather, the home team Manager is expected to inspect the field at the earliest opportunity and, if the field is considered unplayable, notify the BBL Scheduler and the visiting Manager of the game's postponement at least one and one-half hours before game time, if possible. The importance of such notification cannot be overemphasized, as it is the duty of the visiting Manager to show up with his team unless otherwise notified. If no notification is given, both teams shall be present at the field at game time and the game shall be played unless the Umpire, in his opinion at game time, deems the field unplayable and declares the game postponed. Only the home team Manager, Division Commissioner or BBL President shall have the right to postpone a game prior to game time. **If lightning is witnessed, play shall be suspended for the remainder of that day.** Play shall resume on another day at the exact point of the game when play was suspended. Mutual agreement by the team managers to consider the game as a regulation (complete) game is allowed but discouraged. Once play begins, only the umpire may suspend play due to inclement weather conditions. **However, if the manager of either team feels that the safety of his/her team is at risk, he/she may notify the umpire of his/her intention not to play further.** Any penalty for deciding not to play further shall be at the sole discretion of the league president (or the division commissioner, if so delegated by the league president).
 - 3.2. If a regular season or playoff game is halted:
 1. Prior to a Complete Game (division specific), the game shall be resumed at the point of curtailment.
 2. After a Complete Game is reached- In the event a later inning is started but not completed due to darkness or severe weather (**excluding lightning**), the score will revert back to the score of the last inning completed, if the home team is trailing at the time play is suspended; otherwise, the score will stand as of the time play is suspended.
 3. If a game is to be resumed, the game will be rescheduled for another date and play will continue at the exact point of suspension. At time of suspension, both managers should document score, inning, outs, base runners, pitcher, batter and count on the batter as needed. If a game is suspended due to lightning, it cannot be resumed on the same day/evening.
 - 3.3. Rescheduling Games - All postponed games should be rescheduled. To reschedule a postponed game, the home team Manager should coordinate with the visiting team Manager and the BBL Scheduler. Only the BBL Scheduler has complete information regarding field availability and can arrange for an Umpire. Please refer to the BBL Website for specific On-Line Forms and Instructions regarding the process to reschedule a game. Postponed games should be rescheduled for play as soon as possible after the originally scheduled date. Remember that the goal of the BBL is to

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provide the players with the opportunity to play as much baseball as possible during the brief season available. Lastly, please be advised, BBL Playoff seeding is determined by a point system, not winning percentage. Therefore, it is to each team's advantage to play all games possible, thereby maximizing their opportunity for point accumulation toward the Playoffs.

4. Pre/Post-Game

- 4.1. The home team shall set the bases and chalk the field. Batters boxes and foul lines shall be chalked for each game.
- 4.2. The home team has the right to the field for the pre-game practice from one hour before game time until one half hour before game time (5:30-6:00). The visiting team has the right to the field from one half hour before game time until five minutes before game time (6:00-6:25).
- 4.3. The home team will provide 2 new, league supplied, game balls to the umpire. He should also be prepared to provide additional balls if the Umpire requests them.
- 4.4. The home team shall be responsible for returning all field equipment (bases & pitching rubber) to the field lock box, and ensuring that the lock box is locked, after each game.

5. General Rules: All Divisions

- 5.1. Players may NOT coach bases.
- 5.2. Only managers, coaches and players are allowed in the dugout.
- 5.3. All games shall be played as scheduled, if at all possible, starting promptly according to the scheduled time. Managers shall cooperate with the Umpire who has the duty to ensure the game starts on time.
- 5.4. Field Conflicts - At times, conflicts may arise between the practice and starting times of our BBL games and school activities, e.g. girls' softball at Conant and East Hills. Official school activities always have precedence over BBL games and practices. Remember, we are guests of the school district when playing on their fields. In the event of conflicts, with others not involved in school activities, our experience has been that courtesy and politeness usually are effective in resolving the situation.
- 5.5. Umpires - In the event the Umpire assigned does not arrive within 10 minutes following the scheduled starting time, it is then each Manager's responsibility to assign parent/adult Umpires. It is preferred that the parent/adult Umpires are not members of either Coaching staff. Please report Umpire no-shows to the BBL Scheduler, utilizing the On- Line Game Results Form.
- 5.6. Collisions - If a base runner is trying to advance to the next base and is faced by a defensive player with the ball waiting to apply a tag, the runner must slide or "give up" to avoid contact. If in trying to avoid the tag, the runner either collides with the fielder or runs out of the base path, the runner shall be declared out. Any base runner will be called out and ejected from the game if such runner intentionally collides with a defensive player, who otherwise could have avoided the player, without placing himself (the runner) in jeopardy of being put out. (One of the purposes of the preceding sentence is to prohibit a runner who is not being played

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upon from running down a defensive player who happens to be in the runner's path, and could be avoided.)

- 5.7. Courtesy Runners - To speed up the game, it is recommended and permissible to substitute a runner for the catcher entering the next inning, if he is on base. Courtesy runner may be used for a new pitcher entering the game. Pitcher must throw at least one pitch of the next inning. If one pitch is not thrown, a ball will be assessed. The player who made the last batted out shall be the substitute base runner.
- 5.8. Head First Sliding- Head first sliding is not allowed or encouraged. Each team will be given (1) warning per game. A repeat offense will be declared an out. Sliding headfirst back to a bag is allowed.
- 5.9. Injury Substitutions - After notification to the Umpire and the opposing Manager, a runner may be substituted for an injured player. The runner must be the player who made the last batted out prior to the injury-taking place. If the injured player cannot take his next turn at bat, he will be dropped from the game. No other runner substitutions may be made and the occurrence of such a permissible substitution will not alter the batting order.
- 5.10. Questions, Problems, Complaints - If a Manager has any question or problem relating to the BBL, he should contact the appropriate Commissioner. Within the "House League," no official protests will be honored. However, a Manager is expected to advise his Commissioner of any conduct or activity that is not in keeping with the spirit of the program.
- 5.11. Player Control - ~~While the game is in progress, Managers are expected to keep their non-playing players on their team bench. An exception may be made for players preparing for the next inning, e.g., a pitcher warming up.~~ No players are permitted behind the backstop during the game. A Manager has the option of benching a player for disciplinary reasons, e.g., failure to show up at practices or unsportsmanlike behavior. We would expect Managers to be extremely judicious in exercising this option. A Manager must promptly notify the opposing Manager of his decision. A player removed from the game may be reinstated later.
- 5.12. Positioning of Players - Defensive players may be positioned at the Manager's option with the exception of the pitcher and the catcher who have definite positions assigned. See Pinto rules for exceptions. **All infield defensive players are to stand in front or behind the base path until the ball is in play.**
- 5.13. Defensive Substitution - Free defensive substitution is allowed. However, a pitcher MAY NOT pitch again once removed from the mound.
- 5.14. Batting Lineup - All players in attendance shall bat in a continuous batting order.
- 5.15. Player Minimum (Games) ~~Teams will be allowed to play with a minimum of 8 players. If less than 8 players are present at game time the game will be forfeited and a win awarded the team with enough players.~~
- 5.16. Late Arriving Players - Any player arriving after the start of the game must be added to the bottom of the lineup and the opposing manager must be notified. All players present and able to play, must be included in the batting lineup.

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- 5.17. Intentional Walks - Manager will notify umpire of intentional walk. No pitches are required to be thrown. First base will be automatically awarded. Intentional walks are not allowed at the Pinto or Mustang levels under any circumstances.
- 5.18. Faking a Tag - Faking a tag will result in (1) warning per team. A second warning results in the award of (1) extra base for all base runners.
- 5.19. Throwing a bat - Throwing a bat will result in (1) warning per team. A second warning results in an out.
- 5.20. Game Mercy: 15 runs after 4 innings, 3½ if home team ahead. Both managers may elect to complete remaining innings even if mercy is in effect, however a win is awarded to the team ahead in the mercy rule even if team behind comes back to win. Score at time of calling the game a mercy is the score to be reported. Innings pitched after mercy called still count toward individual pitching restrictions.
- 5.21. Reporting Game and Pitching Results (Regular Season and Playoffs)
1. It is the responsibility of the **winning team's Manager** to report game scores to the BBL utilizing the On-Line Game Results Form. Regular Season Game Results must be submitted within **48 hours** of game completion. Play- off Game Results must be submitted before midnight of the date of the subject Playoff Game. Failure to submit the Game Results Form within the designated time can result in a recorded loss for both teams.
 2. It is the responsibility of **each Manager** (Mustang Division and above) to report Pitching Results to the BBL utilizing the On-Line Pitching Results Form. Regular Season Game Pitching Results must be submitted within **48 hours** of game completion. Play-off Game Pitching Results must be submitted before midnight of the date of the subject Playoff Game. Failure to submit the Pitching Results Form within the designated time can result in forfeiture of the subject game or any subsequent game.
- 5.22. All Star Classic – Player Selection Procedure
1. Players on your team will vote for their team representatives.
 2. Players will be allowed to vote for themselves.

Bloomfield Baseball League - Pinto Jr. Division Rules

1. Equipment

- 1.1. No Tee Ball bats allowed.
- 1.2. Players occupying the pitcher's position MUST wear the heart protection equipment provided by the league or a protective shirt with integrated heart protection.

2. Field Dimensions

- 2.1. Distance between bases (center to center): 50 feet (green base markers).
- 2.2. Back point of Home Plate to center of 2nd Base: 70 feet, 8½ inches.
- 2.3. Back point of Home Plate to front of Pitcher's Mound: 30 feet.
- 2.4. Radius of "foul ball" arc from the back of Home Plate: 10 feet.
- 2.5. Radius of "pitcher circle": 6 feet.

3. Game Length

- 3.1. Standard game will be **4 innings**. No new inning will be started after 1 hour, unless game is tied. New innings shall be deemed to have started immediately after the previous inning has ended.
- 3.2. If a game is halted due to darkness or weather, it is considered a complete game if **3 innings** have been played (2½ if the Home Team is leading).
- 3.3. In case of a tie after 4 innings, the game shall continue until a winner has been decided or until the umpire calls the game (refer to Weather/Darkness rules).
- 3.4. No team shall score more than 5 runs in one inning. When 5 runs are scored, the teams shall change sides. This run limitation does not apply in the sixth or extra innings. **UNLIMITED RUNS ARE ONLY ALLOWED IN THE FOURTH OR EXTRA INNINGS. IF YOU DO NOT MAKE IT TO THE FOURTH INNING, YOU DO NOT GET AN OPPORTUNITY FOR UNLIMITED RUNS, EVEN IF IT IS YOUR "LAST" INNING DUE TO TIME LIMITS OR DARKNESS.**

4. Defensive Players

- 4.1. Each team fields an infield, except catcher. Outfield is optional. Outfield may include any players who don't have an infield position.
- 4.2. All players must play a minimum of **one (1) innings in the infield and one (1) inning in the outfield (if an outfield is used)** unless physically unable. All players must play a minimum of three full innings (prior to the sixth inning). Every attempt should be made to equalize playing time. For Playoffs, it is required that each team exchange defensive position lineup plans (for the entire game) as part of the pre-game set-up activity.

5. Pitching Rules (Coach Pitcher)

- 5.1. Coaches or adult pitch to their own team. A batter shall be declared out after 3 strikes regardless of the pitch count or failing to hit a fair ball after six pitches have been delivered, whether or not the pitches are balls or strikes. A foul ball hit on the sixth, or subsequent pitch does not constitute an out. The batter remains at bat until he does not swing or swings and misses. (For example, if a batter has a count of 3-2, and the batter looks at pitch 6, he is out. On the other hand, if a batter swings and

fouls the sixth pitch, he will receive another pitch until he swings and misses or looks at a subsequent pitch without swinging). All pitching shall be overhand from a standing position (no kneeling).

- 5.2. The adult pitcher cannot be involved in the play of the game. Every effort must be made to move in the **opposite** direction of a batted ball. Unintentional interference will result in a dead ball with batters and base runners each receiving **only** one base and the pitcher receiving a warning. Intentional interference will result in an automatic out with any runners already on base returning to their original base, and an automatic ejection of the adult pitcher. An adult pitcher may give quick verbal tips to their batter or base runners prior to a pitch but may not otherwise act as a coach while on the playing field.
- 5.3. Pitchers must pitch from the 30-foot line on every batter (which should be marked by the home team manager during pre-game field set-up). The location of the “kid” pitcher shall be within a six (6) foot radius of the 38-foot line until the ball crosses the plate. The home team manager shall mark this radius prior to the game.
- 5.4. A batted ball in fair territory must travel beyond a 10-foot radius arc from home plate in order to be in play. The home team is responsible for making the 10-foot radius arc part of the pre-game set-up.
- 5.5. Players occupying the pitchers position **MUST** wear the heart protection equipment provided by the league or a shirt with integrated heart protection.

6. Base Running

- 6.1. No lead offs, no stealing.
- 6.2. Base runners may not advance on an overthrow to any base.
- 6.3. On infield grounders, all runners may attempt to advance to the next base, one (1) base maximum. For example, if a ball is hit to short with runners on first and second, those runners may only attempt to advance to second and third. Runners not forced to advance may not begin an attempt to advance in delayed fashion (after the ball has been gloved by an infielder).
- 6.4. On balls that are hit to or reach the outfield, all runners must hold once the ball has been returned to the infield.
 - a) This occurs when the ball makes contact with one of the defensive players in the infield or the ball touches the infield surface (either case can take place in fair or foul territory).
 - b) If a base runner has already crossed a base and has made an attempt toward the next base, the runner may continue at his own peril. Ruling: A ball carried in from the outfield to the infield by a player causes runners to hold.
- 6.5. On fly balls (pop-ups, line drives, etc.), runners may advance as stated in 6.3 and 6.4, if the ball is not caught by a fielder. Runners may only attempt to tag up and advance one (1) base maximum on fly balls caught in fair territory of the outfield. (Attempts to advance are subject to the limitation of 6.4 above).
- 6.6. In general, runners may be tagged out while attempting to advance or return to a base unless allowed to do so without peril by the rules of baseball. Example: If a runner attempts to advance or return to a base after leaving it on his own or by

coach direction, he may be tagged out. **Exception:** If play has ceased and a coach directs a player to return to a previous base even though the player safely reached the next base, the player may not be tagged out while returning to the previous base.

6.7. If an umpire directs a runner to return back to a base, the runner may not be tagged out while complying.

7. Baseball Rules In Effect:

7.1. No Dropped 3rd strike.

7.2. No Infield Fly Rule.

7.3. No Bunting.

Bloomfield Baseball League - Pinto Division Rules

1. Equipment

- 1.1. No Tee Ball bats allowed.
- 1.2. Players occupying the pitchers position MUST wear the heart protection equipment provided by the league or a protective shirt with integrated heart protection purchased by the parent/guardian.

2. Field Dimensions

- 2.1. Distance between bases (center to center): **50 feet (green base markers)**.
- 2.2. Back point of Home Plate to center of 2nd Base: **70 feet, 8½ inches**.
- 2.3. Back point of Home Plate to front of Pitcher's Mound: **38 feet**.
- 2.4. Radius of "foul ball" arc from the back of Home Plate: **10 feet**.
- 2.5. Radius of "pitcher circle": **6 feet**.

3. Game Length

- 3.1. Standard game will be **6 innings**. No new inning will be started after 1 hour and 45 minutes (**1:45**), unless game is tied. New innings shall be deemed to have started immediately after the previous inning has ended.
- 3.2. If a game is halted due to darkness or weather, it is considered a complete game if 4 innings have been played (3½ if the Home Team is leading).
- 3.3. In case of a tie after 6 innings, the game shall continue until a winner has been decided or until the umpire calls the game (refer to Weather/Darkness rules).
- 3.4. No team shall score more than **5 runs in one inning**. When 5 runs are scored, the teams shall change sides. This run limitation does not apply in the sixth or extra innings. **UNLIMITED RUNS ARE ONLY ALLOWED IN THE SIXTH OR EXTRA INNINGS. IF YOU DO NOT MAKE IT TO THE SIXTH INNING, YOU DO NOT GET AN OPPORTUNITY FOR UNLIMITED RUNS, EVEN IF IT IS YOUR "LAST" INNING DUE TO TIME LIMITS OR DARKNESS.**

4. Defensive Players

- 7.4. Each team fields **10 defensive players**. Four of the defensive players must be outfielders, playing in the outfield. There can be no short fielders. All outfielders must be at or about equal depth. **If one team is short players, players from the other team may play in the outfield.**
- 4.1. All players must play a minimum of **two (2) innings in the infield and one (1) inning in the outfield** (prior to the sixth inning) unless physically unable. All players must play a minimum of three full innings (prior to the sixth inning). Every attempt should be made to equalize playing time. For Playoffs, it is required that each team exchange defensive position lineup plans (for the entire game) as part of the pre-game set-up activity.

5. Pitching Rules (Coach Pitcher)

- 5.1. Coaches or adult pitch to their own team. A batter shall be declared out after 3 strikes regardless of the pitch count or failing to hit a fair ball after six pitches have been delivered, whether or not the pitches are balls or strikes. A foul ball hit on the

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sixth, or subsequent pitch does not constitute an out. The batter remains at bat until he does not swing or swings and misses. (For example, if a batter has a count of 3-2, and the batter looks at pitch 6, he is out. On the other hand, if a batter swings and fouls the sixth pitch, he will receive another pitch until he swings and misses or looks at a subsequent pitch without swinging). All pitching shall be overhand from a standing position (no kneeling).

- 5.2. The adult pitcher cannot be involved in the play of the game. Every effort must be made to move in the **opposite** direction of a batted ball. Unintentional interference will result in a dead ball with batters and base runners each receiving **only** one base and the pitcher receiving a warning. Intentional interference will result in an automatic out with any runners already on base returning to their original base, and an automatic ejection of the adult pitcher. An adult pitcher may give quick verbal tips to their batter or base runners prior to a pitch but may not otherwise act as a coach while on the playing field.
- 5.3. Pitchers must pitch from the 38-foot line on every batter (which should be marked by the home team manager during pre-game field set-up). The location of the “kid” pitcher shall be within a six (6) foot radius of the 38-foot line until the ball crosses the plate. The home team manager shall mark this radius prior to the game.
- 5.4. A batted ball in fair territory must travel beyond a 10-foot radius arc from home plate in order to be in play. The home team is responsible for making the 10-foot radius arc part of the pre-game set-up.
- 5.5. Players occupying the pitchers position MUST wear the heart protection equipment provided by the league or a shirt with integrated heart protection.

6. Base Running

- 6.1. No lead offs, no stealing.
- 6.2. Base runners may not advance on an overthrow to any base.
- 6.3. On infield grounders, all runners may attempt to advance to the next base, one (1) base maximum. For example, if a ball is hit to short with runners on first and second, those runners may only attempt to advance to second and third. Runners not forced to advance may not begin an attempt to advance in delayed fashion (after the ball has been gloved by an infielder).
- 6.4. On balls that are hit to or reach the outfield, all runners must hold once the ball has been returned to the infield.
 - c) **Pinto I** - This occurs when the ball makes contact with **Pinto I** of the defensive players in the infield or the ball touches the infield surface (either case can take place in fair or foul territory).
 - d) **Pinto II** - This occurs when the ball is possessed by **Pinto II** of the defensive players in the infield.
 - e) If a base runner has already crossed a base and has made an attempt toward the next base, the runner may continue at his own peril. Ruling: A ball carried in from the outfield to the infield by a player causes runners to hold.
- 6.5. On fly balls (pop-ups, line drives, etc.), runners may advance as stated in 6.3 and 6.4, if the ball is not caught by a fielder. Runners may only attempt to tag up and advance

Bloomfield Baseball League - Pinto Division Rules

one (1) base maximum on fly balls caught in fair territory of the outfield. (Attempts to advance are subject to the limitation of 6.4 above).

- 6.6. In general, runners may be tagged out while attempting to advance or return to a base unless allowed to do so without peril by the rules of baseball. Example: If a runner attempts to advance or return to a base after leaving it on his own or by coach direction, he may be tagged out. **Exception:** If play has ceased and a coach directs a player to return to a previous base even though the player safely reached the next base, the player may not be tagged out while returning to the previous base.
- 6.7. If an umpire directs a runner to return back to a base, the runner may not be tagged out while complying.

7. Baseball Rules In Effect:

- 7.1. No Dropped 3rd strike.
- 7.2. No Infield Fly Rule.
- 7.3. No Bunting.

Bloomfield Baseball League - Mustang III Division Rules

1. Equipment

- 1.1 Bat Drop Weight (weight in ounces - length in inches) shall not exceed -14.
- 1.2 Players occupying the pitchers position (coach pitch portion) MUST wear the heart protection equipment provided by the league or a shirt with integrated heart protection purchased by the parent/guardian.

2. Field Dimensions

- 2.1. Distance between bases (center to center): **60 feet (red base markers)**.
- 2.2. Back point of Home Plate to center of 2nd Base: **84 feet, 10 inches**.
- 2.3. Back point of Home Plate to front of Pitcher's Mound: **40 feet**.
- 2.4. Radius of "foul ball" arc from the back of Home Plate: 10 feet.
- 2.5. Radius of "pitcher circle": 6 feet.

3. Game Length

- 3.1. Standard game will be **6 innings**. No new inning will be started after 1 hour and 45 minutes (**1:45**), unless game is tied. New innings shall be deemed to have started immediately after the previous inning has ended.
- 3.2. If a game is halted due to darkness or weather, it is considered a "complete game" if **4 innings** have been played (3½ if the Home Team is leading).
- 3.3. In case of a tie after 6 innings, the game shall continue to until a winner has been decided or until the umpire calls the game (refer to Weather/Darkness rules below).
- 3.4. No team shall score more than **6 runs in one inning**. When 6 runs are scored, the teams shall change sides. This run limitation does not apply in the sixth or extra innings. UNLIMITED RUNS ARE ONLY ALLOWED IN THE SIXTH OR EXTRA INNINGS. IF YOU DO NOT MAKE IT TO THE SIXTH INNING, YOU DO NOT GET AN OPPORTUNITY FOR UNLIMITED RUNS, EVEN IF IT IS YOUR "LAST" INNING DUE TO TIME LIMITS OR DARKNESS.

4. Defensive Players

- 4.1. Each team fields **10 defensive players**. Four of the defensive players must be outfielders, playing in the outfield. There can be no short fielders. All outfielders must be at or about equal depth. **If one team is short players, players from the other team may play in the outfield.**
- 4.2. All players must play **3 full innings, with 1 inning played in the infield** (prior to the sixth inning), unless physically unable. All players must play a minimum of two full innings, prior to the fourth inning. Every attempt should be made to equalize playing time.

5. Pitching Rules (Player Pitcher)

- 5.1. A pitcher may pitch **2 inning per game and 5 innings per week** (unless week includes Championship game). A week is defined as Monday through Sunday and begins at 12:00 a.m. Monday and concludes at 11:59 p.m. Sunday.
- 5.2. Pitchers shall have at least 40 hours rest after pitching in the same calendar day in **2 innings**.
- 5.3. One pitch thrown in an inning constitutes an inning pitched when counting innings pitched per game and per week.
- 5.4. If a pitcher hits 2 batters in an inning or 3 in a game, he shall be removed from pitching anymore in that game.
- 5.5. Managers are allowed 1 visit to the mound per pitcher per inning. A 2nd visit requires removal of the pitcher from the mound.
- 5.6. No balks shall be called.
- 5.7. New pitchers will get 8 warm up pitches to start an inning, returning pitchers starting an inning will get 5 warm-up pitches.
- 5.8. The first three innings of each game shall follow the player pitcher rules.

6. Pitching Rules (Coach Pitcher)

- 6.1. Coaches or adult pitch to their own team. A batter shall be declared out after 3 strikes regardless of the pitch count or failing to hit a fair ball after six pitches have been delivered, whether or not the pitches are balls or strikes. A foul ball hit on the sixth, or subsequent pitch does not constitute an out. The batter remains at bat until he does not swing or swings and misses. (For example, if a batter has a count of 3-2, and the batter looks at pitch 6, he is out. On the other hand, if a batter swings and fouls the sixth pitch, he will receive another pitch until he swings and misses or looks at a subsequent pitch without swinging). All pitching shall be overhand from a standing position (no kneeling), with the pitcher making contact with the pitching rubber.
- 6.2. The adult pitcher cannot be involved in the play of the game. Every effort must be made to move in the **opposite** direction of a batted ball. Unintentional interference will result in a dead ball with batters and base runners each receiving **only** one base and the pitcher receiving a warning. Intentional interference will result in an automatic out with any runners already on base returning to their original base, and an automatic ejection of the adult pitcher. An adult pitcher may give quick verbal tips to their batter or base runners prior to a pitch but may not otherwise act as a coach while on the playing field.
- 6.3. Pitchers must pitch from the pitching rubber to every batter (which should be set to 40 feet during pre-game field set-up). The location of the “kid” pitcher shall be within a 6’ radius of the pitching rubber until the ball crosses the plate. The home team manager shall mark this radius prior to the game.
- 6.4. A batted ball in fair territory must travel beyond a 10-foot radius arc from home plate in order to be in play. The home team is responsible for making the 10-foot radius as part of the pre-game set-up.

7. Base Running

- 7.1. No lead offs. When the "Player" is pitching only: A Runner can attempt a steal of **one** base once the ball has passed significantly beyond or to the side of the catcher. If a throw is made by the catcher attempting to stop a base runner advancing to second or third on a passed ball, and the throw is errant, the base runner may not advance another base on the same play. If a runner leaves the base early, a warning will be issued. If the same player leaves early again, the player shall be called out. A runner reaching third base shall not be allowed to advance to home or be awarded home under any circumstances if a play began as a passed ball or a wild pitch. When the "Coach" is pitching, base runners may not advance on any pitch.
- 7.2. One base will be awarded on an overthrown ball that goes out of play.
- 7.3. On a ball overthrown in fair territory, runners may advance as many bases as play permits. Each runner will only be allowed one (1) extra base on a ball thrown beyond fair territory (foul, but not out of play). In either instance, runners advance at their own risk.
- 7.4. A ball thrown by the catcher back to a pitcher is not in play. Runners may not advance even if the ball is not caught.
- 7.5. Once play has stopped and the ball is controlled by an infielder, time-out is implied and the base runners may not advance on a throw back to the pitcher.
- 7.6. Except for the base stealing portion of rule 7.1, these base running rules apply to the entire game and the restrictions on base running found in Pinto including the requirement that players stop running when the ball is controlled by a player in the infield do not apply.

8. Baseball Rules In Effect:

- 8.1. No Dropped 3rd strike.
- 8.2. No Infield Fly Rule.
- 8.3. Bunting is only allowed during the player pitcher portion of the game and prohibited during the coach pitcher portion of the game.

Bloomfield Baseball League - Mustang IV Division Rules

1. Equipment

- 1.1 Bat Drop Weight (weight in ounces - length in inches) shall not exceed -14.

2. Field Dimensions

- 2.1. Distance between bases (center to center): **60 feet (red base markers)**.
- 2.2. Back point of Home Plate to center of 2nd Base: **84 feet, 10 inches**.
- 2.3. Back point of Home Plate to front of Pitcher's Mound: **44 feet**.

3. Game Length

- 3.1. Standard game will be **6 innings**. No new inning will be started after 1 hour and 45 minutes (**1:45**), unless game is tied. New innings shall be deemed to have started immediately after the previous inning has ended.
- 3.2. If a game is halted due to darkness or weather, it is considered a "complete game" if **4 innings** have been played (3½ if the Home Team is leading).
- 3.3. In case of a tie after 6 innings, the game shall continue to until a winner has been decided or until the umpire calls the game (refer to Weather/Darkness rules below).
- 3.4. No team shall score more than **6 runs in one inning**. When 6 runs are scored, the teams shall change sides. This run limitation does not apply in the sixth or extra innings. **UNLIMITED RUNS ARE ONLY ALLOWED IN THE SIXTH OR EXTRA INNINGS. IF YOU DO NOT MAKE IT TO THE SIXTH INNING, YOU DO NOT GET AN OPPORTUNITY FOR UNLIMITED RUNS, EVEN IF IT IS YOUR "LAST" INNING DUE TO TIME LIMITS OR DARKNESS.**

4. Defensive Players

- 4.1. Each team fields **10 defensive players**. Four of the defensive players must be outfielders, playing in the outfield. There can be no short fielders. All outfielders must be at or about equal depth. **If one team is short players, players from the other team may play in the outfield**
- 4.2. All players must play **3 full innings, with 1 inning played in the infield** (prior to the sixth inning), unless physically unable. All players must play a minimum of two full innings, prior to the fourth inning. Every attempt should be made to equalize playing time.

5. Pitching Rules

- 5.1. A pitcher may pitch **3 inning per game and 8 innings per week** (unless week includes Championship game). A week is defined as Monday through Sunday and begins at 12:00 a.m. Monday and concludes at 11:59 p.m. Sunday.
- 5.2. Pitchers shall have at least 40 hours rest after pitching in the same calendar day in **3 innings**.
- 5.3. One pitch thrown in an inning constitutes an inning pitched when counting innings pitched per game and per week.
- 5.4. If a pitcher hits 2 batters in an inning or 3 in a game, he shall be removed from pitching anymore in that game.

Bloomfield Baseball League - Mustang IV Division Rules

- 5.5. Managers are allowed 1 visit to the mound per pitcher per inning. A 2nd visit requires removal of the pitcher from the mound.
- 5.6. No balks shall be called.
- 5.7. New pitchers will get 8 warm up pitches to start an inning, returning pitchers starting an inning will get 5 warm-up pitches.

6. Base Running

- 6.1. No lead offs. A Runner can attempt a steal of **one** base once the ball has passed significantly beyond or to the side of the catcher. If a throw is made by the catcher attempting to stop a base runner advancing to second or third on a passed ball, and the throw is errant, the base runner may not advance another base on the same play. If a runner leaves the base early, a warning will be issued. If the same player leaves early again, the player shall be called out. A runner reaching third base shall not be allowed to advance to home or be awarded home under any circumstances if a play began as a passed ball or a wild pitch.
- 6.2. One base will be awarded on an overthrown ball that goes out of play.
- 6.3. On a ball overthrown in fair territory, runners may advance as many bases as play permits. Each runner will only be allowed one (1) extra base on a ball thrown beyond fair territory (foul, but not out of play). In either instance, runners advance at their own risk.
- 6.4. A ball thrown by the catcher back to a pitcher is not in play. Runners may not advance even if the ball is not caught.
- 6.5. Once play has stopped and the ball is controlled by an infielder, time-out is implied and the base runners may not advance on a throw back to the pitcher.

7. Baseball Rules In Effect:

- 7.1. No Dropped 3rd strike.
- 7.2. No Infield Fly Rule.
- 7.3. Bunting is allowed.

Bloomfield Baseball League - Bronco Division Rules

1. Equipment

- 1.1 Bat Drop Weight (weight in ounces - length in inches) shall not exceed -11.

2. Field Dimensions

- 2.1. Distance between bases (center to center): **70 feet (blue base markers)**.
- 2.2. Back point of Home Plate to center of 2nd Base: **99 feet**.
- 2.3. Back point of Home Plate to front of Pitcher's Mound: **48 feet**.

3. Game Length

- 3.1. Standard game will be **7 innings**. No new inning will be started after **2 hours**, unless game is tied. New innings shall be deemed to have started immediately after the previous inning has ended.
- 3.2. If a game is halted due to darkness or weather, it is considered a "complete game" if **4 innings** have been played (3½ if the Home Team is leading).
- 3.3. In case of a tie after 7 innings, the game shall continue until a winner has been decided or until the umpire calls the game (refer to Weather/Darkness rules).
- 3.4. No team shall score more than **7 runs in one inning**. When 7 runs are scored, the teams shall change sides. This run limitation does not apply in the seventh or extra innings. UNLIMITED RUNS ARE ONLY ALLOWED IN THE SEVENTH OR EXTRA INNINGS. IF YOU DO NOT MAKE IT TO THE SEVENTH INNING, YOU DO NOT GET AN OPPORTUNITY FOR UNLIMITED RUNS, EVEN IF IT IS YOUR "LAST" INNING DUE TO TIME LIMITS OR DARKNESS.
- 3.5. Game Mercy: 12 runs after 4 innings (3½ if home team ahead), 10 runs after 5 innings (4½ if home team ahead). Both managers may elect to complete remaining innings even if mercy is in effect, however a win is awarded to the team ahead in the mercy rule even if team behind comes back to win. Score at time of calling the game a mercy is the score to be reported. Innings pitched after mercy called still count toward individual pitching restrictions.

4. Defensive Players

- 4.1. Each team fields **9 defensive players**. **If one team is short players, players from the other team may play in the outfield**
- 4.2. All players must play **3 full innings, with 1 inning played in the infield** (prior to the seventh inning), unless physically unable. Every attempt should be made to equalize playing time.

5. Pitching Rules

- 5.1. A pitcher may pitch **4 inning per game and 10 innings per week** (unless week includes Championship game). A week is defined as Monday through Sunday and begins at 12:00 a.m. Monday and concludes at 11:59 p.m. Sunday.
- 5.2. Pitchers shall have at least 40 hours rest after pitching in the same calendar day in **4 innings**.

Bloomfield Baseball League - Bronco Division Rules

- 5.3. One pitch thrown in an inning constitutes an inning pitched when counting innings pitched per game and per week.
- 5.4. If a pitcher hits 2 batters in an inning or 3 in a game, he shall be removed from pitching anymore in that game.
- 5.5. Managers are allowed 1 visit to the mound per pitcher per inning. A 2nd visit requires removal of the pitcher from the mound.
- 5.6. No balks shall be called.
- 5.7. New pitchers will get 8 warm up pitches to start an inning, returning pitchers starting an inning will get 5 warm-up pitches.
- 5.8. Intentional Walks – Manager will notify umpire of intentional walk. No pitches are required to be thrown. First base will be automatically awarded.

6. Base Running

- 6.1. No lead offs. A runner can attempt a steal once the ball crosses home plate. No stealing home will be permitted, unless a play is made on a runner stealing any base. If a catcher attempts a throw to any base, runners may advance at their own risk, including home. A runner at third may not score on a passed ball or a wild pitch. A runner may not advance on a ball thrown back to the pitcher.
- 6.2. One base will be awarded on an overthrown ball that goes out of play.
- 6.3. On a ball overthrown in fair or foul territory, runners may advance (at their own risk) as many bases as play permits.
- 6.4. A ball thrown by the catcher back to a pitcher is not in play. Runners may not advance even if the ball is not caught.
- 6.5. Once play has stopped and the ball is controlled by an infielder, time-out is implied and the base runners may not advance on a throwback to the pitcher.

7. Baseball Rules In Effect:

- 7.1. No Dropped 3rd strike.
- 7.2. Infield Fly Rule - The rule is in effect, if called by the umpire, only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire's judgment it is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" and the batter is then out. An infield fly may be declared by any umpire on the field.
- 7.3. Bunting is allowed.

Bloomfield Baseball League - Shetland Division Rules

1. Each manager will meet with the umpire to discuss ground rules at 6:40 (3:40 for 3 p.m. start). Each manager will supply the umpire with one game ball.
2. Each team will field 5 defensive infielders (no catcher). Outfielders must be approx. 20 feet in back of the infielders. You may play 4 outfielders or your entire bench in the outfield but there must be a clear distinction between infield and outfield. An outfield is not required.
3. Every attempt should be made to equalize playing time on defense. It is suggested that kids are rotated to experience all positions during the course of the season. Free substitutions at defensive positions are allowed.
4. Two and only two defensive coaches may be positioned on the field for instructional purposes during game play. No interference with a batted ball is allowed.
5. A pop-up caught in foul territory is an out.
6. Players arriving after a game starts will be inserted into the batting order after the last hitter in the order. If a player misses a turn at bat because of illness, injury or bathroom break, an out will not be recorded.
7. Teams will bat until 3 outs are made or 5 runs are scored whichever comes first.
8. Teams may elect, by mutual agreement, to waive the 5 run per inning rule and have the inning end when all batters have batted or 3 outs are made. Under no circumstances should a team continue batting after 3 outs. Under this variation, if a team makes three outs before the last player has batted, the player(s) that didn't get an opportunity to bat in the previous inning would have the opportunity to bat twice in the next inning (provide 3 outs aren't made first).
9. An out is an out. Remove the base runner.
10. There are no strikeouts.
11. The team on offense will supply an adult coach to pitch and an adult coach to manage the batting tee. 4 swings will be allowed against the coach's pitch before the ball is placed on the tee. The batting tee manager is responsible for moving the batting tee from home plate in anticipation of a play or runner at home.
12. After approximately 10 unsuccessful swings, the batting tee coach will provide "managers assistance" at the request of the umpire.
13. Base runners may not advance a base on an overthrow to any base.
14. No leadoffs. No Steals.
15. On Outfield Balls, if a ball reaches the outfield, all runners must hold once the outfielder throws the ball.
16. There is no mercy rule.
17. Managers and Umpire will meet at 7:25 p.m. (2:25 for 1 p.m. start) to discuss the conclusion of the game. The goal is to complete game action by 7:30 p.m. (2:30 for 1 p.m. start).
18. The teams will line up for handshakes at end of game.