

BUCKEYE VALLEY YOUTH BASEBALL (BVYB) 2023 BASEBALL PLAYING RULES

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DEFINITIONS AND TERMS

PITCHING DISTANCES: Shall be measured from the front side of the pitcher's plate and the rear point of home plate.

BASELINES are measured from the rear point of home plate to the rear corner of the base.

FAIR TERRITORY: is that part of the playing field within, and including, the first base and third base line.

INFIELD FLY: is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.

SLUG BUNT: is when a player fakes a bunt and then takes a full swing

A SUSPENDED GAME: is to be completed at a later date. If play is suspended, the scorer shall make a note of the exact situation at the time of the suspension, including the score, the number of outs, the position of any runners, and the ball and strike count on the batter. Suspended games will be picked up at a later date and completed. You must use the same batting order. If a player is missing, skip that spot in the batting order without penalty. If you have a player(s) that were not at the original game, add them to the lineup at the bottom of the order. You may not add them into the lineup to replace a missing player.

A CALLED GAME: is a game that is ended by the head umpire due to weather, darkness, time limits, or local curfews. If a game is called during an uncompleted inning, the game ends at the end of the last completed inning.

AN INNING: starts the moment the third out is made completing the preceding inning.

OHIO HIGH SCHOOL ATHLETIC ASSOCIATION RULEBOOK: Refers to the National Federation of State High School Associations Rulebook with the amendments made by the Ohio High School Athletic Association. These are the same rules used by the local High Schools during the school year.

PITCHING SUBSTITUTIONS: (NFHS RULE 3-1-1 THROUGH 3-1-6): Although confusing, the pitching position is simply a fielding position when considering substitutions. A pitcher may be removed from the game (out of the batting order and field) and return to line up and pitch. A pitcher may also be removed from the mound, play a fielding position, and then return later to pitch. Both are true unless a pitcher has:

- Pitched the maximum number of eligible innings in a contest,
- Been removed by the limits set for the number of defensive conferences (mound visits),
- Been ejected from the game,
- Become an illegal substitute,
- Failed to pitch to the next scheduled batter after being announced, or
- Failed to pitch until the end of the half inning after being announced,

The pitcher may be removed from the mound and returned one time in each half inning. However, each time he/she takes the mound they will have pitched one inning in that contest. Example: Pitcher A starts the game and pitches to the first three batters – Pitcher B pitches to the fourth batter, then Pitcher A returns to the mound to pitch to batters five and six. Pitcher A has pitched two innings and pitcher B has pitched one inning.

A pitcher, once he/she has taken the mound and a line up change has been announced, must pitch until the next scheduled batter has completed their turn at bat (out, safe, intentional walk, etc.), or that half inning is completed (third out made on a steal attempt, pick off, illegal substitute causing the third out, etc.). If they fail to meet this requirement, such as being injured during warm up pitches, then they may stay in the game as a fielder, but can not pitch the remainder of that contest.

1.0 GENERAL RULES (APPLIES TO ALL DIVISIONS)

- 1.1 **All divisions will begin play on May 15, 2023.** All necessary games to determine a league champion will be played. The League Commissioner's will make those determinations. League entry fees (based on expenses determined by league treasurer) must be paid to the League President or Treasurer by **the annual scheduling meeting**.
- 1.2 A player's age for league play will be determined by their age on **May 1st**.
- 1.3 Inside transfers will be made by a verbal agreement between both associations.
- 1.4 The home team will secure competent umpires. Except for tournament play where the Tournament location Commissioner will be responsible for securing umpires. The League President will secure umpires for the Consolation (3rd and 4th place) and Championship (1st and 2nd place) games. A minimum of one (1) Certified Umpire and one other competent base umpire is recommended for regular season games in Mustang, Little League and Pony Divisions, but are not required. During the 2022 season in Little League and Pony Divisions, use two umpires for each contest with at least one being a certified umpire behind the plate and you may use an Apprentice Umpire in the field. This is highly recommended but not required. During Tournaments two- (2) certified Umpires will be recommended for each Little League and Pony Division games although at least one(1) Certified Umpire and one other competent base umpire is required. The recommended rate of pay for Umpiring is as follows:
- | | |
|---------------|--|
| Coach Pitch | Apprentice Umpire \$30 |
| Pinto | Apprentice Umpire \$30 / Certified Umpire \$40 |
| Mustang | Apprentice Umpire \$40 / Certified Umpire \$50 |
| Little league | Certified Umpire \$40 / Certified Umpire \$60 |
| Pony | Certified Umpire \$70 |
- 1.5 There will be no more than 2 minutes between innings unless a catcher was involved as a batter or runner just before the end of the previous inning.
- PENALTY:** OUT for offensive team's first batter if the offense violates the rule 1st BASE awarded to the first batter for defensive team violations
- 1.6 Team rosters, with player's first and last name and jersey #, the coach's names and phone numbers, will be given to opposing coaches of the respective teams before each game. If a coach submits no roster at this time, the game will be played and a League Officer will check the roster. There is no maximum limit as to the number of players on a team.
- 1.6.1 Team rosters (to include full name and DOB) must also be given to a League Officer at or prior to the scheduling meeting. The League President must approve any additions to the team roster at least 48 hours in advance of the player's first game.
- 1.6.2 If Team rosters are not turned into the League prior to the scheduling meeting, the league reserves the right to not schedule any team(s) for this season.
- 1.7 It is the responsibility of the **home team** to reschedule canceled games. These games shall be re-scheduled within **72 hours** of the canceled game. If agreement cannot be reached, it shall be referred to home team president within 72 hours. The home team president will establish a game date and time for the make-up. All games must be played and reported to the League Scheduler by 10:00 PM DATE/DAY before the tournament draw or non-played games will be awarded no points. The only exception to this date would be any playoff games, which would be needed to break a tie in standings.

- 1.8 Each team's coach should have a copy of these rules as well as the pertinent rulebook. It is the responsibility of the area representatives to forward all information discussed at league meetings to their respective coaches.
- 1.9 Time limits cannot be waived and must be enforced for each contest. The official time is of the last out and not when the new inning is ready to begin.
- 1.10 In all age groups a point system will determine the winner of the respective leagues. The point system is as follows: **2 points** will be awarded for each win; **1 point** will be awarded for a loss; **-1 point** for any game where a team forfeits. The opposing team of a forfeit game will be awarded **2 points**. (Unless approved by the League prior to the tournament draw)
- 1.11 Little League Division and younger players will be allowed to play in more than one league. Players can only be on one roster.
- 1.12 The home plate umpires decision is final but with violation of the whites is subject to review by the League President
- 1.13 Individual games ending in a tie are not permitted. The commissioners will decide issues with non-played & non-completed games. Win/loss records for each team must be reported to the Scheduler by the Sunday prior to the tournament draw. Penalty for not reporting records will result in loss of seeding in tournament. The team with the most points will be the winner. If the teams would still be in a tie situation after calculating the points, the tiebreaker will be the outcome of the head to head competition. Tie breakers to determine standings for tournament will be played prior to the Tournament draw, (weather permitting) on a neutral site established by the league scheduler with 2 certified umpires.
- 1.14 It is permissible to "borrow" players from teams in a lower division within their own association (**ONLY ONE DIVISION DOWN**), but no player shall be "borrowed" from teams within the same division. Borrowing is only permitted in order for a team to have ten players total. A player if playing "up" while age eligible cannot play "down" as a substitute. Example, a 12-year-old on the Pony roster cannot substitute on a Little League team even though he is age eligible for Little League.
- 1.15 All bats must be stamped USSSA or USABAT. Bat size shall be determined by the Ohio High School Athletic Association Rulebook with the following exceptions:

Pony Division

- (1) These are BBCOR High School rules. This includes the -3 weight (For example, a 33 inch long bat cannot weigh less than 30 ounces) standard and diameter of 2 5/8"

Little League Division

- (1) Maximum bat diameter for Little League is 2 3/4" with any weight (ultra-lites are allowed)

Mustang, Pinto and Coach Pitch Divisions

- (1) Maximum bat diameter for Mustang Division and below will be 2 3/4" with any weight.

- 1.16 Headfirst Sliding is prohibited in Coach Pitch, Pinto, Mustang and Little League Divisions.

* Diving headfirst back to a base is not considered headfirst sliding.

PENALTY:

FIRST OFFENSE: Team warning and the runner committing the violation being called out.

SECOND OFFENSE: Mandatory ejection of the player for that game (even if the player was not the one previously warned) and an out being called on the violator. The two game suspension specified for an ejected player, **does not** apply to those ejected for a violation of this rule.

- 1.17 Speed up rules/Courtesy Runners, as listed in National Federation of High School Associations rulebook have not been adopted by the Ohio High School Athletic Association. However, they may be used for any BVBL game under the following circumstances:

A certified umpire, who understands the NFHS rules is calling the game, and both opposing coaches agree to use the rules **PRIOR TO THE START OF THE GAME**, and the certified umpire allows the rules to be used.

- 1.18 BVBL strongly encourages runners to slide whenever contact is imminent. If the runner initiates contact and there was an opportunity to slide, the runner is called out. Malicious contact supersedes this rule. This rule is meant to reduce the possibility of injury and prohibit malicious contact (that includes the ejection of the violator and suspension for two additional games).
- 1.19 Shoes containing metal or metal tipped spikes are prohibited in Coach Pitch, Pinto, Mustang and Little League Divisions.
- 1.20 If present, a team must play with nine (9) players. However, if a team has only eight (8) players, the game may be played. With seven (7) players, the game may be played under mutual agreement. A team must forfeit if they are forced to drop to less than seven players. Forfeit will not apply if the game was not started.

If the game is started with less than 9 players, the coach has the following option before starting the contest: Playing the remainder of the game with only that number of players and not receiving an out for the vacant batting position, or taking an out for any missing batting position and placing late arriving players in that position when they arrive.

- 1.21 The Umpires on the field have the right to confine any coach or player to the bench during the course of any game. This action is encouraged as a first warning for low levels of misconduct on the field. However, this decision is that of the umpire and ejection of a coach or player from a game is a valid action if the coach or player endangers others or becomes abusive. If a player or coach is ejected from a contest, they shall leave the field of play and not communicate with any team member or other coach during the remainder of that game. The umpire has the right to eject the coach or player from the ballpark if they feel it necessary. The ejected coach or player is out for that day and will also be suspended from coaching or playing in the next two contests (scheduled or make up games) of the team.

The umpire who chooses to eject the player or coach will be responsible for contacting the League Scheduler, who will contact the BVBL President and the Local Association Presidents. A written account of the incident may be requested, but is not required. The BVBL President will take steps to contact that coach or player's Local Association President and notify them of the suspension. The Local Association President is responsible for contacting the coach, or the coach of the suspended player, and notifying them of the suspension. If an ejected coach or player participates, including communicating with the coaches or players, in the game of their suspension, this shall also be reported to the League President. The League President will immediately suspend the coach or player for the remainder of that season and may choose to prohibit that coach or player from participating in the League for the following season. There shall be no appeal of these suspensions.

- 1.22 BVBL requires that every player play a minimum of three defensive outs in the field and have them bat at least one time per game unless for discipline reasons imposed by the coach. In cases when a player does not play for discipline, you must notify your League President.

Mustang and below divisions, if four innings are played, each player must bat at least once and play defense for two innings (three defensive outs equal one inning).

Pony and Little League, each player is required to play a minimum of two full innings or six outs on defense and have at least one at bat if 5 innings are played in the game.

- 1.23 An Extra Hitter, designated by "EH" in the scoring book, may be used in Little League and Pony level (regular season and tournament play) games. This player is optional for each team and one team may choose to use the "EH" while the other does not during a contest. The "EH" must be declared at the start of the game and can not be added or removed during play. If you start with an "EH" position in the line-up and because of injury and substitutions you do not have a player to fill that batting position, that position will be an out each time it is scheduled to appear at the plate. The EH can be placed anywhere in the line up. The "EH" is considered a starter and may re-enter the game one time during a contest. Any fielder that is replaced by the former "EH" in the field is not considered out of the game at the time, provided they bat or would have batted in their order position.
- 1.24 A pitcher must be removed from the pitching position after hitting three (3) batters in a single game. The player may not return to pitch for the remainder of that game.
- 1.25 At all levels there is **NO slug-bunting**.

PENALTY:

FIRST OFFENSE: The batter is out

SECOND OFFENSE: The batter is out and the Head Coach is ejected from the game. If the offense is caused by the same player as the first offense, the player is out and that player is ejected from the game.

- 1.26 Time Limits: The time counts as of the last out. Not at the next pitch. For example if the clock is at one hour and 29 minutes at the last out, that is the time.
- 1.27 Concussion certification: Certification is good for **three years**. **All BVBL Head Coaches and Assistants must adhere to this state law.** BVBL prefers the NFHS course. The NFHS site keeps track of all of the courses you complete. The link for this training is below. You will need to create a NFHS account to complete the course. Once on the web page, select **Ohio** on the Please Select your State. Select Order Course and follow the prompts. There is no charge.
- nfhslearn.com/courses/concussion-in-sports-2
- 1.28 A player on a sanctioned travel team **CAN play, but is NOT allowed to pitch**. Definition of a sanctioned team is when have to carry your team insurance and state number. Some examples of sanctioned teams: Nations Baseball, USSSA, COYBL, and Big League.
- 1.29 BVSBL requires all Head Coaches to complete a back ground check or provide proof of passing a recent back ground check or a Pupil Activity permit issued by the Ohio Department of Education. BVSBL pays for the background checks for Head Coaches. Background checks will be completed through USA Baseball.
- 1.30 BVSBL requires that all coaches and parents complete Lindsay's Law training. This is a State Law and good for 1 year. Training will be completed through each local association.
- 1.31 BVSBL **strongly encourages** all Mustang, Little League, and Pony players to wear a heart guard under their uniforms while playing.

2.0 COACH PITCH

- 2.1 **Player ages are 5 and 6 as of May 1st. (4 if said child will enter kindergarten this coming year)**
- 2.2 **The infield shall be 60 foot square (bases at 60'), with a 40 foot pitching distance. An arc must be drawn ten (10) feet from the point of the plate from foul line to foul line. Any ball not hit past this line is considered a foul ball.**
- 2.3 **Games will be *five (5) innings or 1 hour and 15 minuses in duration***, unless called by the head umpire due to time limits (The time of the last out), weather, or darkness. Should the game be called, three (3) innings (or 2 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, than the game is suspended and will be completed at a later date (See Suspended Game for more information).
- 2.4 Three (3) outs or seven (7) runs (whichever occurs first) constitutes a half-inning. **Runs are capped at 7.**
- 2.5 The tee used in games must be of an approved type. The catcher must wear at least a helmet and mask. Batters and runners will wear NOCSAE approved helmets.
- 2.6 All players on the roster will be listed in a continuous batting order for each game. Players arriving late will go to the end of the batting order.
- 2.7 It is the coaches' responsibility to remove the tee after the batter hits the ball.
- 2.8 There will be only ten (10) defensive players on the field at any one time. If you choose to use ten players on defense, than you must use four outfielders. You cannot use additional infielders. No exceptions to this rule.
- 2.9 Players throwing the bat in a careless manner (umpire's judgment): First team offense is a warning to the coach and players; Second team offense the batter is out. NOTE: Deliberate throwing of the bat or any other equipment will result in an automatic ejection of the player and a "First Team Offense" warning as described above.
- 2.10 The players will be pitched by their coach a maximum of 3 pitches. After the third pitch if the ball is not put in play the coach will place the ball on the tee. The batter will hit off the tee until they hit a fair ball. A foul ball will be called if the ball does not go beyond an arc drawn the (10) feet from the point of the plate from foul line to foul line.
- 2.11 No infielder may be within 40 feet from home plate and the player in the pitcher's position must stay on the 40 foot pitcher's plate until the batter makes contact with the ball. The catcher must start in the catcher's box. Outfielders must play a minimum of 15' behind the baseline; this will be chalked in from 1st, 2nd, and 3rd bases.

PENALTY: If the batter hits the ball and a violation occurs, the offense will be given the option to bat again or decline the penalty and accept the play, whichever is to the offensive team's advantage.
- 2.12 Coaches will be allowed to adjust the tee for each batter's stance as often as necessary.
- 2.13 No game shall be forfeited because of a lack of players. The opposing team will loan players so the game can be played.
- 2.14 No bunting is allowed (umpire's judgment). Bunting is a ball intentionally tapped lightly by a batter.
- 2.15 A Reduced Injury Factor (RIF) ball, or equivalent, will be used for all games.

- 2.16 Batter/Runner may go to second if the ball is hit to the outfield (15' behind the baseline), but batter/runner must stop at 2nd base. All runners must stop once the ball is inside the baselines.
- 2.17 There will be no running on overthrown balls.
- 2.18 Coach Pitch Division does keep score and a scorebook and will have a tournament. All rules from the regular season shall apply except the home team will be decided by the flip of a coin.

3.0 Pinto Division

3.1 Player ages are: 7 and 8 as of May 1st.

3.2 The infield shall be 60 foot square (60' bases), with a 40 foot pitching distance. The pitching rubber should be in the center of a circle that has a 20-foot diameter.

3.3 Pinto games will be played with an official 8U baseball.

3.4 The defensive pitcher must stay at the 40' mark, until the ball is hit. The only purpose for the circle is to allow the defensive pitcher to acquire a visual point around the coach pitching. The coach pitching will be able to move from the 40 foot rubber, but **MUST** have a least one foot in the circle and pitch overhand to the batter. A batted ball that hits the coach pitching will be considered a foul ball. The coach pitching should make every effort to remove him or herself from the defensive play.

3.5 You cannot advance an additional base after the ball is under control in the infield. Under control is defined as within the base path and in the hand of a defensive player. Only one base is allowed on an overthrow i.e. if the ball is overthrown at first base the runner may take second at own risk. If the ball goes out of the field of play, at that point the ball is dead no additional overthrow may advance the runner. The intent is to prevent a throwing error from turning a base hit into a home run. Coaches use good sportsmanship and common sense.

3.6 **Games will be six (6) innings or 1 hour and 15 minutes in duration** unless called by the head umpire due to time limits (The time of the last out), weather, or darkness. Should the game be called, three (3) innings (or 2 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, then the game is suspended and will be completed at a later date (See Suspended Game for more information).

3.7 Three (3) outs or seven (7) runs (whichever occurs first) constitutes a half-inning.

RUN RULE: 15 runs after 4 innings

3.8 Batters and runners will wear NOCSAE approved helmets. Catchers NOCSAE catcher's gear.

3.9 All players on the roster will be listed in a continuous, unchanging batting order for each game. Players arriving late will go to the end of the batting order. Substitute players must play a minimum of one defensive inning and must bat at least once. Starters and substitutes may be re-entered as desired.

3.10 The umpire will call "time" when play is dead or to protect an injured player.

3.11 There will be only ten (10) defensive players on the field at any one time (4 defensive outfielders).

3.12 There will be (1) base coach at 1st and 3rd for the batting team.

3.13 Players may not throw the bat in a careless manner (umpires judgment).

PENALTY

FIRST TEAM OFFENSE: A warning to the coach and player

SECOND TEAM OFFENSE: the batter is out. NOTE: Deliberate throwing of the bat or any other equipment will result in an automatic ejection of the player and a "First Team Offense" warning.

3.14 There will be no walks; five (5) pitches and the batter is out. The batter will have only 5 pitches thrown to him. If the 5th pitch is a foul ball the batter will continue to be pitched to until he puts the ball in play or strikes out. A

coach may be allowed to adjust the batter's stance, if necessary, after each pitch.

- 3.15 There will be no bunting. Bunting is a ball intentionally tapped lightly by the batter. A bunt will be ruled a strike (umpires judgment).
- 3.16 **The infield fly rule DOES NOT apply.**
- 3.17 Base runners must stay in contact with the base until the ball crosses home plate. Stealing and leading off are prohibited.

FIRST PLAYER OFFENSE: Warning

SECOND PLAYER OFFENSE: Called out by umpire

- 3.18 The Ohio High School Athletic Association rule book for the current year will apply in all other instances.
- 3.19 If batter cannot finish his turn at bat, runners return to base previously occupied. Next batter comes to bat with fresh count. No penalty.
- 3.20 If a player is ejected or cannot continue due to injury, there will not be an out in the batting order if no player is available to take missing player's spot.
- 3.21 Pinto can borrow players in Coach Pitch. The player must be 5 or 6 years old as of May 1st, 2022 to borrow. See Rule 1.20 for rules on borrowing players.

4.0 MUSTANG DIVISION

4.1 Player ages will be 9 and 10 as of May 1st

4.2 The infield shall be 60 feet square (60' Bases), with a 46-foot pitching distance.

4.3 Games will be six (6) *innings in duration or 1 hour and 45 minutes in duration*, unless called by the head umpire due to time limits (The time of the last out), weather, darkness, or run rule. Should the game be called, three (3) innings (or 2 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, than the game is suspended and will be completed at a later date (See Suspended Game for more information).

In any inning no batter will be permitted to bat after the 8th run has scored. All runs associated with the 8th run **will** count.

RUN RULE: 15 runs after 3 innings, 10 runs after 4 innings

4.4 A player may pitch no more than **three** innings in a day. One (1) pitch in an inning constitutes having pitched a complete inning. If a player pitches in 3 innings, player may not pitch for one (1) calendar day. **Example:** pitcher pitches 3 innings on May 3rd. He may not pitch again until May 5th. This rule applies even to players playing in two divisions within BVBL. In this case, player is bound to the rest rules pertaining to the lower age division. Travel Players may not pitch in BVBL games, regardless of the position they play in travel ball.

PENALTY FOR VIOLATION: For pitching in more than 3 innings in a game. Forfeiture of the game in which the violation occurs provided that the opposing manager first brings the problem to the attention of the manager that violated the rule and this manager then continues to pitch the player after such a warning. The home plate umpire shall be notified when such warning is given. The purpose of this rule is to save the player's arm, not to get an accidental forfeit.

PENALTY FOR VIOLATION OF REST REQUIREMENT: Forfeiture of game when offense occurs.

FIRST OFFENSE: Head Coach will serve a two (2) game suspension, and the pitcher will serve a one game suspension (Suspension =cannot play or coach). The suspensions will be served at the next contests.

SECOND OFFENSE: Second offense by same team or same player, the Head Coach will serve another two (2) game suspension; the offending pitcher will serve a two (2) game suspension (next contests) and will be ineligible to pitch in the tournament.

4.5 All players on the roster will be listed in a continuous, unchanging batting order for each game. Players arriving late will go to the end of the batting order.

4.6 There will be no scoring on a passed ball or wild pitch. A runner may score when hit in, walked in, or a "play" is made on any base runner. "Played on," means the catcher or pitcher walks toward, fakes a throw or throws to a defensive player other than the catcher.

4.7 The infield fly rule **DOES NOT** apply.

4.8 There are no balks in Mustang.

4.9 The Ohio High School Athletic Association rule book for the current year will apply in all other instances.

4.10 Mustang games will be played with an official Little League hard baseball.

- 4.11 Stealing is permitted, but leading off is not permitted in this division. Should a runner be discovered in a lead off position at the time of the pitch, or should a runner leave base prior to the pitch arriving at home plate, a dead ball shall be called. The pitch count remains the same. The violating team will receive a warning, with the base runner being returned to the previously occupied base. Subsequent violations will result in the violating runner being out.
- 4.12 A player may not steal home unless a play is made on him or any base runner.
- 4.13 Batter may not advance to 2nd base on a walk. Player must stop at 1st base.
- 4.14 Coaches may visit the pitcher's mound a maximum of twice per inning without making a pitching change. On the third visit in any inning the pitcher must be replaced and may not pitch the remainder of that contest.
- 4.15 Players may not throw the bat in a careless manner (umpires judgment).

PENALTY:

FIRST OFFENSE: A warning to the coach and players.

SECOND OFFENSE: The batter is out.

NOTE: Deliberate throwing of the bat or any other equipment will result in automatic ejection of the player and a "First Team Offense" warning as described above. There shall be no option for the umpires or the coaches for this offense.

- 4.16 If batter cannot finish his turn at bat, runners return to base previously occupied. Next batter comes to bat with a fresh count, no penalty.
- 4.17 If player is ejected or cannot continue due to injury, there will not be an out in the batting order.
- 4.18 If a pitcher walks four consecutive batters in an inning, he must be removed from pitching for the remainder of same inning. He may return during a later inning as long as he has not pitched his max of three innings in one day.
- 4.19 In the event of a double header or during tournament play each pitcher will receive an extra inning of pitching for the day. So each pitcher can pitch a max of 4 innings during a double header or during tournament play. This will not be the case if a team is completing a game before starting another game.

5.0 LITTLE LEAGUE DIVISION

5.1 Player ages are 11, 12 and 13 as of May 1st.

5.2 The infield shall be 70 feet square (70' Bases), with a 50-foot pitching distance.

5.3 Games will be **6 innings or 2 hours 15 minuses in duration**, unless called by the head umpire or the run rule applies or the TIME LIMIT of 2 hours and 15 minutes as of the last out applies. Should the game be called, four (4) innings (or 3 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, than the game is suspended and will be completed at a later date (See Suspended Game for more information).

RUN RULE: 15 runs after 3 innings, 10 runs after 4 innings or 8 after 5 innings

5.4 A player may pitch no more than **four** innings in a day. One (1) pitch in an inning constitutes having pitched a complete inning. If a player pitches in **four** innings, player may not pitch for one (1) calendar day. **Example:** Pitcher pitches **four** innings on May 3rd. He may not pitch again until May 5th. This rule applies even to players playing in two divisions within BVBL. In this case, player is bound to the rest rules pertaining to the lower age division.

PENALTY FOR VIOLATION: For pitching in more than **four** innings in a game. Forfeiture of the game in which the violation occurs provided that the opposing manager first brings the problem to the attention of the manager that violated the rule and this manager then continues to pitch the player after such a warning. The home plate umpire shall be notified when such warning is given. The purpose of this rule is to save the player's arm, not to get an accidental forfeit.

PENALTY FOR VIOLATION OF REST REQUIREMENT: Forfeiture of game when offense occurs.

FIRST OFFENSE: Head Coach will serve a two (2) game suspension, and the pitcher will serve a one game suspension (Suspension =cannot play or coach). The suspensions will be served at the next contests.

SECOND OFFENSE: Second offense by same team or same player, the Head Coach will serve another two (2) game suspension; the offending pitcher will serve a two (2) game

suspension (next contests) and will be ineligible to pitch in the tournament.

- 5.5 The balk rule will be defined as in the Ohio High School Athletic Association Rulebook.
Enforcement of the balk rules: During the first month of the regular season (i.e., May 5 through and including June 5) each pitcher will receive a warning for the first balk infraction of that contest. All subsequent balk infractions by that pitcher will be enforced according to the rulebook.

After the first month of the season and extending through all regular season contests, the first balk infraction by any pitcher on a team will receive a warning. All subsequent balk infractions by any pitcher on that team will be enforced.

During tournament play, no warnings will be given and each infraction of the balk rule will be enforced.

- 5.6 Leading off and stealing is permitted; a runner ***may*** steal home at any time.
- 5.7 Batters may advance on a dropped third strike with less than two (2) outs and with first base unoccupied, or with first occupied and two (2) outs.
- 5.8 The Ohio High School Athletic Association rule book for the current year will apply in all other instances.
- 5.9 Little League games will be played with an official *Little League hard baseball*.
- 5.10 Players may not throw the bat in a careless manner (umpires judgment).

PENALTY:

FIRST OFFENSE: A warning to the coach and players.

SECOND OFFENSE: The batter is out.

NOTE: Deliberate throwing of the bat or any other equipment will result in automatic ejection of the player and a "First Team Offense" warning as described above. There shall be no option for the umpires or the coaches for this offense.

- 5.11 Use of the Extra Hitter (EH) is permitted for both regular season and tournament games.
- 5.12 In Little League and Pony Leagues ***only***, and only after a player injury when all substitutes have been used in the game, a substitute player who is ineligible because of having played and removed from the lineup, may return to the game. The opposing coach will be given the right to choose which substitute can be placed in that position. Without penalty, the replacement substitute must take the position in the batting order of the injured player. The injured player may not return into play.
- 5.13 If player is ejected or cannot continue due to injury, there will not be an out in the batting order if no player is available to take missing players spot.
- 5.14 Continuous Batting order: Each individual coach may decide prior to each game to use a continuous batting order or not. Once lineups have been exchanged the decision is final. With a continuous batting order, free substitution in the field is allowed. In a continuous batting order if a player cannot take his turn at bat due to injury, illness, or ejection, an out **DOES NOT** occur. If a coach chooses not to use a continuous batting order, normal substitution and lineup rules apply with one re-entry for all players.
- 5.15 In the event of a double header and during tournament play each pitcher is allowed one additional inning to pitch for that day. Not per game. This will not be the case if a team is completing a game before starting

another game.

6.0 PONY DIVISION

- 6.1 **Player ages are 14, 15 and 16 as of May 1st. Players may play High School baseball and also play in our league. They cannot play or participate in our league until they have completed the High School season. No exceptions!!!**
- 6.2 **The infield shall be 90 feet square (90' bases), with a 60' 6" pitching distance.**
- 6.3 **Games will be 7 innings or 2 hours 30 minuses in duration**, unless called by the head umpire or the run rule applies. Should the game be called, four (4) innings (or 3 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, than the game is suspended and will be completed at a later date (See Suspended Game for more information).

RUN RULE: 15 runs after 3 innings, 10 runs after 4 innings or 8 after 5 innings

- 6.4 A player may pitch no more than **five (5)** innings in a day. One (1) pitch in an inning constitutes having pitched a complete inning. If a player pitches in **five (5)** innings, player may not pitch for one (1) calendar day. **Example:** pitcher pitches **five (5)** innings on May 3rd. He may not pitch again until May 5th. This rule applies even to players playing in two divisions within BVBL. In this case, player is bound to the rest rules pertaining to the lower age division. **Example:** A player on Little League and Pony rosters who pitches at least **four** innings in a Pony game must rest one calendar day.

PENALTY FOR VIOLATION: For pitching in more than **five (5)** innings in a game. Forfeiture of the game in which the violation occurs provided that the opposing manager first brings the problem to the attention of the manager that violated the rule and this manager then continues to pitch the player after such a warning. The home plate umpire shall be notified when such warning is given. The purpose of this rule is to save the player's arm, not to get an accidental forfeit.

PENALTY FOR VIOLATION OF REST REQUIREMENT: Forfeiture of game when offense occurs.

FIRST OFFENSE: Head Coach will serve a two (2) game suspension, and the pitcher will serve a one game suspension (Suspension =cannot play or coach). The suspensions will be served at the next contests.

SECOND OFFENSE: Second offense by same team or same player, the Head Coach will serve another two (2) game suspension; the offending pitcher will serve a two (2) game suspension (next contests) and will be ineligible to pitch in the tournament.

- 6.5 Use of the Extra Hitter (EH) position is permitted in this division during the regular season and tournaments.
- 6.6 In Little League and Pony Leagues Only, and only after a player injury when all substitutes have been used in the game, a substitute player who is ineligible because of having played and removed from the line –up, may return to the game. The opposing coach will be given the right to choose which substitute can be placed in that position. Without penalty, the replacement substitute must take the position in the batting order of the injured player. The injured player may not come back into play.
- 6.7 If a player is ejected or cannot continue to play due to injury, there will not be an out in the batting order if no player is available to take missing players spot.
- 6.8 Continuous Batting order: Each individual coach may decide prior to each game to use a continuous batting order or not. Once lineups have been exchanged the decision is final. With a continuous batting order, free

substitution in the field is allowed. In a continuous batting order if a player cannot take his turn at bat due to injury, illness, or ejection, an out **DOES NOT** occur.

If a coach chooses not to use a continuous batting order, normal substitution and lineup rules apply.

One re-entry per player is authorized.

- 6.9 In the event of a double header or tournament play each pitcher is allowed **one** additional inning to pitch for that day. Not per game. This will not be the case if a team is completing a game before starting another game.
- 6.10 Pony Leagues bats are BBCOR High School rules. This includes the -3 weight (Example: A 33 inch long bat cannot weigh less than 30 ounces) standards and diameter of no more than 2 5/8"

7.0 TOURNAMENT RULES & MISCELLANEOUS

7.1 Length of Tournament Games:

Coach Pitch - 5 innings or 1hr 15min

Pinto - 6 innings

Mustang - 6 innings

Little League - 6 innings

Pony - 6 innings

- 7.1.1 Pony (6.3) Games will be six (6) innings in duration, unless called by the head umpire or the run rule applies. Should the game be called, five (5) innings (or 4 ½ innings if the home team is ahead) shall be considered an official (completed) game. Ties will be played to completion as a suspended game. If the game was not completed, then the game is suspended and will be completed at a later date (See Suspended Game for more information). For all other age groups, refer to Little League (5.3) Mustang (4.3) Pinto (3.5) and TB (2.3).

- 7.2 All coaches must bring their official team score book to the tournament drawing.

- 7.3 Standard run rule applies for each age group; time limits are waived for the tournament.

- 7.4 League Scheduler will draw up the tournament brackets for all divisions.

- 7.5 In tournament games, a pitcher may pitch **no more than**:

Mustang: Four (4) innings in a day If a player pitches in four (4) innings, player may not pitch for one (1) calendar day

Little League: Five (5) innings in a day If a player pitches in 5 innings, player may not pitch for one (1) calendar day

Pony: Six (6) innings in a day If a player pitches in 6 innings, player may not pitch for one (1) calendar day. If player is rostered in two divisions rest rule of lower division applies.

- 7.7 The home plate umpires decision is final but with violation of the whites is subject to review by hosting association President or Vice President, with a final review by the League President

- 7.8 During Tournament Play, Home Team will be determined by a coin toss prior to the start of each game. Dugout choice goes to the higher seeded team.

- 7.9 **A player who participates in 50% or more** of League games is eligible for tournament play. However, an exception can be made in case of an injured player. The team who represents that player at the tournament meeting must present all exceptions for injury. The majority of the commissioners present at the tournament meeting must approve the injury exception.

PENALTY: Loss of any game the ineligible player participates in.

- 7.10 Summer Ball 2023 Tournament locations

Ashley	TBD
Bellepoint	TBD
Delaware	TBD
Kilbourne	TBD
Ostrander	TBD
Radnor	TBD

