

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, than 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.

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:

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| 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.