

# **Brooklyn Park Athletic Association**



## **Baseball Rules**

**for**

## **9/10-Year-Old**

## **American League**

**Last Updated: March 10, 2022**

## General Rules and Information Page

<b>Rule #</b>	<b>Rule</b>
1	Rules
2	Equipment
3	Playing Time
4	Game Length
5	Run Rules
6	Field Layout
7	Pregame Warm-Up
8	Game Play
9	Batting
10	Bats
11	Courtesy runners
12	Base Running
13	Slide Rule
14	Pitching
15	Overthrows
16	Dead Ball Rule
17	Infield Fly Rule
18	Substitutions
19	Scorebook
20	Sportsmanship
21	Umpires
22	Protests
23	Suspected Rule Violations
24	Tobacco & Alcohol
25	League Standings
26	Tournament Rules

<b>Rules</b>	<b>Description</b>
1.0	The MYAS/Gopher State Baseball Rules AND National Federation of State High school Associations Rules will govern play for all Brooklyn Park Baseball Athletic Association 9/10 AL games during the 2019 season except for the BPBA rules stated below, which will override such rules.
1.1	This BPBA list of rules and regulations is NOT intended to cover all the playing rules, but rather highlight the areas that are referenced most often by coaches. It is the responsibility of each coach to know and understand all the rules.
1.2	Only the head coach will talk to the umpire about the rules, in a professional manner, see code of conduct. If the head coach has a question about a rule, it must be done before the next pitch. Coaches should have a copy of the BPBA Rules and the MYAS/GSBL rules. At each game for reference.
1.3	Field Set up. The designated Home team shall complete all field preparations and take down, which include setting bases, mounds, field grooming etc. This must be completed 30 minutes prior to the start of the game.
<b>Equipment</b>	<b>Description</b>
2.0	Players will not use metal cleated shoes, molded cleats or tennis shoes are approved. Prefer molded cleats. If player is found with metal cleats, he will have to remove them and use approved type foot wear or not play.
2.1	BPBA approved Diamond or Rawlings leather baseballs are the approved baseball. Home Team will Provide one new baseball at the start of the game. The Visiting team will provide a good condition backup ball.
2.2	Players must be in BPBA uniforms while playing, Numbered jersey, long pants, socks and hat.
2.3	Players must use a batting helmet while in the batter's box and or in the on-deck circle. Helmet must cover both ears.
2.4	Pitchers may not use a white under shirt while pitching or arm guard that is not solid dark color, i.e. Black, Dark Blue, No multi-color or camo
2.5	Players are not to wear jewelry while playing in the game or warming up. This includes but not limited to ear rings, necklaces, watches.
2.6	USSSA or USA approved bats only 2-3/4" barrel. Big barrels are allowed. See bat section for more details
<b>Playing Time</b>	<b>Description</b>
3.0	There will be a continuous batting order. The coach can make a new batting line up for each game of the season and tournament games.
3.1	No player will sit on the bench 1 inning more than any other player; this includes games shorter than 6 complete innings. The intent is equal playing

	time for all players. In the event a player comes late to a game, they will be allowed to play in the field the next inning and equal time from that point forward. This includes extra innings.
3.2	If a player is not being played for disciplinary reasons, the player and parents must be informed prior to the game taking place along with the opposing coach being notified before the start of the game. If during the game disciplinary action needs to take place due to a player conduct, this will be the discretion of the head coach and communicated to the player at the time and after the game if needed.
3.3	All players must play at least one inning at an infield position. The inning must occur within the first four innings. The catcher position does not count as an infield position. The intent is that each player should play in the infield two innings per game at a minimum. No player shall play the same position more than 2 innings in a game, with the exception of catcher. Catcher may catch 3 innings.
3.4	Every player must play at least one inning at an outfield position per game. This mandatory player placement must occur within the first five innings.
3.5	During a game the opposing coach must be notified of the removal of a player for disciplinary reasons. The may be able to re-enter the game if he hasn't missed his scheduled at bat.
3.6	Players will not be benched for missing practice if a parent/guardian has notified the coach before practice starts and is an excused absence.

<b>Game Length</b>	<b>Description</b>
4.0	A regulation game will be 6 innings long.
4.1	No new inning will start after 1 hours 50 minutes. The umpire will keep the official time with his/her clock. The umpire will notify both coaches after the first pitch of the official start time. Coaches will write the start time in their scorebooks.
4.2	All games that are tied after 6 innings AND have not met the 1:50 hour time limit will go to the California tie breaker, where the next inning will start with 1 out, runner on second base. Play will continue until a winner is determined. In the event play becomes unable to continue due to darkness, (sunset time for that day) game will end in a tie.
4.3	If the game is called when the teams have not had an equal number of completed terms at bat, the score shall be the same as it was at the end of the last completed inning; unless the home team, in their half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded when the game is called. Games can end in a tie during regular season play. In the event of a weather stoppage. Games are official after 4 complete innings or 3 ½ innings if the home team is ahead. In the event of an incomplete game. The Rescheduled game shall start where the original game left off.
4.4	In case of inclement or extreme weather conditions, including thunderstorms, extreme heat, and rain, lengths of games can be modified on-site by both coaches and the umpire if it is fully agreed to by all parties and that it ensure safety of the players and the condition of the

	Field (time suspended for water break during high heat index)
<b>Run Rules</b>	<b>Description</b>
5.0	There will be a 5-run limit per inning except in the 6 <sup>th</sup> inning, which will have NO limit on the amount of runs a team can score.
5.1	The 10-run rule will take effect after 3 ½ innings if the home team is ahead or after 4 innings if the visiting team is ahead. If a visiting team is ahead by 10 or more innings in the 5 <sup>th</sup> or 6 <sup>th</sup> inning. The home team shall complete they're at bat.
<b>Field Layout</b>	<b>Description</b>
6.0	Base lengths will be set at 60 feet. First peg at Northwoods
6.1	The pitching mound will be 46 feet from home plate.
6.2	The distance from home plate to second base will be approximately 85 feet.
6.3	Elevated pitching mound will be used. Northwoods has pitching mounds, if playing at Zane or Brookdale a portable pitching mound will need to be placed if available.
<b>Pregame Warmup</b>	<b>Description</b>
7.0	Batting practice can be done by the outfield back stops at Northwoods
7.1	Infield grounder practice can be done outside the foul lines of the infield next to team bench and field back stop.
7.2	There is no batting practice allowed on the infield.
7.3	Outfield practice can be done on teams' side of the outfield.
<b>Game Play</b>	<b>Description</b>
8.0	Coaches and players are not allowed directly behind the backstop during games.
8.1	The defensive team has 2 minutes between innings to take the field and for the pitcher to throw 8 warm up pitches. 8 pitches new inning, 5 pitches between innings.
8.2	The home team will occupy the dugout on the third baseline.
8.3	On a dropped third strike the batter is out.
8.4	Each team will play with 3 players in the outfield.
8.5	A batter that is awarded 1 <sup>st</sup> base on a base on balls ("walk") may not lead off or advance to 2 <sup>nd</sup> base until a pitch leaves the pitcher's hand and crosses home plate to the next player in the batting order. See base running section.
8.6	Coaches are not allowed on the field while their team is in the field.
8.7	The fielder always has the right of way when fielding a batted or thrown ball, whether he/she is in the base path. Fielder may not stand in the base path or block any base waiting for a ball to be thrown. The rule states that in the

	event of making a play the fielder may enter the base path. When not fielding a batted or thrown ball, a fielder must not stand in the base path. As the result will be interference, and runner call safe.
8.8	Fielder must not block any base when they do not have the ball in hand. Only time fielder can block base is when they have the ball. This includes the catcher when a play is being made at home. In the event the fielder blocks the base, the runner is considered safe. Runner must have a clear path to the base and must slide if a play is being made to put that runner out. The 1 <sup>st</sup> base orange safety bag must be clear for runner to cross bag, if fielder obstructs runner as they attempt to run through safety bag, runner is safe.
8.9	Batter training equipment (i.e. lighting sticks, ball on a stick, etc....) will not be used during game play or between innings. Such equipment must be used under adult supervision.
8.10	All defensive players, except the catcher, will need to have both feet in fair territory until the batter has contacted the ball or until the ball crosses the plate.
8.11	Outfielders must have both feet in the outfield grass until the ball is pitched.
8.12	If one team is short players, the opposing team will supply the required number of players from the bottom of their batting order. There will be no forfeits for being short players, there will be no borrowing of players from a different team, or outs recorded for having less than 9 players. If the heat index is 95 and above team substituting will be allowed extra time for a water/cool down time. This will not affect game time limit.
8.13	No bunting will be allowed.
8.14	Thrown ball from the catcher to the pitcher is NOT a live ball until after the mid-season tournament.
8.15	A Delayed steal can take place after the mid-season tournament. A base runner may advance to 2 <sup>nd</sup> , 3 <sup>rd</sup> , after the ball has crossed the plate. This includes when a pitcher receives the ball from the catcher and the ball is over thrown or pitcher is not paying attention. Once the pitcher is on the rubber then all runners cannot advance until the pitcher has thrown a pitch and the ball crosses home plate.
<b>Batting</b>	<b>Description</b>
9.0	A continuous batting order will be used. All players must stay in the same batting order throughout the game. If a player shows up late, they will be placed at the bottom of the batting order. If a player shows up after a full batting rotation, the player will enter the lineup after the last batter; the second time through the order. No out will be recorded for that spot in batting order.
9.1	If a player leaves the game due to injury or discipline, the player may return to the game, if they have not missed their scheduled at bat.
9.2	There will be no penalty for stepping out of the batter's box between pitches.
9.3	The batter shall not leave his position in the batter's box after the pitcher comes to the set position or starts their windup without requesting time from the umpire. If time is not granted by the umpire the pitch will count.

9.4	The on-deck hitter will be able to warm up in one of the on-deck circles. The on-deck hitter will stand on the first base side for a left-handed hitter and on the third base side for a right-handed hitter.
-----	---

Bats	Description
10.0	The official bat for league play shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and no be more than 2-3/4" inches in diameter. Weight shall not exceed 31 ounces including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to the touch the taper or barrel of the bat.
10.1	The 5-ounce bat rule will not be enforced.
10.2	Big Barrel bats are allowed.
10.3	The use of an illegal bat will result in the batter being called out and any play resulting from it will be nullified. A second occurrence player will be suspended from game. Head Coach will be suspended from game.
10.4	All required graphics, including USSSA or USA markings, must be permanent and cannot be applied as decals or by any other method. See examples.



Courtesy Runners	Description
11.0	Courtesy runners will be used for an injured base runner or batter. The courtesy runner will be the player who made the last recorded out.
11.1	If an injured player cannot run at their next at bat, the player must be removed from the lineup for the remainder of the game without penalty.
11.2	If scheduled catcher is a base runner and there are two outs, a courtesy runner maybe used so that catcher can put catching gear on for next inning to speed up play.

Base Running	Description
12.0	Baserunners are not allowed to lead off.
12.1	Base runners may lead off or steal after the ball crosses home plate.
12.2	A baserunner that leaves the base early will be an automatic out.

12.3	A baserunner can advance on a dropped third strike, but the batter is out and cannot advance to 1 <sup>st</sup> base.
12.4	A baserunner can advance to 2 <sup>nd</sup> or 3 <sup>rd</sup> base on a passed ball.
12.5	A baserunner CANNOT score from third base on a passed ball or a delayed steal.
12.6	On a ball four “Walk” the batter cannot advance past 1B until the next pitch. If there are other baserunners, such as on 2 <sup>nd</sup> base they may advance at their own risk (in case of passed ball). This prevents a batter on a ball four passed ball sprinting down to 1B drawing the throw to 2B turning it into an overthrow and continuing to advance.
12.7	The only opportunities that a runner occupying 3 <sup>rd</sup> base may advance Home is a batted ball, walk, an attempt any defensive player to pick off and/or retire a runner occupying a base.

<b>Slide Rule</b>	<b>Description</b>
13.0	A baserunner must attempt to avoid body contact when a tag is being attempted or on a force play to avoid collisions and possible injuries. Sliding is option. Jumping over or slamming into catcher is a violation. Violation of this rule will result in the runner being called out and the ball is dead.
13.1	A fielder may not block a base or home plate without the ball. If he/she does, the runner is safe. Example: The catcher may not block home plate until he has the ball in hand. If the throw to the catcher is off target, the catcher may move into the baseline to field a ball, ball must be within reach of fielder.
13.2	Any runner that slides head first into a base will be called out unless the player is returning to a base from a pick off situation.

<b>Pitching</b>	<b>Description</b>
14.0	Each batter will get up to 3 strikes and/or 4 balls.
14.1	Pitchers can throw two pitches; a fastball and a changeup. No other pitches are allowed and are considered illegal. The penalty for throwing an illegal pitch will be as follows: <ul style="list-style-type: none"> <li>• 1<sup>st</sup> Offense: Dead ball and the pitch will be called a ball</li> <li>• 2<sup>nd</sup> Offense: Dead ball and the pitch will be called a ball. The pitcher will also be removed from the game and will not be allowed to pitch for the remainder of the game.</li> </ul>
14.2	A pitcher may throw a maximum of 75 pitches or 2 innings, whichever comes first in a game/start. A pitcher that reaches 75 pitches may finish pitching to the batter they are facing before being removed from the pitching position.
14.3	Coaches will follow the recommended days rest set by the Institute for Athletic Medicine and the Minnesota High School League. The recommendations are listed below: <ul style="list-style-type: none"> <li>• 1 – 20 pitches thrown: 0 days rest needed</li> <li>• 21 – 40 pitches thrown: 1 day rest needed</li> <li>• 41 – 60 pitches thrown: 2 days rest needed</li> <li>• 61 – 66 pitches thrown: 3 days rest needed</li> </ul>

	<ul style="list-style-type: none"> <li>67 – 75 pitches thrown: 4 days rest needed</li> </ul>
14.4	A pitcher can throw back-to-back days if he/she threw 20 pitches or fewer on the first day, but if a pitcher throws on consecutive days, he/she is required to rest on the third day. If he/she throws more than 20 pitches on the second day; the player must rest the required amount of days.
14.5	A pitcher may <u>NOT</u> re-enter the game in the pitching position.
14.6	A pitcher that is in the act of a pitching motion and drops the ball and the ball lands on or within five feet of the pitch mound surface it is considered a dead ball.
14.7	A second trip to the mound for the same pitcher in the same inning will cause the pitcher to be automatically removed from the pitching position for the remainder of the game.
14.8	Coaches will keep track of their team’s pitch count and the opposing team’s pitchers and report the opposing teams pitch count for each pitcher to the website within 24 hours of the end of each game. Failure to do so will result in a warning, second warning will be cause for one game suspension of Head Coach.
14.9	<p>Coaches will follow the above pitching guidelines. Any coach found violating the pitching guidelines will have the following consequences:</p> <ul style="list-style-type: none"> <li>1<sup>st</sup> Offense: The pitcher will be removed from the pitching position and the coach will be suspended for the rest of the game. If offense is discovered after the game, the pitcher will not be allowed to pitch in the next scheduled game. The head coach will be suspended for 1 game.</li> <li>2<sup>nd</sup> Offense: The pitcher will be removed from the pitching position and the coach will be suspended for the rest of the game plus the next 2 games. Head Coach will have to go in front of the BOD. To explain.</li> <li>3<sup>rd</sup> Offense: The pitcher will be removed from the pitching position and the coach will be suspended for the rest of the season.</li> </ul>
14.10	If a player catches 3 innings in a game, they may not enter as a pitcher.
<b>Overthrows</b>	
	<b>Description</b>
15.0	Baserunners may advance on overthrow. By rule an over throw out of play the baserunner is awarded two bases from where the runner started. I.E runner starting from home on an over throw out of play at first base gets first and second. Over throw that stays in bounds runner can advance as many bases as they want.
<b>Dead Ball Rule</b>	
	<b>Description</b>
16.0	The ball will be considered live unless it goes out of play or if the umpire calls time. Or in section 14.6 Pitching.

<b>Infield Fly Rule</b>	<b>Description</b>
17.0	The infield fly rule is in effect! An INFIELD FLY is a fair ball (not including a line drive) which can be caught by an infielder with ordinary effort, when first and second; or first, second, and third base are occupied with less than 2 outs.
<b>Substitutions</b>	<b>Description</b>
18.0	Players will play on only 1 team but will fill in for the opposing team when they have less than 9 players.
18.1	Players may NOT play on any other BPBA team other than their own team.
18.2	Players who are <u>NOT</u> registered to play BPBA cannot play for any BPBA team.
<b>Scorebook</b>	<b>Description</b>
19.0	All players on the roster who are playing will be listed in the scorebook for each game.
19.1	There will be a continuous batting order, whether a player is playing in the field or not.
19.2	The official start time for each game will be recorded in the scorebook.
19.3	Score keepers shall report score and pitch count to umpire after each inning
19.4	In the event of scoring discrepancy discussion shall take place at neutral location and not in one teams' dugout.
19.4	Each team shall have own pitch counter and volunteer counting for both pitchers. Report each innings pitch count to umpire
<b>Sportsmanship</b>	<b>Description</b>
20.0	All Coaches, players, parents, or fans are subject to the Code of conduct. They are not to direct any verbal abuse, profanity, or any other form of ridicule at any other player, coach, umpire, parent, or fan. Any player, coach, parent, or fan doing so will be ejected from the game and will be asked to leave the park immediately. The umpire may elect to call the game a forfeit to the non-offending team.
20.1	If verbal abuse is observed and is not dealt with in a professional manner by the Head coach or Umpire, please contact a BOD member to report the issue.
20.2	A player will be automatically ejected from the game for flagrantly throwing his/her bat or helmet or for displaying poor sportsmanship. No warning may be issued. The umpire shall use discretion in determining whether an ejection is warranted.
<b>Umpires</b>	<b>Description</b>
21.0	All umpire's decisions are final. No protests on judgement calls will be allowed during the game.
21.1	Balls and strikes are not subject to review.

21.2	Any possible rules violation shall be directed by the head coach in a professional manner. The head coach must show in writing, via the MN High School Rulebook or the BPBA Rulebook before the next pitch. The umpire will review the rule and decide if a rule has been violated.
21.3	Board approved umpires will be provided for all games.
21.4	Umpire shall have a game card to record score and pitch count of each pitcher per inning. Game card supplied by Home Team.
<b>Protests</b>	
	<b>Description</b>
22.0	Protests must be made in writing to the BPBA president. The president will bring the protest to the BPBA board, who will review the protest and make a final decision.
22.1	No protests are allowed on judgement calls.
22.2	Any head coach filing a protest will submit the protest in writing within 24 hours of the incident along with \$10.00 to the BPBA president. If the protest is upheld, the money will be refunded. If the coach loses the protest, the money will be donated to the baseball program.
<b>Suspected Rule Violations</b>	
	<b>Description</b>
23.0	The league commissioner will discuss any reported rule violations made by any coach. The coach in question will be issued a warning.
23.1	If a coach continues to break a rule after it has been brought to his/her attention; disciplinary action, including suspension and/or forfeiture of games may occur.
<b>Tobacco &amp; Alcohol</b>	
	<b>Description</b>
24.0	Tobacco is prohibited on all Brooklyn park properties including baseball fields. This includes smokeless tobacco (chew) vapor etc.
24.1	Alcohol is prohibited and illegal on all Brooklyn Park city properties. Coaches and umpires are strongly urged to enforce this rule.
24.2	Code of conduct rules will apply to disciplinary steps taken.
<b>League Standings</b>	
	<b>Description</b>
25.0	League standings will be based on points accumulated: <ul style="list-style-type: none"> <li>• 2 points for a win</li> <li>• 1 point for a tie</li> <li>• 0 points for a loss</li> </ul>
25.1	Tie breakers will be decided by: <ol style="list-style-type: none"> <li>1. Head to head win/loss record</li> <li>2. Head to head run differential</li> <li>3. Season run differential</li> </ol>

	<b>4. Coin toss</b>
25.2	Listed on-line standings are not considered final because not all tie breaker rules are able to be implemented in the online system. The league commissioner will publish official standing at the mid-season tournament and post-season tournament if the standings are different than the online system.
<b>Tournament Rules</b>	<b>Description</b>
26.0	Any rule changes for the mid-season and post-season tournaments will be provided by the BPBA board at least one week before any tournament starts.