

# BVAC

## BASEBALL RULES

**BVAC has a ZERO TOLERANCE** policy. There will be NO harassing of the officials, coaches, players, or fans allowed. Please allow your children to enjoy the game!

**COACHES/PARENTS:** Please interpret all rules to your players and spectators.

**PURPOSE:** The purpose of the program is to teach the values of team play and the basic fundamentals of baseball.

**OBJECTIVES:** Are to teach the values of team participation, enjoyment of the game and clean and friendly competition. Teach every child how to properly field and hit the ball and run the bases. Encourage children to set goals and strive to reach them. Eliminate the need to develop pitching at an early age. Eliminate the fear of young batters being hit by a pitch.

**RULES:** Little League Baseball with the following exceptions:

**PLAYERS:** Younger players may play up with their parent's permission in any division.

A team will consist of a minimum of 7 players to start the game. All late players will be added to the bottom of the line up.

Each player must play at least 2 innings of each game in the outfield. -Substitutions only when player goes to field on defense, but substitutions are unlimited.

No pinch-hitting.

10 (ten) players in all divisions; Texas Little League will have 4 (four) outfielders.

**PLAYER INJURY:** If a player is hurt during the game the umpire will stop play. All other players on the field must take a knee. The umpire will motion for the coach to enter the field if necessary, if indeed the player is hurt the coach will motion for the player's parents to enter the field. It will be the umpire's best judgment when the game is stopped. The umpire will take into consideration the ages of the players on the field.

**TEAM SHIRTS:** All teams will wear the "Official" BVAC T-shirts. Coaches may order themselves a shirt for the normal fee - \$10.00 Coaches will pick team colors at the meeting. We order all players shirts. Only the current official BVAC shirts will be worn during the games. If a team wears a non-current official BVAC shirt that team will forfeit the game! If a player does not have a current official BVAC team shirt on at game time, but has an official BVAC ID, they will be allowed to play but must wear a pinnie. The uniform infraction will be marked on the back of their ID card. Upon the player's second and subsequent uniform infraction, the player must sit out of the game until they have the proper uniform attire. If the player gets their shirt after the game begins, they may report to the umpire and join in the game.

No player may add their name to the back of their shirt because of safety reasons! Players will have to purchase a new shirt if they put their name on it! No player may play in a game without their game shirt.

**EQUIPMENT:** Rubber baseball cleats or tennis shoes only, NO metal spikes.

Each team wears matching BVAC shirts.

All players must provide their own glove.

A batter has choice of any little league or (T-Ball bats- only in T-Ball) they bring, as long as opposing team may use it.

**GAMES:** If a rain out occurs before the game is completed, it will be played from its stopping point at a later date: unless- 2 innings have been played in TBALL 1 and TBALL 2, and the rain begins, the game will be considered complete. If 3 (three) innings have been completed in Coaches Pitch, Machine Pitch, and Texas Little League, and rain begins, the game will stand as complete, even if tied.

**GAME TIME IS START TIME,** there will be no forfeit time period, so get your team there early, or it will be a forfeit. Please get your players on and off the field quickly so every team will have plenty of playing time. All games will begin with a prayer.

6 (six) run limit in Coaches Pitch, Machine Pitch, Texas Little League.

10 batters in T-Ball I and T-Ball II

All batters will bat even if they were not in the field and substitutions will occur only defensively.

**UMPIRE:** B V A C will provide 1 umpire in T-Ball, Coaches Pitch and Machine Pitch. Texas Little League will have one home plate and one field umpire. The umpire has the right to remove anyone sitting behind the plate that is making comments to anyone that the umpire feels is not necessary. This includes: players, coach, umpire or anyone else,

**TEAM FEES AND ROSTERS:** Both are due by the registration deadline. Any player who signs up after the deadline April 30<sup>th</sup> will pay a \$15.00 late fee. No exceptions. Make checks payable to BVAC. No players will be added to the roster after June 1st.

**SEASON PLAY: NO GAMES WILL BE RESCHEDULED UNLESS THERE IS A RAIN OUT.** - All schedules and rainout schedules will be posted on the BVAC web site. [www.bvacsports.org](http://www.bvacsports.org) We will play only a regular season schedule. There will be no tournament at the end, and every game in the regular season will count in the standings. Medals will be given to all teams. All T-Ball I & II players will receive Gold medals. We will keep standings in the other divisions.

**PICTURE DAY:** Check your schedule for your picture time. Pictures are taken rain or shine. They will be taken outside behind the church or in the gym. Pictures will be in the concession stand 3 weeks after the last night pictures are taken.

**SCOREKEEPER:** The home team will provide the official scorekeeper. Players **first and last names** must be entered in the score book. The visiting team should provide an assistant scorekeeper to sit with the official scorer, or they must give up all rights to protest the score. The home team is the second team listed on the schedule. The scorekeeper must sit behind the fence close to the umpire.

**PRACTICE:** Due to the high number of teams, each team is allowed only 1 practice per week at FLC, for only 1 hour. You may practice twice a week if you have a field elsewhere to use, the churches insurance does not cover players on other fields than FLC & BVAC

**BAT THROWING:** Any batter throwing a bat will be called out. **THERE WILL BE NO WARNINGS.** No base runner may advance, or score.

**RAIN-OUTS:** Coaches have the rain out number. All rainouts will be rescheduled ASAP. Please check the web site for make up times. [www.bvacsports.org](http://www.bvacsports.org) Please call it for last minute information. If rained out, the games will be made up as soon as possible. If games are rained out, you may NOT stay and practice on the fields! One field might be rained out and the other is playing.

**LIGHTNING:** If you see lightning and you feel the umpire needs to call the game, you may call it to their attention, but if you leave the field before it is canceled you will forfeit. If the game is canceled because of

lightning please leave the field AS SOON AS POSSIBLE.

**FAN DECORUM:** No chanting, profanity, drugs, drinking or the use of tobacco is allowed any place in the park, including the parking lot & practice fields. Coaches are responsible for the conduct of their players, parents, and guests.

If any fan should become abusive to any player, team leader, or umpire, the umpire will stop the game and warn the fan. If flagrant, the game will be suspended until the offending person(s) leaves the park.

The umpire's decision regarding ejection is final.

No chanting or direct insults to players from the spectators are allowed.

**NO SMOKING, NO PROFANITY, NO DRINKING AND NO PETS ON BVAC OR FLC GROUNDS!**

## **AGE DIVISION RULE**

### **T-Ball I and T-Ball II**

#### **PLAYERS:**

T-Ball I: 3 years thru pre-school      T-Ball II: Kindergarten

#### **PLAYING FIELD:**

Bases- 45 feet apart.

There will be a 10-foot foul ball arc from the 1<sup>st</sup> base line to the 3<sup>rd</sup> base line measured from home plate.

No one may play a field position closer than 35 feet from home plate. All players must stay behind the pitching circle. The pitcher stays in the pitching circle until the ball is hit.

#### **EQUIPMENT:**

Each team will provide a T-Ball before the start of each game. Five (5) T-Balls will be furnished to each team at the coaches meeting. T-Ball stands maybe checked out for \$15.00 rental fee (non-refundable).

#### **GAMES:**

No innings will start after 55 minutes. The inning started will be completed if started before 55 minutes has passed. Home team keeps score. Scorekeeper must sit behind the fence behind the umpire.

Scorekeeper must tell the umpire when it is 10<sup>th</sup> batter. Ties will stand in the T-ball division, we do not keep tally of win lose record.

#### **BATTING:**

Ten people will bat per inning, maximum number in any inning.

No batter can bat more than once out of every 10 turns unless there are fewer than 10 players. If there are only 9 players, bat 1 thru 9, then 1 bats again. The second inning, batter 2 bats first, then bat thru the line-up, and batter 2 is the 10<sup>th</sup> batter. Then so forth.

Score keeper must tell the umpire when the 10<sup>th</sup> batter is up. The inning ends when the 10<sup>th</sup> batter completes his/her time at bat. The umpire must be notified by the scorer and batting coach when the 10<sup>th</sup> batter is up to bat. All players will bat in order until every member has batted.

Batting order cannot be changed during the game, except to add a late arriving player to the end of the order, or to remove a player leaving early or injured. No bunting is allowed.

#### **BALL IN PLAY:**

The umpire places the ball on the tee and signals "PLAY BALL".

The batter attempts to hit the ball off the tee.

There will be an arc from 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline 10 feet from home plate. The ball must travel beyond the arc. If a fielder picks it up before leaving the arc, it is foul ball.

If the ball is hit within the arc, runners on base cannot advance.

If the bat hits the tee and ball simultaneously, it will be ruled a fair ball as long as the conditions for a fair ball are met. There will be no base stealing and no lead offs.

### **GROUND RULES:**

If a ball is overthrown and goes out of the playing area, all runners must hold at that base or stop at the base they were already attempting to reach (umpire's discretion). Any runner that is hit by a batted ball is out. If it has been touched first by any fielder while in fair territory, they are NOT OUT.

### **STOPPING RUNNERS:**

When a defensive player has control of the ball in the base area in front of runners, the play is dead and the defensive player can throw the ball to the catcher (or home plate area) without any advancement from the runners. The umpire will call "time" when, in his judgment the play has been stopped. If a play is being made on a runner and the ball travels into foul territory, the play is dead.

### T-Ball Rules Continued

### **COACHING POSITIONS:**

Only one coach may enter the playing field during play when their team is playing defense. It is understood that the coach must not physically interfere with the play or in any way delay the progress of the game. Coach position must be behind 2<sup>nd</sup> base, and cannot touch any player. Offensive coaches may not touch any player at any time that the player is running the bases or that player is out. When batting, coaches may verbally aid their runners from 1<sup>st</sup> and 3<sup>rd</sup> base.

### **COACHING TIPS**

You need several people to coach a T-Ball team. During the games you will need a 1st base coach, 3<sup>rd</sup> base coach, one helping the batters and keeping the batters in order. NO coach may touch any runners at any time while they are running the bases (exp- you can not stop them by touching them at 3<sup>rd</sup> base) or players in the field (exp- stopping the ball or turning them around).

Only **ONE** coach allowed in the field.

## **COACHES PITCH**

### **PLAYING FIELD:**

Bases 50 feet apart. Pitchers position – 35 feet from home plate.

### **EQUIPMENT:**

Each team will provide limited flight baseballs before the start of each game. 5 (five) limited flight baseballs will be furnished to each team at the coaches meeting

### **PLAYERS:**

A player is one that is currently in the 1<sup>st</sup> & 2<sup>nd</sup> graders. (Players may play up from T-Ball II)

### **GAMES:**

No innings will start after 55 minutes. The inning started will be completed if started before 55 minutes has passed, unless the game is tied, only 1 extra inning will be played. If past 55 minutes and the home team is up in score, then there is no need for the home team to bat and the game will be completed. If past 50 minutes and the visiting team is up in score MORE than 6 runs, then the home team will be given one more at bat and the game will be completed.

### **BALL IN PLAY:**

The Coach will pitch to his own team when they bat. He may pitch underhand, or over hand. A foul is a strike, except on the third strike. And no walks will be issued. There will be no base stealing and no lead-offs. Batter is out after 3 strikes.

### **BATTING:**

3 outs per inning. 6 run limit per inning

All players will bat in order until every member has batted.

No batter can bat more than once out of every 10 turns unless there are fewer than 10 players.

Batting order cannot be changed during the game, except to add a late arriving player to the end of the order, or to remove a player leaving early or injured. No bunting is allowed.

### **GROUND RULES:**

If a ball is overthrown and goes out of the playing area, runners may advance one base.

Any runner that is hit by a batted ball will be called out, unless it has been touched by any fielder as long as they are in fair territory.

### **STOPPING RUNNERS:**

The umpire will call "TIME" when, in his/her judgment the play has stopped. If a play is being made on a runner and the ball travels into foul territory, the play is dead.

Coaches Pitch Continued

### **COACHING POSITIONS:**

Only one coach may enter the playing field during play when they are on defense.

It is understood that the coach must not physically interfere with the play or in any way delay the progress of the game. His/her position must be outfield, behind 2<sup>nd</sup> base and he/she may not touch the base runners. When batting, coaches may verbally aid their runners from 1<sup>st</sup> and 3<sup>rd</sup> base, but the coach must not physically interfere with the play or in any way delay the progress of the game.

No coach may touch any player at any time that the player is on the field or that player is out.

## **MACHINE PITCH**

### **PLAYING FIELD:**

Bases 50 feet apart. Pitchers positions – 35 feet from home plate.

### **EQUIPMENT:**

The catcher must wear a mask when the batter is at bat, BVAC will provide one.

Each team will provide a limited flight baseball before the start of each game. 5 (five) Machine Pitch baseball will be furnished to each team at the coaches meeting.

### **PLAYERS:**

A player is one that is currently in 3<sup>rd</sup> or 4<sup>th</sup> grade. (Players may play up from 2<sup>nd</sup> grade)

### **GAMES:**

No innings will start after 55 minutes. The inning started will be completed if started before 55 minutes has passed, unless the game is tied, only 1 extra inning will be played. If past 55 minutes and the home team is up in score, then there is no need for the home team to bat and the game will be completed. If past 50 minutes and the visiting team is up in score MORE than 6 runs, then the home team will be given one more at bat and the game will be completed.

### **BALL IN PLAY:**

The umpire will put the ball in the machine only after he call "PLAY BALL".

A foul is a foul ball and no walks can be issued. The machine will be set between 32 & 35 MPH and will be adjusted by the umpire as they see fit. There will be no base stealing and no lead offs.

### **BATTING:**

3 outs per inning. 6 run limit per inning. All players will bat in order until every member has batted.

No batter can bat more than once out of every 10 turns unless there are fewer than 10 players.

Batting order cannot be changed during the game, except to add a late arriving player to the end of the order, or to remove a player leaving early or injured. No bunting is allowed.

### **GROUND RULES:**

If a ball is overthrown and goes out of the playing area, runners may advance one base. If a batted ball hits the pitching machine, the batter is awarded 1(one) base and all base runners advance one base. They cannot be thrown out, nor can they advance more than 1 base. Any runner that is hit by a batted ball is out. If any fielder has touched it they are not out along as they are in fair territory.

### **STOPPING RUNNERS:**

The umpire will call “TIME” when, in his/her judgment the play has stopped. If a play is being made on a runner and the ball travels into foul territory, the play is dead.

### **COACHING POSITIONS:**

No coach may enter the playing field during play. When batting, coaches may verbally aid their runners from 1<sup>st</sup> & 3<sup>rd</sup> base, but the coach must not physically interfere with the play or in any way delay the game. No coach may touch any player at anytime the player is on the field, or the player is out.

## **TEXAS LITTLE LEAGUE**

### **PLAYING FIELD:**

Bases 60 feet apart. Pitchers position – 46 feet from home plate

### **EQUIPMENT:**

Each team will provide a Little League Baseball before the start of each game. 5 (five) baseballs will be furnished to each team at the coaches meeting.

Batting helmet and full catchers gear must be worn.

A \$150.00 deposit will check out one set of catchers’ gear and one helmet for practices. Please bring them to your game. When the gear is returned at the end of the season, (in good condition) the deposit will be returned. While warming up the pitcher, any non-adult will be required to wear a mask. Batter and on deck batter must have helmets. For games, 4 (four) batting helmets may be checked out at the concession stand- coach needs to leave their keys as a deposit.

### **GAMES:**

No inning will start after 70 minutes. The inning started will be completed if started before 70 minutes has passed, unless the game is tied, only 1 extra inning will be played, if still tied the game will remain a tie. If past 70 minutes and the home team is up in score, then there is no need for the home team to bat and the game will be completed. If past 65 minutes and the visiting team is up in score MORE than 6 runs, then the home team will be given one more at bat and the game will be completed.

### **BALL IN PLAY:**

The pitcher may pitch the ball only after the umpire calls “PLAY BALL”.

Base stealing is permitted on all bases; however, the runner may not leave the base until the ball has crossed home plate. There are no lead offs. 1 base is allowed on an overthrow going out of the field area. A foul is a strike, except on the third strike unless the catcher catches the ball.

The batter is out if he bunts foul on the third strike.

The batter is out if he throws the bat. **THERE WILL BE NO WARNING!**

### **BATTING:**

3 outs per inning. 6 run limit per inning.

All players will bat in order until every member has batted.

Batting order cannot be changed during the game, except to add a late arriving player to the end of the order, or to remove a player leaving early or injured.

### **GROUND RULES:**

If a ball is overthrown and goes out of the playing area, runner may advance 1 (one) base.

Any runner that is hit by a batted ball is out. If any fielder has touched it they are not out along as they are

in fair territory.

**COACHING POSITIONS:**

No coach may enter the playing field during play.

When batting, coaches may verbally aid their runners from 1<sup>st</sup> & 3<sup>rd</sup> base, but the coach must not physically interfere with the play or in any way delay the progress of the game.

No coach may touch any player at anytime the player is on the field, or that player is out.

When the ball is dead, the coach may go out and talk to his pitcher for only a moment. However, a third trip to the same pitcher, in the same inning will cause this pitchers' automatic removal.

The coach is prohibited from making a third visit while the same batter is at bat.