



## **Carl Reyna League Rules (12U)**

### **Safety**

A player registered in BYBA may not play in another baseball league or on another organized baseball team during the BYBA regular season which runs from approximately mid-February through the end of May. A player registered in BYBA may play on their regular season team at the same time as a BYBA tournament team or the Burlingame Cooperstown team, which may hold practices but not play games during the last month of the BYBA regular season. Additionally, a BYBA player who is playing on a BYBA tournament team may not play on another organized baseball team during the summer season. Penalty is ejection or suspension from league, subject to discretion of the Board of BYBA.

Baserunners must slide or avoid contact. If umpires determine the contact was intentional, the baserunner is out and all other runners return to the base they last occupied. No penalty for incidental contact. Baserunners may not jump or dive over the catcher.

A double first base will be used to reduce the likelihood of injury. The base features a 15-inch white section in fair territory and a 15-inch contrasting colored section in foul territory, with no gap between them. Generally, the batter-runner must use the colored portion in foul territory on a force play at first base. The fielder must use the white portion in fair territory. However, the runner may use the white base if they are rounding first for extra bases, or if no play is being made. A batter-runner may use either side of first base on a base-on-balls or on an extra-base hit to the outfield when there is no chance of a play to be made at first base. Once the batter-runner reaches first base, the batter-runner must always return to the white base, including when leading off, returning on a pick-off attempt or tagging up on a fly ball.

Interference will be called on batter-runners if they only touch the white portion on a force play at first and collide with the fielder. Similarly, it is obstruction if a defensive player only touches the colored portion of the base and collides with the batter-runner. It is a fair ball if a batted ball hits or bounds over any part of the white portion of the double first base.

Alternately, it is a foul ball if a batted ball hits or bounds over any part of the colored portion of the base. Both the fielder and the batter-runner may use either side of the base if the fielder is drawn into foul territory to receive a throw on a dropped third strike.

If a player is removed for injury, player may not re-enter the game if doing so puts the player in immediate danger of further injury. The player's coach will make the decision.

If a batter throws a bat, first offense is a warning, second time, batter is out. One warning per team.

No metal spikes.

**No head-first slides allowed at any base.** No warnings. Penalty, runner is out. All runners retain base they last occupied. Head-first slides back to a base are allowed.

Suicide squeeze plays are not allowed. No warnings will be issued. Penalty: Runner on 3rd base is out, all runners return to their base, and there is no pitch.

No straight steal of home. No warnings. Penalty, runner from 3rd base is out. No pitch. Following runners maintain the base they last occupied.



## **Game Time**

Games are 6 innings or 2 hours long. No new inning begins after 2 hours from the start of the game (new inning begins when last out is made in the previous inning).

After five runs are scored in an inning, umpires will expand the strike zone to encourage batters to put balls into play.

Mercy rule: 10-run mercy rule applies after 5 innings. No mercy rules will apply in the championship game.

The first two weeks of the season will be considered pre-season games and the results will not count towards standings used for playoff seedings.

The home plate umpire will keep official game time. No extra innings will be played during the regular season regardless of time. If game is tied after the final inning, the game ends in a tie. This extra innings rule does not apply during the playoffs. During the playoffs, if a game is tied when time has expired, then the next inning will be started with runners on first and second base. The runners will be the last two outs in the previous inning. If after two additional innings in this format there is no winner then the game will stop and the game will be decided by a tie breaker of head-to-head competition during the regular season and then, if necessary, by run differential during the regular season (the tie breaker does not apply in the championship game).

Courtesy runners are allowed for the catcher with two (2) outs. The courtesy runner will be the player who made the last out.

## **Pitching**

The pitcher must be changed on the second visit to the mound by a coach in an inning. An official visit occurs when a coach calls time-out to talk with the pitcher or goes onto the field to talk with the pitcher without calling time-out. A visit can occur even if a coach does not go across the foul line to confer. A visit can be called by an umpire if any defensive coach talks directly to the pitcher or to any defensive player who then talks to the pitcher, with or without calling time-out. If manager calls time-out and meets with any defensive player, it is a charged visit. If the defense meets when the offense calls time-out, it is not a visit if they break up immediately after offense breaks up.

Pitchers are allowed a maximum of 7 warm-up pitches to start the game and 6 pitches between innings. A maximum of 6 warm-up pitches are allowed for relief pitchers.

Once a pitcher has been removed from pitching, they cannot re-enter the game as a pitcher. Penalty, loss of game but game will be played out.

Each team shall designate a representative to count each pitcher's number of pitches thrown in a game and both coaches shall confirm the number of pitches after each inning. BYBA umpires will not be responsible for tracking pitches thrown by the pitchers. In the event of a disputed pitch count, the home team's count shall apply.



## Building Community through Youth Baseball

Balks will be called, except for pre-season games when no balks shall be called. Umpires will provide one warning to each player. On the balk warning, the play is dead and the pitch will not be counted. On a called balk, the team at bat can take the result of the play if the pitch on which the balk was called is safely put in play. No warnings will be issued for balks during the playoffs.

No intentional walks.

### Pitching Limits/Rest Periods

No breaking balls allowed. Coaches must report offenses to the league director.

Pitchers are allowed to pitch a maximum of (i) 3 innings or (ii) 85 pitches per game, whichever comes first. One pitch constitutes one inning. Pitchers are allowed to pitch a maximum of 5 innings per week (subject to rest periods set forth below), with weeks starting on Monday morning and ending on Sunday evening. Penalty for violation of inning & pitch maximums, rest periods or pitching/catching combinations is a loss of game but game will be played out.

The minimum amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 3-inning maximum).

1-20 pitches - no rest required to pitch the next day

21-35 pitches - 24 hours (1 day)

36-50 pitches - 48 hours (2 days)

51-65 pitches - 72 hours (3 days)

66-85 pitches - 96 hours (4 days)

The rest period starts the day after a player pitches his last pitch. For example, if a player pitches 25 pitches in his 9-11am Saturday game, he must rest the entire day on Sunday and is not eligible to pitch again until Monday. It would not matter if the player had a game after 11am on Sunday.

If a pitcher reaches a day(s) of rest threshold while facing a batter the pitcher may continue to pitch until one of the following conditions occurs: 1) the batter involved reaches base; 2) the batter is put out; 3) the out is made to end the involved players at bat. If an out is made to end the inning and the batter will return as the first batter for the next inning (e.g., a pickoff out that ends the inning), the pitcher shall not return to face that same batter. For example, if a pitcher was at 19 pitches at the start of the at-bat, and finished the at-bat with 23 pitches, the pitcher would not be required to observe any days' rest because pitcher only reached the first (1-20 pitch) threshold.



## Building Community through Youth Baseball

Pitchers and catchers are limited to a maximum combined total of 4 innings per game as follows:

Pitching	Catching
3	1
2	2
1	3
0	4

Sequence of pitching and catching is irrelevant. However, once a pitcher is relieved, he may not re-enter the game as a pitcher.

### **Roster**

Continuous batting order with no changes allowed during the game.

If a roster player leaves the game early, the player's spot is skipped and no out is recorded. This also applies to call-up players.

Defensive substitutions are allowed at any time. Players may not sit out more than 6 defensive outs per game, unless due to injury. Penalty is loss of game but game will be played out.

Call-ups should be used if fewer than 9 players are going to be available for a game. Call-ups may play any outfield position and must bat at the bottom of the order. If an unexpected roster player(s) makes the game, let the call-up player(s) play but follow the batting and defensive requirements. Call-ups may be allowed during playoffs, subject to league director approval. Call-overs (a player from a different team in the same division) are not permitted.

If a roster player arrives late to the game, he must enter at the bottom of the order. If the player arrives before his spot in the lineup has come up, he resumes his place in the order. If call-ups are in the batting order, the late arriving player bats after the call-ups if they have already batted. If the call-ups have not yet batted, the late arriving player bats after the last roster player in the batting order if the late arriving player's spot has been passed, followed by the call-ups.

### **Playoffs**

All teams will qualify for league playoffs. The playoff schedule will be determined by each team's regular season won-loss record. Tiebreakers will be decided by head-to-head record, then fewest runs allowed, then a coin flip (in that order).

### **Bat Rules - Penalty for use of illegal bat is that batter is out (dead ball, no play)**

Players may use USA Approved or USSSA Approved bats or wooden bats (except bamboo)"

### **Ball Rules**

Diamond DOL A Baseball or equivalent



## Building Community through Youth Baseball

### **Stealing**

Runners may lead off 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases. A maximum 10-foot lead is allowed from 1<sup>st</sup> base, from 2<sup>nd</sup> base and from 3<sup>rd</sup> base, in all cases the limit shall be marked with chalk prior to the start of a game. Runners must have one foot behind the chalk line on the lead. The runner at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base may advance once the pitcher starts their pitching motion. Penalty: Ball is dead and the runner on first, second or third is out. Umpires will provide one warning per team for a lead exceeding 10 feet from 1B, 2B and 3B before enforcing the out rule. No warnings during the playoffs.

The ball is live at all times unless the umpire calls time-out. Once the pitcher steps on the rubber, all runners must return to their respective bases before reassuming their leads.

### **Other**

70-foot distance between bases. Bases are fixed. Pitching distance is 50 feet.

Infield fly rule will apply.

Dropped third strike rule is in effect.

Batters may bunt.

Safety squeeze plays allowed.

Winning team is responsible for reporting the final score. For games against other city teams (e.g., Millbrae), the final score should be reported by the Burlingame team regardless of which team won. Each team is responsible for reporting their own pitch counts.

Home team is responsible for keeping the official score book.

Home team is responsible for dragging the field and chalking the lines for the next game. Visiting team should help the home team to speed the pace of play.

Home team will set outfield cones at approximately 225 feet. A ball hit over the cones in the air is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double.

Visiting team will be responsible for scoreboard operation at Bayside 1 and 2.

No taking "infield" practice before games.

Home team gets third base dugout. Dugouts should be left broom clean by both teams.

Hidden ball tricks are not allowed.

All other rules will be governed by the "Official Baseball Rules".