

Baseball Players



Association

**2026 OFFICIAL
RULE BOOK**

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BASEBALL PLAYERS ASSOCIATION



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Baseball Players Association

Official Baseball Rules

Editor – BPA National Office

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BASEBALL PLAYERS ASSOCIATION

NOTE: Any rule not covered in the Baseball Players Association Rule Book will be covered in the National Federation of High School Rule Book. **Because of younger age divisions in the BPA, umpires, UIC'S and tournament director rulings are not required to match the Federation's "Case Book" in every scenario.**

NOTE: In the Baseball Players Association, female players are eligible to participate and may compete in any particular division in baseball.

RULE 1 DEFINITIONS OF TERMS

APPEAL

An appeal is the act of a fielder in claiming a violation of a rule by the offensive team and where an umpire cannot make a decision unless requested by a manager or player. The appeal must be made before the next legal/illegal pitch or before all the fielders have left the field. The appeal play does not change the type of out that is being appealed.

BALK

A balk is an illegal act committed by the pitcher resulting in an immediate dead ball, a ball being awarded to the batter with no runner(s) on base. If there are runner(s) on base, the runner(s) shall advance one base without the liability to be put out. The batter resumes the at bat with the previous count.

BALL

A pitch that does not enter the strike zone in flight and is not struck at by the batter.

- a) If the pitch touches the ground and bounces through the strike zone it is a ball. If such a pitch touches the batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

BASE

One of four points that must be touched by a runner in order to score a run.

BASE COACH

Team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

BASE ON BALLS

Award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

BATTER

An offensive player who takes his position in the batter's box.

BATTER/RUNNER

Identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

BATTER'S BOX

Area that the batter shall stand in during his time at bat.

BENCH OR DUGOUT

The seating facilities are reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

BUNT

A batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

CALLED GAME

A game in which for any reason, the umpire-in-chief terminates play.

CATCH

Act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.

- a) It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball.
- b) It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player.

- c) If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught.
- d) In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.
- e) Runners may leave their bases the instant the first fielder touches the ball.

CATCHER

The defensive fielder who takes his position in back of the home plate.

CATCHER'S BOX

Area within which the catcher shall stand until the pitcher delivers the ball.

CHAMPIONSHIP PLAY TOURNAMENTS

Tournaments that are designated as State, National Invitational Tournaments (NIT), Regional, National and World Series.

COACH

Team members in uniform appointed by the manager to perform such duties the manager may designate, such as but not limited to acting as base coach.

DEAD BALL

A ball out of play because of a legally created temporary suspension of play.

DEFENSE

The team, or any player of the team, in the field.

DOUBLE FIRST BASE

If using the double first it shall be a white and a colored base, with the colored base located in foul territory.

- a) The runner should use the colored base on initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored base.
- b) On a dropped third strike, the fielder and/or the runner may touch white or colored base.
- c) A runner is never out for touching the white base rather than the colored base.

- d) Once the runner reaches first base, the runner shall then use the white base.

DOUBLE PLAY

A play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

ELECTRONIC DEVICE

One-way electronic communication between only the coach and catcher is permitted. Coaches can't use electronic communication with any other players on offense or defense. When utilizing one-way communication the coach cannot be outside the bench/dugout area.

PENALTY: the umpire will issue a warning and the 2nd time the head coach will be removed from the game.

FAIR BALL

A batted ball that settles on fair ground between home plate and first base or between home plate and third base, or that is on or over fair territory when bouncing to the outfield past first or third base, or that touches first, second, or third base, or that, while on or over fair territory, touches the person of an umpire or player, or that, while over fair territory goes out of the playing field in flight.

- a) A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is in fair or foul territory at the time he touches the ball.

FAIR TERRITORY

Part of the playing field within, including the first base and third base lines, from home plate to the bottom of the playing field fence and perpendicularly upward. All foul lines are in fair territory.

FIELDER

Any defensive player.

FIELDER'S CHOICE

An act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner.

FLAGRANT PLAYER

Any player shall not at any time flagrantly and with excessive force impede an opposing player. A defensive player shall not at any time

flagrantly and with excessive force impede the batter/runner or baserunner (flagrant obstruction).

PENALTY: Immediate ejection of the defensive player.

An offensive player shall not at any time flagrantly and with excessive force impede a defensive player, regardless if the fielder is making a play. All runners return to the base at the time of the pitch unless forced.

PENALTY: Immediate ejection of the offensive player.

FLY BALL

A batted ball that goes high in the air in flight.

FORCE PLAY

A play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

FORFEITED GAME

A game declared ended by the umpire-in-chief in favor of the offended team by the score of 7-0, for violation of the rules.

FOUL BALL

A batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player or any object foreign to the natural ground.

- a) A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

FOUL TERRITORY

Part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

FOUL TIP

A batted ball that goes sharply and directly from the bat to the catcher's hands, glove or mitt and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound unless the ball has first touched the catcher's glove or hand.

GROUND BALL

A batted ball that rolls or bounces close to the ground.

ILLEGAL PITCH

A pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitching plate, or a quick return pitch. An illegal pitch when runners are on base is a balk.

INFIELDER

A fielder who occupies a position in the infield.

INFIELD FLY RULE

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.

NOTE: *The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.*

- a) When it's apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield fly, if fair".
- b) The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.
- c) On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder and not by some arbitrary limitations such as the grass, or the base lines.
- d) The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder.
- e) The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.
- f) If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 7, Section 7(p). The infield fly rule takes precedence.

IN FLIGHT

A batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY

Indicates that the ball is in play and an offensive player may be put out.

INNING

That portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each Team's time at bat is a half-inning.

NOTE: *A new inning begins when a third (3rd) out at the bottom of an inning is recorded.*

INTERFERENCE

An act by the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.

- a) If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- b) In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.
- c) Umpire's interference occurs when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or when a fair ball touches an umpire on fair territory before passing a fielder.
- d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

NOTE: *On any interference the ball is dead.*

LIVE BALL

A ball that is in play.

LINE DRIVE

A batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

OBSTRUCTION

- a) The act of a fielder who while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

NOTE: *In the 8 and younger division, only the act of the fielder who while not in possession of the ball impedes the progress of the runner.*

- b) A defensive player or team member that hinders or prevents a batter from striking or hitting a ball.

NOTE: *It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.*

OUTFIELDER

A fielder who occupies a position in the outfield, which is the area of the playing field most distant from home plate.

OVERSLIDE

Act of an offensive player when he slides to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

PENALTY

The application of these rules following an illegal act.

PITCH

A ball delivered to the batter by the pitcher.

PITCHER

The fielder designated to deliver the pitch to the batter.

PIVOT FOOT

That foot which is in contact with the pitcher's plate as he delivers the pitch.

PLAY

The umpire's order to start the game or to resume action following any dead ball.

QUICK PITCH

The pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

RETOUCH

The act of a runner in returning to a base as legally required.

RUN

Is the score made by an offensive player who advances from batter to runner and touches first, second, third and home plate in that order.

RUN-DOWN

The act of the defense in an attempt to put out a runner between bases.

RUNNER

An offensive player who is advancing toward, or touching, or returning to any base.

SAFE

A declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION

One of the two legal pitching positions: 1) windup and 2) set positions.

SQUEEZE PLAY

Term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

STRIKE

A legal pitch when so called by the umpire, which:

- a) Is struck at by the batter and is missed.
- b) Is not struck at, if any part of the ball passes through any part of the strike zone.
- c) Is fouled by the batter when he has less than two strikes.
- d) Is bunted foul.
- e) Touches the batter as he strikes at it.
- f) Touches the batter in flight in the strike zone.
- g) Becomes a foul tip.

STRIKE ZONE

That area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulder and the top of the uniform pants, and the lower level is a line at the bottom of the knees. The strike zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball. If the hitter bends down or leans over to make the strike zone smaller, the umpire would determine the batter's height by considering what would be his normal batting stance.

SUSPENDED GAME

A called game that is to be completed at a later date.

TAG

Action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with

the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

THROW

Act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always from the pitch.

TIME

The announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH

To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

TRIPLE PLAY

A play by the defense in which three (3) offensive players are put out as a result of continuous action, providing there is no error between putouts.

WILD PITCH

A pitch is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND-UP POSITION

One of the two legal pitching positions: 1) wind-up and 2) the set positions.

RULE 2 PLAYING FIELD

SECTION 1

The playing field is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within the radius of the prescribed fence distance, from home plate between the foul lines.

SECTION 2

The playing field shall be laid out according to the instructions below and supplemented by Diagram on the adjoining page.

SECTION 3

The distance from home plate to the nearest fence in fair territory shall be 250 feet or more.

NOTE: *A distance of 320 feet or more along the foul lines, and 400 feet or more to centerfield is preferable.*

NOTE: *The distance from home plate to the nearest fence in fair territory in the 12 and younger and lower divisions is 200 feet.*

SECTION 4

The recommended distance from home plate to the backstop and from the base lines to the nearest fence on foul territory should be 60 feet or more.

SECTION 5

The infield shall be a 90-foot square.

- a) Home plate is determined by measuring 127 feet 3 3/8 inches in the desired direction to establish second base.
- b) From home plate, measure 90 feet towards first base, from second base measure 90 feet towards first base; the intersection of this line establishes first base.
- c) From home plate measure 90 feet towards third base, from second base measure 90 feet towards third base, the intersection of these lines establishes third base.
- d) The distance between first base and third base is 127 feet, 3 3/8 inches.
- e) All measurements from home plate shall be taken from the point where the first and third base lines intersect.

SECTION 6

The catcher's box, the batter's boxes, the coaches' boxes, the three foot first base lines and the on-deck boxes shall be laid out as shown in Diagram.

SECTION 7

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with wet, unslaked lime, chalk or other white material.

SECTION 8

A five-sided slab of whitened rubber shall mark home plate.

- a) Home plate shall be a 17 inch square with two corners removed so that one edge is 17 inches long. The two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point.

- b) Home plate shall be set in the ground with the point at the intersection of the lines extending from home plate to first base and to third base, with the 17 inch edge facing the pitcher's plate and the two 12 inch edges coinciding with the first and third base line.

NOTE: Refer to Diagram.

SECTION 9

The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagram, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet 6 inches.

SECTION 10

The playing field dimensions for BPA Youth Baseball are as follows: Official Diamond shall have dimensions as follows

<u>Age Divisions</u>	<u>Baselines</u>	<u>Pitching Distance</u>
High School Div	90 feet	60 feet 6 inches
15, 16, 17 & 18	90 feet	60 feet 6 inches
14u	90 feet 80 feet	60 feet 6 inches 54 feet
13u	80 feet	54 feet
11u and 12u	70 feet	50 feet
10u	65 feet 60 feet	46 feet

<u>Age Divisions</u>	<u>Baselines</u>	<u>Pitching Distance</u>
9u	65 feet 60 feet	46 feet
8u	60 feet	46 feet

NOTE: *The BPA will offer in the 9, 10 and 14 age divisions a choice of the base distances with the option of using either made by the tournament director.*

NOTE: *The BPA will offer in the 14 Age Division a choice of the base distance and the pitching distance with the option of using either made by the Tournament Director.*

SECTION 11

During the course of any game, if the base distance or the pitching distance is found to be in error, the error should be corrected immediately and the game should be continued.

NOTE: *This rule is not a point to be protested.*

RULE 3 EQUIPMENT

*The BPA Baseball reserves the right to approve or reject any baseball related equipment for its intended use in the BPA Baseball Program. Equipment does not merely need to meet industry standards but must meet BPA Baseball Program standards before approval for its use is granted.

****NOTE:** *The use of a bat warmer is approved for use in all divisions of BPA play. Please refer to the BPA approved equipment site in order to obtain the bat warmers that are approved for use in the BPA.*

SECTION 1

No jewelry is allowed.

- a) Medical alert ID bracelets or necklaces are allowed but must be taped.

- b) **No player can play in a game with a cast (plaster, metal or other hard substances.) Other items judged dangerous by the umpire cannot be worn in a game.**
- c) Prosthesis may be worn. Any metal that is part of the brace must be covered.
- d) Violation of the jewelry rule is not grounds for protests.

PENALTY: First warning for non-compliance with the no jewelry rule is a team warning. The second warning is the immediate ejection of the offending player.

SECTION 2

The Official Baseball Players Association baseball must be BPA manufacturer approved with BPA stamp. The official baseball shall be a sphere formed by yarn wound around a small core of cork, rubber, leather or similar material, covered with two strips of white horsehide, leather, cowhide, or synthetic material tightly stitched together. It shall weigh not less than five nor more than 5 ¼ ounces avoirdupois and measure not less than 9 nor more than 9 ¼ inches in circumference.

SECTION 3

The official bat shall be a smooth round cylinder with a knob that is permanently and securely fastened and shall not exceed more than 2 ¾ inches in diameter at the thickest part and not more than 36 inches in length. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal. A non-wood bat must have a safety grip of cork, tape or composition material. The grip must extend a minimum of 10 inches but not more than 18 inches. Slippery tape or similar material shall be prohibited.

Ages 12u and Below: All non-wood bats must be permanently stamped with the 1.15 BPF, USA Baseball or BBCOR Certification Mark and will have no weight drop restriction. Alternatively, wood bats may be used.

Ages 13u: All non-wood bats must be permanently stamped with the 1.15 BPF, USA Baseball or BBCOR Certification Mark and must use a **Maximum drop 8 (-8)**. Alternatively, wood bats may be used.

Ages 14u: All non-wood bats must be permanently stamped with the 1.15 BPF, USA Baseball or BBCOR Certification Mark and must use a **Maximum drop 5 (-5)**. Alternatively, wood bats may be used.

Ages 15u and Above: All non-wood bats must be permanently stamped with the BBCOR Certification Mark. **All BBCOR bats are limited to Drop 3 (-3).** Alternatively, wood bats may be used.

NOTE: Length-to-Weight Ratio Examples (Drop)

- Drop 8: 30-inch bat is 22 ounces
- Drop 5: 30-inch bat is 25 ounces
- Drop 3: 33-inch bat is 30 ounces

NOTE: *No foreign substance may be INSERTED into the bat.*

PENALTY: Player and coach shall be ejected.

SECTION 4

No laminated or experimental bats shall be used in the BPA Baseball Program, until the manufacturer has secured approval from the BPA Baseball National Office of its design and methods of manufacture.

NOTE: *Any bat designated by the manufacturer for sports other than baseball may not be used.*

SECTION 5 CUPPED/BROKEN, CRACKED BATS

An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added. Bats that are broken, cracked or dented or deface the ball (tear the ball) shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.

SECTION 6

The bat handle, not more than 18 inches from its end, may be covered or treated with any material or substance that improves the grip. A bat choke may be used on the handle of the bat, which would not make it an altered bat. Any such material or substance, which extends past the 18 inches limitation, shall cause the bat to be removed from the game.

PENALTY: If the umpire discovers that a bat does not conform to Sections 3, 4, 5, and 6 above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out or ejected from the game.

PENALTY: Please refer to Rule 7, Section 8(f) to an addition penalty(s) regarding a batter using an altered or a tampered bat.

SECTION 7

No bats will be allowed to stay in the area outside the batter's circle.

SECTION 8

Each coach will furnish their own equipment, including uniforms.

SECTION 9 UNIFORM

All players on a team shall wear uniforms identical in color and style, including jersey, pants, cap and headwear. All player's uniforms shall include a minimal six (6) inch number on their back.

NOTE: *No players on the same team may wear identical numbers. If this occurs, the umpire must ensure that this is corrected immediately.*

NOTE: *Coaches/managers are allowed to wear matching shirts and shorts.*

NOTE: *A hat is considered part of the uniform and should be alike in color, style and design.*

Players may wear **ANY** undergarments under their uniform shirts. The pitcher shall not wear a long sleeve white undergarment. A white short sleeve undershirt may be worn if the sleeves are above the elbow or covered by the official game jersey. The white short sleeve must conform to the manufacturer's original design and cannot be cut, slit or ragged. If the shirt is discovered to be below the elbow or is considered to be a distraction, time will be called, and the undergarment removed without penalty and the game resumed. Compression sleeves-(non-white in color), may be worn by the pitcher, below his elbow with the color being a solid color.

- a) No player shall wear ragged, frayed or slit sleeves.
- b) Glass buttons and polished metal shall not be used on a uniform.
- c) A part of the uniform may include patches and/or designs relating to commercial advertisements. Any patch or designs considered inappropriate by league or tournament officials will not be allowed.

NOTE: *Failure by a player to wear proper equipment after so ordered by the umpire will result in that player being ejected.*

NOTE: *If a team is not in compliance with the uniform rule, the opposing team if in total uniform compliance has the choice of being the home or visiting team. If both teams are in compliance or if both teams are not in compliance, a flip of the coin will determine the home*

and visiting team. This must be brought to the attention of the home plate umpire before the first pitch of the game. Once the game starts there is no penalty.

SECTION 10

All players must wear shoes. A shoe shall be made with either canvas or leather uppers or similar.

- a) Metal cleats can be worn by ages 13 age Division and older. Metal cleats are not allowed for ages 12 age Division and younger.
- b) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes cannot be worn.

PENALTY: If the umpire discovers a player wearing metal spikes, the coach is ejected on the first offense; the player shall be ejected on the second offense.

SECTION 11

All fielders must wear gloves or mitts made of leather or any other approved material. Glove shall not be altered to create an adhesive, sticky and/or tacky surface.

SECTION 12

The glove/mitt worn by the catcher may be any size. The glove/mitt worn by all fielders except the catcher shall conform to the following maximum specifications. All gloves/mitt can be any weight.

- a) The measurements covering the size of the glove shall be made by measuring the front side or ball receiving side of the glove.
- b) Height (measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mitt): 14 inches.
- c) Width of palm (measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mitt): 8 inches.
- d) Webbing (measured across the top end or along any line parallel to the top which): 5 $\frac{3}{4}$ inches. The space or area between the thumb and first finger called the crotch may be filled with leather webbing or backstop.

SECTION 13 PITCHERS GLOVES / ACCESSORIES

- a) May be two-toned. If multi-colored, white and gray shall not be included in the colors.
- b) The pitcher's glove may not exclusive of the manufacturer's logo be white or gray, including all stitching, webbing and lacing.
- c) Gloves with white or gray circles on the outside giving the appearance of a ball may not be worn.
- d) No pitcher shall attach to his glove any foreign material of a color different from the glove.
- e) Sweat wristbands are not allowed to be worn by a pitcher.
- f) The pitcher may wear a batting glove on his glove hand as long as the batting glove is not distracting.

NOTE: *The pitcher cannot rub the ball while wearing the batting glove. This is a balk.*

- g) A pitcher may wear non-reflective sunglasses (not on top of the hat).
- h) The pitcher shall not have anything hanging out of his back pockets or the pockets themselves. The umpire(s) have sole authority to judge whether or not an item is distracting. The item shall be removed from the game with no penalty.

SECTION 14

A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, players and youth coaches in the coach's boxes and all runners.

- a) The batting helmets worn by each of these individuals must have extended ear flaps that cover both ears and temples.
- b) It is recommended at the 12 and younger age divisions, players will wear the protective facemask at all times, while at bat and running the bases.

PENALTY: When an umpire detects a player deliberately removing a batting helmet during playing action, a dead ball will be declared immediately. The violator is declared out immediately with all runners returning to the last base touched at the time of the infraction. Preceding runners, scoring before the infraction, will score and are not required to return to the last base occupied.

SECTION 15 CATCHER'S PROTECTIVE EQUIPMENT

- a) The catcher must wear a NOCSAE approved head protector with full ear protection-(dual earflaps), a protective mask with a throat protector, body protector, shin guards, and any male player catching or warming up a pitcher must wear a protective cup. Catchers are allowed to wear an approved hockey style catcher's mask.
- b) Any player warming up a pitcher at any location within the confines of the park will be required to wear an approved head protector and an approved mask with the throat protector.

NOTE: *The BPA strongly recommends wearing protective mouthpieces while in the field of play in all divisions. The use of mouthpieces will be left to the discretion of the coaches and parents.*

NOTE: *All protective equipment must conform to industry and the BPA Baseball standards.*

SECTION 16 BLOOD RULE/HIV PROTECTION

When a player is bleeding or has an open wound, the bleeding must be stopped and the open wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate and a suspension of play for a reasonable time will be awarded to the team. Should the treatment exceed the reasonable time the affected player must be substituted for.

- a) Any player, whose uniform is saturated with blood, must follow the same guidelines as stated above. If necessary, a change of uniform may have to occur. This change of uniform may result in not matching to the team uniform and is not against Rule 3, Section 9.

NOTE: *The re-entry rule applies to starters and this is not a point of protest.*

- b) If a player is injured but not bleeding and the umpire believes that an undue delay would result or if the injury requires extensive treatment, the player injured must leave the game. The re-entry rule applies to starters.
- c) A player that is rendered unconscious or apparently unconscious during a game, the player shall not be permitted to resume

participation that day without written authorization from a physician.

RULE 4 COACHES, PLAYERS, ROSTERS, BATTING ORDER, AND SUBSTITUTIONS

NOTE: *Additional information on Rosters and Qualifying are located in bylaws in the back of the book.*

SECTION 1

A maximum of four (4) adults per team are allowed in dugouts to include the coach/manager and three (3) assistants.

SECTION 2

The BPA holds its coaches to the highest behavioral standards. The BPA reserves the right to discipline any coach for any activity brought to its attention that its members deem inconsistent with those principles.

- a) Such behavior, but not limited to, abusive treatment of players, parents, umpires or opposing coaches; excessive arguing with umpires or opposing coaches, the use of profanity, in the BPA Baseball Program. May not leave the dugout during a live ball situation; sit or stand BEHIND home plate area when the opposing team is on defense; leave the dugout area during a physical confrontation on the field; using any tobacco product on the field of play or dugout area; avoid any physical contact or any other type of physical action toward the umpire.

EFFECT: *Coaches reported to be involved in any such activity will be subject to an investigation by the National Office or the State Director and could be summoned before the National Office or State Director to explain their actions. The degree of discipline will be determined by the National Office or State Director and could result in the complete banishment from the program.*

- b) Teams that willfully and intentionally forfeit a tournament game will be subject to penalties at the discretion of the Tournament

Director. The coach will be immediately ejected from the tournament.

SECTION 3

The BPA Baseball age eligibility is April 30th.

AGE/GRADE EXCEPTION.

Players who turn one (1) year older than the age group they are wanting to participate in prior to May 1st of the current season are NOT ELIGIBLE, unless they are in the specific age group grade.

***NOTE: Proof of grade eligibility may be required.**

****NOTE: PLEASE REFER TO THE BPA WEB SITE IN ORDER TO VIEW THE CHART CONCERNING THE AGE GROUP AND GRADE ELIGIBILITY.**

*****NOTE: The NOTE on the bottom of the chart:**

PLAYERS CAN'T TURN NEXT AGE PRIOR TO SEPTEMBER 1ST.

NOTE: The BPA Tournament Baseball Team Roster should be as follows:

- a) 8 and younger - Roster made up entirely of tournament age player's 8 years old or any combination of 6, 7, 8-year-old players.
- b) 9 and younger - Roster made up entirely of tournament age player's 9 years old or any combination of 7, 8, 9-year-old players.
- c) 10 & younger - Roster made up entirely of tournament age player's 10 years old or any combination of 8, 9 and 10-year-old players.
- d) 11 & younger -Roster made up entirely of tournament age player's 11 years old or any combination of 9, 10, and 11-year-old players.
- e) 12 & younger - Roster made up entirely of tournament age player's 12 years old or any combination of 10, 11 and 12-year-old players.
- f) 13 & younger - Roster made up entirely of tournament age player's 13 years old or any combination of 11, 12 and 13-year-old players.
- g) 14 & younger - Roster made up entirely of tournament age player's 14 years old or any combination of 12, 13 and 14-year-old players.
- h) 15 & younger - Roster made up entirely of tournament player's 15 years old or any combination of 13, 14 and 15-year-old players.
- i) 18 & younger High School Division - Roster made up entirely of tournament age player's 18 years old or any combination of 15, 16, 17 and 18-year-old players.

SECTION 4

Coaches must enter roster online at playbpa.com, print, get all parent signatures, and turn in a “copy” of the completed roster.

- a) The roster is to show the team name, and also the name, address, and date of birth of each player listed on the roster.
- b) Players that have not previously participated in the BPA Baseball Programs must bring their coach a copy of a legal birth certificate.
- c) The coach must submit a copy of the team roster and birth certificates for players if requested by a BPA State Director or BPA representative.
- d) Birth certificates or government issued I.D. must accompany youth players at all times.
- e) Court certified copies of the permanent legal adoption papers showing the place and date of the player’s birth is acceptable. This only applies to adopted players.
- f) Foreign players: Any certificate or document issued by the U.S. Immigration or the Department of State showing the birth date of the player is acceptable.
- g) Any notarized photocopies of birth certificates, hospital or school records, or any other certificate that has been notarized is acceptable and will qualify that player or team.

SECTION 5

Any players added to a roster must be added to the team’s BPA online roster.

SECTION 6

A player may compete with one BPA Baseball Team.

- a) A team is defined as a player(s) and a head coach.

SECTION 7

Players may transfer to another team after the official roster has been submitted.

SECTION 8

The BPA may, at its discretion, take under consideration eligibility change requests. Rulings will be in the best interest of the player considering, but not limited to, factors as loyalty, commitment and recruiting.

- a) Player(s) can be officially released one (1) time per season.

- b) Player(s) can be released at any time at the request of the team manager or parent/guardian with the approval of their State Director or National Office prior to being allowed to participate with another team.
- c) Only roster positions that were never occupied by a player(s) are eligible or open to add additional player(s).
- d) Player(s) from a disbanded team do not lose their right of release or to be picked up or added to another team.

SECTION 9 TEAM CLASSIFICATIONS

- a) Gold Elite travel teams
- b) Silver Travel teams
- c) Bronze Recreation All-Star teams

NOTE: *Players, having sufficient skill, may play in a higher classification. The players may return to their regular age classification team the following year.*

NOTE: *Tournament Directors may combine divisions if not enough teams are entered in the tournament.*

NOTE: **LEAGUE RECREATIONAL/LEAGUE ALL-STAR TEAM. BPA OR OTHER SANCTIONED LEAGUE. In lieu of physical recreational league, the team must consist of players from the same high school based area. Proof of player league membership or area residency must be provided for participation in BPA post-season play.**

SECTION 10 BATTING ORDER OPTIONS AVAILABLE

- a) Nine (9) batters (can be with the DH) nine (9) players
- b) Nine (9) batters with the Designated Hitter (DH) 10 players
- c) Ten (10) batters with the Extra Player (EP)
- d) Ten (10) batters with the Extra Player (EP), and the Designated Hitter (DH) still only batting ten
- e) Continuous batting order for all age divisions 14 and younger

NOTE: *At the start of the game coaches shall have the option of using a continuous batting order from any combination of the players present at the start of the game in all levels of play in age divisions 14 and younger.*

SECTION 11

A player that arrives after the start of the game may enter the game as a substitute.

SECTION 12

The coach has the option of using the Designated hitter (DH) or the Extra Player (EP) or using both the Designated Hitter (DH) and/or the Extra Player (EP).

NOTE: *If any player is removed, injured or ejected from the game with no substitute to replace the injured or ejected player, the vacated spot in the batting order automatically becomes an out each time the vacant spot comes to bat. The player, who is the designated hitter (DH) is hitting for in the lineup, may not be used to replace the automatic out.*

NOTE: *Automatic Out: The opposing team with two outs cannot intentionally or unintentionally walk, intentionally or unintentionally hit a batter with a pitched ball, in order to get to the automatic out that was created by the vacant spot in the batting order. If the previous batter is walked or hit by a legal or illegally pitched ball, the vacant spot is skipped, the automatic out is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.*

SECTION 13

The Designated Hitter (DH) is allowed in all Baseball Player Association age divisions.

NOTE: *A team forfeits the use of the designated hitter if the team fails to include the designated hitter- (DH) on the ORIGINAL LINE-UP CARD.*

NOTE: *The Designated Hitter (DH) may play defense that would cause the role of the Designated Hitter to be eliminated for the remainder of that game.*

- a) The designated hitter must be selected prior to the game and must be included in the lineup card presented to the umpire-in-chief.
- b) A designated hitter is “locked” into the batting order. No multiple substitutions may be made that will alter the batting rotation of the designated hitter.

- c) A hitter may become the designated hitter for any starting player (not just the pitcher) and all subsequent substitutes for that player in the game. The designated hitter is not mandatory.
 - d) Pinch hitter for the designated hitter may be used. Any substitute hitter for a designated hitter becomes the designated hitter.
 - e) A runner may be substituted for the designated hitter and then the runner assumes the role of the designated hitter.
- NOTE:** *A designated hitter may not pinch run.*
- f) Once the starting player bats for the designated hitter, this terminates the designated hitter role for the remainder of that game.
 - g) Once a designated assumes a defensive position, this move terminates the designated hitter role for the remainder of that game.

SECTION 14 EXTRA PLAYER (EP)

- a) The extra player can play defense.
- b) An extra player is optional, but if one used, it must be made known prior to the start of the game and be listed on the lineup sheet or score sheet.
- c) If the extra player is used, he must be used for the entire game.
- d) The extra player must remain in the same position in the batting order for the entire game.
- e) If an extra player is used, all ten (10) players must bat and any nine (9) players can play defense. Defensive positions can be changed, but the batting order must remain the same.
- f) The extra player may be substituted for at any time, either by a pinch hitter or by a pinch runner, who then becomes the extra player. The substitute may be a player who has not yet been in the game.

NOTE: *The starting Designated Hitter (DH) and the Extra Player (EP) can re-enter once.*

SECTION 15 RE-ENTRY RULE

Any of the starting players may be withdrawn from the game and re-enter once (including the starting Designated Hitter and the Extra Player) provided that the players occupy the original position in the batting order whenever in the game.

NOTE: *The starting player and his substitute cannot be in the game at the same time.*

- a) Violation of the re-entry rule results in the use of an illegal player. Penalty shall be the immediate ejection of the illegal player when the violation is brought to the attention of the umpire by the offended team.
- b) Violation of the re-entry is handled as a protest, which can be made anytime during the game.

SECTION 16 COURTESY RUNNER RULE

A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

- a) The courtesy runner must be a player not in the lineup.
- b) If all players are in the lineup, then the player on the lineup card furthest from coming up to bat (and is not currently occupying a base) shall become the courtesy runner.
- c) No appearance or removal will be charged against either player.
- d) The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

NOTE: *Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.*

PENALTY: If the incorrect courtesy runner is discovered to have taken his/her position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered anytime after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

SECTION 17 GUEST PLAYER(S)

***NOTE:** *Teams may request no more than two (2) players for a weekend if short of players.*

- a) If a team uses a guest player and plays in another state, they have to play under the guidelines set in the state they are playing in. Not all states may offer this program. Contact your State Director.
- b) Request must be approved by the State Director or his representative 24 to 48 hours prior to the start of the tournament.

- c) The State Director or his appointed representative must also receive written or electronic approval from her current coach.
- d) A player can only guest play maximum of four (4) times per sanctioned season.
- e) Guest Players are NOT allowed in State, NIT, Regional and World Series Tournaments.

SECTION 18

An illegal substitution is a player who is discovered playing in a game without the right to an offensive or defensive position. The illegal substitution of a player is handled as an appeal play and the player does not violate the rule until the player enters the game and one (1) pitch is legally made. The illegal substitution violation will result in:

- a) If the illegal substitution has completed a turn at bat and before the next legal pitch, the illegal substitution will be declared out.
- b) Any advance of a runner(s) as the result of the illegal substitute becoming a batter/runner will be nullified.
- c) Any additional out(s) made on the play will stand.
- d) If the illegal substitute makes a play on defense and before the next legal pitch or before the defense or the umpires leave the playing field and a legal appeal is made; the offensive team shall have the option of taking the result of the play or replaying the pitch.

NOTE: *In all divisions of BPA play, the head coach will be ejected and not the illegal substitute.*

SECTION 19

An ineligible player is a player who is unregistered or who does not meet the necessary requirements to register.

Examples of an ineligible player but not limited too are:

- a) Playing under an assumed name.
- b) Player(s) not on a team roster.
- c) Violation of the residency requirements.
- d) Violation of the divisional age requirements.
- e) Player(s) that are listed on two (2) Official BPA Sanctioned Rosters

PENALTY: Forfeiture of any or all games played or any in progress.

RULE 5 THE GAME

*No alcohol or tobacco products will be allowed in the dugout or on the field during any BPA baseball sanctioned event. No youth player will be charged admission to any BPA baseball youth tournament above and beyond the team entry fee.

PENALTY: For violation of this rule, the guilty manager, coach, player or umpire shall be removed from the game and also the dugout for a period of one game or until a hearing can be held.

SECTION 1

The minimum time limit in BPA baseball shall be:

- a) 12 and younger 1 hour 30 minutes
- b) 13 - 14 age groups 1 hour 45 minutes
- c) 15 and older 2 hours

NOTE: *the clock will start when the pre-conference is concluded. The official clock will be kept by the umpires.*

SECTION 2

The length of the games in the baseball divisions is as follows:

- a) High School Division (15-16-17-18) 7 innings
- b) 13, 14, 15, 16, 17 and 18 age Divisions 7 innings
- c) 8, 9, 10, 11 and 12 age Division 6 innings

EXCEPTION: *The BPA Baseball Program will use the following run rule in all Championship Play tournament play.*

- 1) *12 runs after 3 innings*
- 2) *10 runs after 4 innings*
- 3) *8 runs after 5 innings*

SECTION 3

The Baseball Players Association will determine Championship Play.

SECTION 4

The Tournament Director, Tournament UIC and the Home Plate Umpire have the authority to stop the game or the time clock for any of the following reasons:

- a) Poor lighting
- b) Lightening
- c) Rain
- d) Serious injury
- e) Delay Tactics

SECTION 5

During all tournament play, in the event of rain or any other causes that interrupts a game, the game must be resumed at the exact point where it was stopped.

***NOTE:** *All BPA Directors reserve the right to alter, change or abbreviate the tournament format when necessary in order to complete the tournament.*

SECTION 6

In the event that a tournament game cannot be completed a 7 inning game may be called after 5 innings of play or 4 ½ innings of play if the home team is ahead to be listed as an officially played game. In a 6 inning game that cannot be completed the game may be called after 4 innings of play or 3 ½ innings of play if the home team is ahead to be listed as an officially played game.

NOTE: *Original lineups may be changed when the game is replayed.*

SECTION 7

The umpire may forfeit the game if attacked physically by any team member or spectators.

SECTION 8

The umpire may forfeit a game in favor of the team not at fault in the following cases:

- a) If a team fails to appear on the field, or being on the field, refuses to begin a game at the time the team is scheduled to play.
- b) If after the game has started, one team refuses to continue play unless the game has been suspended or terminated by the umpire.
- c) If after the umpire has suspended the game, one side fails to resume playing within two minutes after the umpire has called “play ball.”
- d) If a team uses tactics to delay or to hasten the game.
- e) If after being warned by the umpire, one of the rules is willfully violated.
- f) If the order for the removal of a player or manager/coach from the game is not obeyed within one minute.
- g) Teams may start an official game with an eight (8) player lineup. An out shall be declared for the ninth (9) position in the batting

lineup each turn at bat. A ninth player may be added to the bottom of the batting lineup as soon as they become available.

NOTE: Refer to Rule 4, Section 12 (Note) regarding the automatic out rule.

- h) The score of a forfeited game will be recorded as 7-0 victory to the winning team.

SECTION 9

The choice of the first or last bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the tournament under which the schedule of games is being played. Bracket Play - The Tournament Director has the option to utilize the highest seed team from pool play would have the choice of home or visitor throughout bracket play, if in uniform compliance. If both teams have the same pool play finish, a coin toss will determine the choice of home or visitor. If this bracket play format is used, it must be posted by the Tournament Director prior to the start of the tournament.

If a team is not in compliance with the uniform rule, the opposing team, if in uniform compliance, has the choice of being home or visiting team.

SECTION 10

The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

SECTION 11

The umpires shall enter the playing field and proceed directly to home plate where they shall meet with the manager of the opposing teams.

- a) The home manager shall give his batting order to the umpire-in-chief in duplicate.
- b) The visiting manager shall give his batting order to the umpire-in-chief in duplicate.
- c) The umpire-in-chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager.

NOTE: *The copy retained by the umpire-in-chief shall be the official batting order.*

- d) The tournament director, the tournament UIC and the home plate umpire have the authority to call, suspend and/or resume a game due to weather or the condition of the playing field.

SECTION 12

The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play Ball" and the game shall start.

SECTION 13

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory. A fielder is in fair ground when at least one foot is touching fair ground.

- a) The catcher shall station himself directly at the back of the plate. He may leave his position at any time to catch a pitch or make a play.
- b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position.
- c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory.
- d) Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

SECTION 14

The batting order shall be followed throughout the game unless a player is substituted for another. In that case, the substitute shall take the place of the replaced player in the batting order.

NOTE: *At the start of the game, coaches shall have the option of using a continuous batting order of every player present at the start of the game in all levels of play for all teams 14 and younger.*

SECTION 15

The offensive team shall station two (2) base coaches on the field during its turn at bat, one near first base and one near third base.

- a) Base coaches shall be limited to two (2) in number.
- b) Be in team uniform-coaches are allowed to wear matching shirts/shorts.
- c) Remain within the coach's box at all times.

PENALTY: The offending base coach shall be removed from the game and shall leave the playing field.

EXCEPTION: *It's common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.*

SECTION 16

Each team when on offense may be granted not more than one charged conference per inning, to permit the coach to confer with a base runner and or the batter. An offensive conference is finished when the coach starts to return to the coach's box or the dugout area. Coach will be allowed a reasonable time to talk with his player(s) and the time will be determined by the UIC.

NOTE: *The umpire shall deny any subsequent offensive team request for charged conferences.*

PENALTY: A strike will be called on the batter if more than one conference occurs.

SECTION 17

Only one manager/coach will be allowed on the field to discuss a play.

SECTION 18

No manager, player, substitute, coach, trainer, or batboy shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere, do any of the following:

- a) Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- b) Make intentional contact with the umpire in any manner.
- c) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: (a-c) The offender shall be removed from the game, and shall leave the playing field and, if a balk is made, it shall be nullified.

SECTION 19

A manager, coach, trainer, spectator and player may be ejected from the game. He/she shall leave the AREA IMMEDIATELY for the remainder of that game. Further participation for the following

game(s) will be determined by the tournament director and the UIC.

SECTION 20

One run shall be scored each time a runner legally advances to and touches first, second, third, and home plate before three men are put out to end the inning.

EXCEPTION: *A run is not scored if the runner advances to home plate during a play in which the third out is made.*

- a) By the batter-runner before he touches first base.
- b) By any runner being forced out.
- c) By a preceding runner who is declared out because he failed to touch one of the bases.
- d) An appeal play at first base on the batter/runner for the third out of the inning.

SECTION 21

When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance. The umpire shall not declare the game ended until the runner forced to advance from third has touched home plate and the batter-runner has touched first base.

PENALTY: If the runner on third refuses to advance to and touch home plate in a reasonable time, the umpire shall:

- a) Disallow the run, call out the offending player and order the game resumed.
- b) If, with two out, the batter/runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed.
- c) If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

SECTION 22

If the score is tied after six or seven innings, play shall continue until:

- a) The visiting team has scored more total runs than the home team at the end of a completed inning.
- b) The home team scores the winning run in an uncompleted inning.

- c) A game that is tied at the end of the time limit (if used by the Tournament Director) must complete the full inning, if the time elapses during any part of the inning. (Unless the home team is ahead.)
- d) A game that is tied at the end of six or seven innings and/or at the end of the time limit, the BPA will use the International Tie Breaking System in all age divisions and will be used in all BPA play. (Regular Season, Qualifiers, NIT'S, and World tournaments.) This would involve the last batter of the previous inning, whose turn at bat had been completed, assuming a position on second base. This would be done at the beginning of each half inning, until, at the conclusion of a full inning, a winner is determined.

SECTION 23

If a game is called, it is a regulation game if:

- a) Five innings have been completed in the (13-14-15-16-17-18 age division or High School Division); and four innings have been completed in the (8, 9, 10, 11 and 12 age divisions).
- b) The home team has scored more runs in 4 or 4 and a fraction half innings (13-14-15-16-17-18 age division or High School division) or 3 or 3 and a fraction half innings (8-9-10-11-12 age divisions), than the visiting team has scored in either 5 (13-14-15-16-17-18 age division or High School division or 3 (8-9-10-11-12 age divisions) half completed innings.
- c) The home team scores one or more runs in its half of the fifth or its half of the fourth inning to win the game.

SECTION 24

If a game has to be called before it has become an Official Game, the umpire shall declare it "No Game."

SECTION 25

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- a) The game ends when the visiting team completes its half of the seventh inning (13, 14, 15, 16, 17, 18 and High School age divisions) or the sixth inning (8, 9, 10, 11 and 12 age divisions), if the home team is ahead.

- b) The game ends when the seventh (13, 14, 15, 16, 17, 18 and High School age divisions) or the sixth inning (8, 9, 10, 11 and 12 age divisions) is completed, and the visiting team is ahead.
- c) If the home team scores the winning run in its half of the seventh inning (13, 14, 15, 16, 17, 18 and High School age divisions), or the home team scores the winning run in its half of the sixth inning (8, 9, 10, 11 and 12 age divisions), or its half of an extra inning after a tie, the game shall end immediately when the winning run scores.

SECTION 26

A run shall not be scored if the third out of an inning is the result of:

- a) The batter is put out before legally touching first base.
- b) A baserunner being forced out due to the batter becoming a baserunner.
- c) By a preceding runner who is declared out because he failed to touch one of the bases.
- d) An appeal play at first base on the batter/runner for the third out of the inning.

SECTION 27

No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

SECTION 28

A baserunner shall not score a run ahead of the baserunner preceding him in the batting order, if the preceding runner has not been put out.

SECTION 29

When the umpire calls “Play Ball,” the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire’s call of “Time” suspending play, the ball becomes dead.

SECTION 30

While the ball is dead, no player may be put out, no bases may be run and no runs may be scored.

EXCEPTION: *Runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow interference, or a home run or other fair ball hit out of the playing field).*

SECTION 31

The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer it as he chooses.

SECTION 32

The offensive team's objective is to have its batter become a runner, and its runners advance to score a run.

SECTION 33

The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

SECTION 34

When a batter becomes a runner and touches all bases legally, he shall score one run for his team.

SECTION 35

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

SECTION 36

If a thrown ball or a fair batted ball accidentally touches a manager/coach, the ball is alive and in play. If the offensive manager/coach intentionally interferes with a thrown ball the runner closest to home plate is out and all runner(s) go back to their base at the time of the pitch, unless forced by the batter/runner. A fair batted ball the batter/runner is out, and runner(s) go back to their base at the time of the pitch.

If the defensive manager/coach **INTENTIONALLY** interferes with a thrown ball, it is a two-base award from time of action. A fair batted ball, two bases at the time of the pitch both resulting in an immediate dead ball.

SECTION 37

The ball becomes dead and runners advance one base or return to their bases, without liability to be put out, when:

- a) A pitched ball touches a batter, or his clothing, while in his legal batting position runners, if forced, advance.
- b) The plate umpire interferes with the catcher's throw; runners may not advance.

NOTE: *The interference with the catcher's throw shall be disregarded if the throw retires the runner.*

- c) A balk is committed; immediate dead ball and runners advance.
- d) A ball is illegally batted; runners return.
- e) A foul ball is not caught; runner returns. The umpires shall not put the ball in play until all runners have retouched their bases.
- f) A fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher or touches an umpire before it has passed an infielder other than the pitcher.
- g) If a fair batted ball lodges in player's equipment or uniform.

EXCEPTIONS:

- 1) *If a fair batted ball touches an umpire working in the infield after it has bounded past, or over, the pitcher. It is a dead ball.*
- 2) *If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then is caught by an infielder. It shall be ruled no catch, but the ball shall remain in play.*
- 3) *If a fair batted ball goes through, or by an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder. The ball is in play and the umpire shall not declare the runner out.*
- 4) *A ball is not immediately dead when it is 'lodged' in a player's glove. The player may take his glove, with the ball in it, and toss it to another fielder to record a force out at a base.*
- h) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base.

EXCEPTIONS:

- 1) *If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is dead, and the batter cannot be called out. The foul tip then becomes a foul ball.*
- 2) *The same rule shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.*
- 3) *If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play.*
- 4) *If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or*

fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

- i) Any legal pitch touches a runner trying to score; runners advance.

SECTION 38

The ball becomes dead when an umpire-in-chief calls “Time” when:

- a) In his judgment weather, darkness or similar conditions make immediate further play impossible.
- b) Light failure makes it difficult or impossible for the umpires or the players to follow the ball.
- c) An accident incapacitates a player or an umpire.
- NOTE:** *If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.*
- d) A manager requests “Time” for a substitution, or for a conference with one of his layers.
- e) The umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
- f) A fielder, after catching a fly ball, falls into a bench or stands, or any dead ball area.
- g) A fielder after making a catch steps into a bench, but does not fall, the ball is in play, and runners may advance at their own risk.

SECTION 39

After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher’s plate with a new ball or the same ball in his possession and the plate umpire calls “Play Ball.”

SECTION 40

All BPA Baseball Directors reserve the right to alter, change or abbreviate the tournament format, when necessary, in order to complete the tournament.

SECTION 41

Players and fans are prohibited from broadcasting excessive external electronic amplified sound or music through speakers during the game.

EFFECT: *1st warning is to the coach. 2nd warning the coach is ejected. 3rd warning is forfeit.*

Electronic devices of any kind are prohibited on the playing field with the exception of the dugout or behind the fences.

EFFECT: *1st offense is removal of device. The 2nd offense is ejection of the coach and/or whoever has the device.*

RULE 6 PITCHING

SECTION 1

NOTE: *When a pitcher can deliver a pitch with either arm, the UIC will require that the pitcher pitch to the hitter either as a left-handed or right-handed pitcher but CANNOT pitch to the batter as both.*

There are two legal pitching positions: the windup position and the set position, and either position may be used at any time.

- a) Pitchers shall take signs from the catcher while standing on the pitching plate.
- b) Pitchers may disengage the plate after taking their signs but may not step quickly onto the rubber and pitch.
- c) When the pitcher disengages the plate, he must drop his hands to his sides.

SECTION 2 THE WIND-UP POSITION

- a) The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free.
- b) From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration.
- c) The pitcher shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward and one step forward with his free foot.
- d) The pitcher may have one foot, not the pivot foot, off the plate and any distance he may desire back of a line which is an extension to the back edge of the pitcher's plate, but not at either side of the pitcher's plate.
- e) With his "free" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's plate.

NOTE: *The pitcher cannot ‘spin’ or make a 360-degree rotation in delivery.*

SECTION 3

From the windup position, the pitcher may:

- a) Deliver the ball to the batter.
- b) Disengage the plate. (If he does, he must drop his hands to his sides.)

NOTE: *In disengaging the plate, the pitcher must step off with his pivot foot and not his free foot first. It is considered a balk if the pitcher goes into a set or stretch position.*

NOTE: *When a pitcher is using a natural wind-up position, he can use a two (2) pump or arm rotations before delivering the pitch.*

SECTION 4 THE SET POSITION

- a) The pitcher shall indicate the set position when he stands facing the batter with his pivot foot on, in front of, and in contact with, and not off the end of the pitcher’s plate, and his other foot in front of the pitcher’s plate, holding the ball in both hands in front of his body and coming to a complete stop.
- b) From this set position he may deliver the ball to the batter, throw to a base or step backward off the pitcher’s plate with his pivot foot.
- c) Before assuming set position, the pitcher may elect to make any natural preliminary motion such as that known as the “stretch.” If he so elects, the pitcher shall come to set position before delivering the ball to the batter.
- d) After assuming the set position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

***NOTE:** *The pitcher cannot make an additional hop or leap forward.*

- e) Preparatory to coming to a set position, the pitcher shall have one hand on his side, from this position he shall go to his set position, without interruption and in one continuous motion.
- f) The pitcher following his stretch must:
 - 1) Hold the ball in both hands in front of his body.
 - 2) Come to a complete stop.

NOTE: *This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to “beat the rule” in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete “stop” as called for in the rules, the umpire should immediately call a “balk.”*

- g) At any time during the pitcher’s preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward the base before making the throw.

NOTE: *The pitcher shall step “ahead of the throw.” A snap throw followed by the step directly toward the base, is a “balk.”*

- h) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball, unless the batter reaches first base on a hit, error, base on ball, a hit batter or otherwise.

NOTE: *A ball that slips out of a pitcher’s hand and crosses the foul line shall be called a ball; otherwise, it will be called no pitch. This would be a balk with runners on base.*

- i) If the pitcher removes his pivot foot from contact with the pitching plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by another infielder.

NOTE: *The pitcher while off the plate may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.*

SECTION 5

The pitcher shall not:

- a) Bring his pitching hand in contact with his mouth or lips while on the pitching plate without distinctly wiping off the pitching hand before it touches the ball.

EXCEPTION: *Provided both managers agree to, the umpire prior to the start of the game played in cold weather may permit the pitcher to blow on his hand.*

PENALTY: For violation of this rule, the umpire shall immediately call a balk; the ball immediately becoming dead and a

ball will be awarded to the batter if there are no runners on base. If there are runner(s) on base, runner(s) shall advance one base.

- b) Expectorate (spit) on the ball, and either his hand or his glove.
- c) Rub the ball on his glove, person, clothing or the ground.
- d) Deface the ball in any manner.
- e) Deliver what is called a “spit,” “mud,” or “emery” ball.

NOTE: *The pitcher is allowed to rub the ball between his bare hands.*

PENALTY: Violation of rules b-e the umpire shall:

- 1) Call the pitch a ball, warn the pitcher, and explain to the coaches.
 - 2) In case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game.
 - 3) If a play follows the violation called by the umpire, the manager of the offense may notify the plate umpire that he elects to accept the play. However, if the batter reaches first base and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
 - 4) Even though the offense elects to take the play, the violation shall be recognized, and the penalties will be still in effect.
 - 5) The umpires shall be sole judge on whether any portion of this rule has been violated.
- f) A pitcher shall not have in his possession, on his person or apply any foreign substance to the ball.

PENALTY: Immediate ejection of the player and coach.

- g) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

PENALTY: If, after warning by the umpires, such delaying action is repeated, the pitcher shall be removed from the game.

SECTION 6 ROSIN BAG RULES

- a) The umpire-in-chief is responsible for placing the rosin bag on the ground behind the pitcher’s plate.
- b) If the ball hits the rosin bag, it is in play.

- c) In case of wet grounds, the pitcher may carry the rosin bag in his back pocket.
- d) A pitcher may use the rosin bag to dry his bare hand or hands.
- e) No player may dust the ball with rosin, nor be permitted to apply rosin to his glove or any part of his uniform.

SECTION 7

Intentionally pitching at the batter.

- a) In the umpire's judgment such a violation has occurred, the umpire will eject the pitcher, or the manager and the pitcher from the game.
- b) May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or any replacement) and the manager.

SECTION 8

When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play has been suspended and will be timed upon the 1st warm-up pitch. Any additional innings, the pitcher may throw up to five (5) pitches, complete the pitches within one (1) minute time.

- a) Such preparatory pitches shall not consume more than (1) minute of time.
- b) Because of an injury or ejection a pitcher is summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow him as many pitches as he deems necessary.

SECTION 9

A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

- a) The courtesy runner must be a player not in the lineup.
- b) If all players are in the lineup, then the player on the lineup card furthest from coming up to bat - (and is not currently occupying a base) shall become the courtesy runner.
- c) No appearance or removal will be charged against either player.

- d) The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

NOTE: *Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.*

PENALTY: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

SECTION 10

Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

SECTION 11

Mound conferences, not to exceed thirty seconds and will be limited to the infielders, catcher, pitcher, and one coach. The umpire will have the power to call “Play Ball” after a reasonable amount of time.

NOTE: *A defensive conference will be finished when the coach crosses the foul line or when a conference is held in foul territory it's finished when the coach starts to the dugout or dead ball area.*

PENALTY: If the players and coaches are not back in their positions within one minute, the game shall be forfeited.

SECTION 12

The following rule pertains to the visit of the manager or coach to the pitcher:

- a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.
- b) If a coach makes a second trip to the same pitcher in the same inning that pitcher must be removed and cannot be brought back in as a pitcher for the remainder of that game. The removed pitcher may remain in the game at another position.
- c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.

- d) If a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound but must remove the pitcher.

Each team is allowed three (3) charged conferences in a 6 or 7 inning game. In an extra inning game, each team will be allowed one (1) charged conference per inning.

NOTE: *When the three (3) charged conferences are violated, the pitcher will be removed as the pitcher for the remainder of that game.*

SECTION 13

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twenty (20) seconds after he receives the ball.

PENALTY: Each time the pitcher delays the game by violating this rule, the umpire shall call “Ball.”

SECTION 14

If there is a runner, or runners, it is a balk when:

- a) The pitcher, while touching the plate, makes any motion naturally associated with his pitch and fails to make such a delivery.

NOTE: *If a left handed or right handed pitcher swings his free foot past the back edge of the pitcher’s plate, he is required to pitch to the batter except to throw to second base on a pick-off play.*

- b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw.
c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base.

NOTE: *Requires the pitcher, while touching the plate to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.*

- d) The pitcher while touching the plate throws or feints a throw to an unoccupied base, except for the purpose of making a play.
e) The pitcher makes an illegal pitch.

NOTE: *A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter’s box.*

PENALTY: With runners on base, the penalty is a balk. With no runners on, it is a ball.

- f) The pitcher delivers the ball to the batter while he is not facing the batter.
- g) The pitcher makes any motion naturally associated with his pitch while he is not touching the plate.
- h) The pitcher unnecessarily delays the game.
- i) The pitcher, without having the ball, stands on or astride the pitcher's plate, or while off the plate, he feints a pitch.
- j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base.
- k) The pitcher, while touching the plate, accidentally or intentionally drops the ball.
- l) The pitcher delivers the pitch from the set position without coming to a complete stop.

PENALTY (a – l): The ball is immediately dead, and each runner shall advance one base without liability to be put out.

NOTE: *A runner, who missed the first base to which he is advancing and who is called out on appeal, shall be considered as having advanced one base for the purpose of this rule.*

SECTION 15

The umpire upon receiving the official line-up card prior to the game, the player being listed as a starting pitcher shall pitch until the first opposing batter has been put out or has advanced to first base. A substitute may replace a player of his team in any other case when the ball is dead and time has been called. The UIC shall record any reported substitutions on the line-up card then announce any changes to the opposing team. Substitutions that are projected are not allowed. In each of the following situations, the ball remains alive and declared by the UIC and if there is no announcement of substitutions, a substitute has entered the game when the ball is live and:

- a) A runner takes the place of a runner he has replaced.
- b) A pitcher takes his place on the pitcher's plate.
- c) A fielder reaches the position usually occupied by the fielder he has replaced, or

- d) A batter takes his place in the batter's box.
- e) A player may change to a different fielding position at any time except that a pitcher after being listed as such on the official line-up card handed the umpire, cannot change until condition (from BPA Rule 6 Section 8 and Rule 6 Section 15).

PENALTY: If the starting pitcher does not face one batter, he may play another position but cannot return to pitch.

As one of the nine (9) or ten (10) starters, the starting pitcher and all players that pitch have re-entry eligibility. A starting pitcher and all players that pitch may re-enter as a pitcher so long as the pitcher is not removed for a violation only once per inning. A starting pitcher and all players that pitch could re-enter by rule, the following violations would prevent him from doing so and then he cannot pitch:

- a) They are removed due to excess defensive conferences.
- b) Do not fulfill the requirement to pitch to the first batter.
- c) The substitute pitcher took more than eight (8) warm-up pitchers.

If none of the above exceptions are in place, a starting pitcher and all players that pitch may pitch-come out-and come back to pitch.

When a pitcher is removed as a pitcher while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that hitter, until such hitter is put out or reaches first base, or until the third out has been made. To ensure that the requirements of this rule be fulfilled, the umpire will deny any coach/defensive player conference that will violate the rule. If a pitcher is injured or guilty of any flagrant unsportsmanlike conduct, this rule will be ignored. A player may be removed as a pitcher and return as a pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. If a pitcher, because of an injury or being incapacitated, is replaced as pitcher, the above rule is not satisfied, or if his replacement requires more warm-up pitches than permitted or if removed in violation of Rule 6, Section 5(g), he cannot return to the games as a pitcher.

SECTION 16 TOURNAMENT PITCHING REGULATIONS

The BPA pitching limits are guidelines for tournament play formats. Coaches should develop several pitchers for travel teams. Coaches, parents and players must educate themselves to pitcher safety

recommendations and guidelines that are available from organizations such as the American Sports Medicine Institute (ASMI) and/or USA Baseball. Do not overuse pitchers and rest periods are important. The BPA recommends that coaches, parents and players develop internal pitching metrics that best fit the individual player's long-term development with the team's immediate short-term interests second.

The BPA tournament pitching rules are as follows:

- a) In age divisions 8, 9, 10 not more than eight (8) innings in two (2) consecutive days. **No more than 6 in any 1 day or no more than 4 to pitch the next day.**
- b) In age divisions 11 and 12, pitchers will be allowed to pitch ten (10) innings in two (2) consecutive days. **No more than 6 in any 1 day or no more than 4 to pitch the next day.**
- c) In age divisions 13 and older, pitchers will be allowed to pitch twelve (12) innings in two (2) consecutive days. **No more than 8 in any 1 day or no more than 6 to pitch the next day.**
- d) Once a pitch is made to a batter by the starting or substitute pitcher, that pitcher will be considered to have pitched a complete inning.

PENALTY: If a pitcher has been found to have pitched more than the legal innings allowed will result in the immediate forfeiture of that game.

RULE 7 BATTING

SECTION 1

Each player of the offensive team shall bat in the order that his name appears in his team's batting order.

NOTE: *At the start of the game, coaches shall have the option of using a continuous batting order of every player present at the start of the game in all levels of play for all age divisions 14 and below.*

SECTION 2

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

SECTION 3

The batter must take his position in the batter's box within ten (10) seconds after the umpire has called "Play Ball."

PENALTY: The ball is dead. The umpire will call a strike on the batter, also issue a warning to the batter to take his position or risk being called out. If the batter refuses to take his position after the warning, he will be called out. The warning will be given to a batter only one (1) time per game. Any repeated violation during the game by that player will result in an out being called.

SECTION 4

The batter shall not leave his position in the batter's box after the pitcher comes to a set position or starts his windup.

PENALTY: If the pitcher pitches, the umpire shall call ball or strike as the case may be.

- a) The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time" and the umpire grants the request of "Time."
- b) Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpire, weather conditions warrant an exception.
- c) Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out the batter's box without reason.
- d) If after the pitcher starts his wind-up or comes to a "set position" with a runner on, and he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk.

SECTION 5

The batter's legal position shall be with both feet within the batter's box.

NOTE: *The lines defining the box are within the batter's box.*

SECTION 6

A batter has legally completed his time at bat when he is put out or becomes a runner.

SECTION 7

A batter is out when:

- a) A fielder legally catches his fair or foul fly ball (other than a foul tip).
- b) A third strike that is legally caught by the catcher.
 - 1) Legally caught means in the catcher's glove before the ball touches the ground.
 - 2) It is not legal, if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound.
 - 3) If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, the batter is out.
 - 4) If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.
- c) The catcher does not catch a third strike when first base is occupied before two are out.
- d) He bunts foul on the third strike.
- e) An infield fly is declared.
- f) He attempts to hit a third strike and the ball touches him.
- g) His fair ball touches him before touching a fielder.
- h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.

PENALTY: The ball is dead, and no runners may advance.

- i) If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
- j) If a bat breaks and parts of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue, and no interference is called.
- k) If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference is called, whether intentional or not.

- l) If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball.
PENALTY: The runner is out, the ball is dead, and runners would return to the last base legally touched.
- m) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base.
PENALTY: The ball is dead, and no runners may advance.
- n) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base.
- o) In running the last half of the distance from home plate to first base, while the ball is being fielded to first base, the batter runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in doing so interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.
- p) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out.
PENALTY: The ball is dead, and runner or runners shall return to their original base or bases.
NOTE: *In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the infield fly rule applies.*
- q) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play.
NOTE: *The objective of this rule is to penalize the offensive team for the unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of breaking up the double play.*
- r) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home plate on a legal pitch and the ball touches the runner in the batter's strike zone.

PENALTY: The umpire shall call strike three, the batter is out, and the run shall not count. Before two are out, the umpire shall call strike three the ball is dead, and the run counts.

SECTION 8

A batter is out for illegal action when:

- a) He hits the ball while either foot or knee is touching the ground completely outside the lines of the batter's box or touching home plate.

NOTE: *If a batter hits a fair or foul ball while out of the batter's box, he shall be called out.*

- b) He steps from one batter's box to the other while the pitcher is in position ready to pitch.
- c) He interferes with the catcher's fielding or throwing by stepping out of the batter box or making any other movement that hinders the catcher's play at home plate.

EXCEPTION: *Batter is not out if any runner attempting to advance is put out, or if the runner trying to score is called out for batter's interference.*

- d) If the batter interferes with the catcher, the plate umpire shall call interference.

PENALTY: The batter is out and the ball dead. No player may advance on the offensive interference, and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

EXCEPTION: *If the catcher makes a play and a runner attempting to advance is put out, it is assumed that there was no interference and that runner is out and not the batter.*

- e) If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around, and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the back swing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, and no runner may advance on the play.
- f) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This

includes bats that are filled, flat-surfaced, nailed, hollowed, grooved, or covered with a substance such as paraffin, or wax. **PENALTY:** In addition to being called out, the player shall be ejected from the game. No advancement on the bases will be allowed and any out or outs made during a play shall stand.

SECTION 9 BATTING OUT OF TURN

- a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.
- b) If the error is discovered while the incorrect batter is at bat, the correct batter takes his place and legally assumes any ball and strikes.
- c) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter, the player who should have batted is out. Any advance or score made because of a batted ball by the improper batter or because of the improper batter's advance to first base on a hit, error, base on balls, a hit batter or otherwise, shall be nullified.

NOTE: *If a runner advances while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advancement is legal.*

- d) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal; all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular batting order.

NOTE: *Keep in mind, when a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.*

SECTION 10

The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when:

- a) The umpire has called four balls.
- b) He is touched by a pitched ball that he is not attempting to hit unless:
 - 1) The ball is in the strike zone when it touches the batter.
 - 2) The batter makes no attempt to avoid being touched by the ball.

NOTE: *If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball, if he makes no attempt to avoid being touched.*

PENALTY: When the batter is touched by a pitched ball, which does not entitle him to first base, the ball is dead, and no runners may advance.

- c) When the catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elect to decline the interference penalty and accept the play. However, if the batter reaches first base on a hit, error, base on balls, hit batsman or otherwise and all other runners advance at least one base, the play proceeds without the interference call.
 - 1) If catcher's obstruction is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play.
 - 2) If the catcher (or any fielder) interferes with the batter, the batter is awarded first base. If, a runner is trying to score by a steal or squeeze play from third base, the ball is dead and the runner on third scores and the batter is awarded first base.
NOTE: *If there is catcher obstruction with no runner trying to score from third on a steal or squeeze, the ball is dead, batter awarded first base and runners who are forced to advance, do advance.*
- d) A fair ball touches an umpire or a runner on fair territory before touching a fielder.

NOTE: *If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.*

SECTION 11

The batter becomes a runner when:

- a) He hits a fair ball.
- b) The third strike called by the umpire is not caught providing first base is unoccupied or first base is occupied with two out.
- c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory
- d) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard in which case the batter and the runners shall be entitled to advance two bases.
- e) Any fair ball which, either before or after touching the ground sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases.
- f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases.
- g) Any fair ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run.

SECTION 12

Members of the team at bat shall not interfere either physically or vocally, with a player attempting to field either a fair or foul ball. This includes a base coach.

PENALTY: The ball is dead, the batter is out, and base runners may not advance.

SECTION 13

The batter or base runner is not out if a fielder makes a play on them using an illegal glove.

PENALTY: Umpire will signal a delayed dead ball. The manager of the offended team has the option of having the batter bat over.

assuming the ball/strike count he had prior to the pitch he hit, with all baserunners returning to the last base occupied, or taking the result of the play.

SECTION 14 THE ON-DECK BATTER

- a) The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- b) The on-deck batter shall take a position within the lines of the on-deck circle nearest his bench. The on-deck batter will be allowed to go to the opposite side of the on-deck circle in order to be behind the batter at the plate.
- c) The on-deck batter may leave the on-deck circle when he becomes the batter, or to direct base runners advancing from third base to home plate.
- d) When the on-deck batter interferes with the defensive players opportunity to make a play on a runner, the runner closest to home plate at the time of the interference is declared out.

RULE 8 BASERUNNING

SECTION 1

A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out or forced to vacate it for another runner legally entitled to that base.

SECTION 2

In advancing, a runner shall touch first, second, third and home plate in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to his original base.

SECTION 3

Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

SECTION 4

Each runner, other than the batter, may without liability to be put out, advance one base when:

- a) There is a balk.

- b) The batter advances without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before the ball has been touched by or has passed a fielder, if the runner is forced to advance.

NOTE: *A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his own risk. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.*

- c) A fielder, after catching a fly ball, falls into a dead ball area.

NOTE: *A fielder or catcher may reach or step into or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. The ball is in play.*

NOTE: *If the fielder or catcher, after having made a legal catch, should fall into a dead ball area or into the dugout after making a legal catch, the ball is dead, and runners advance one base without liability to be put out.*

- d) While he is attempting to steal a base, the catcher interferes with the batter or any other fielder.

NOTE: *When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.*

SECTION 5

Each runner including the batter-runner may without liability to be put out, advance:

- a) To home plate, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap or any article of his apparel.

- b) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home plate at his own risk.
- c) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home plate at his own risk.
- d) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play.
- e) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play.

NOTE: *There is no penalty if the ball is not touched, in applying Rule 8, Section 5(a-e).*

- f) Two bases, if a fair ball bounces or is deflected into the stands outside the first and third base foul lines, or if it goes through or under a field fence, scoreboard or shrubbery.
- g) Two bases, when a thrown ball goes into the stands or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence or remains in the meshes of a wire screen.

PENALTY: The ball is dead. When the wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the umpires shall be governed by the position of the runners at the time the wild throw was made.

NOTE: *If all runners, including the batter-runner have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.*

NOTE: *The term “when the wild throw was made” means when the ball actually left the player’s hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into a dead ball area. The position of the batter/runner at the time the wild throw left the fielder’s hand is the key in deciding the award of bases.*

- h) One base, if a ball, pitched to the batter or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner goes into a dead ball area. The ball is dead.

PENALTY: When a wild pitch or passed ball goes through or by the catcher into a dead ball area the award shall be one base. One base shall also be awarded if the pitcher while in contact with the plate throws to a base and the throw goes into a dead ball area. The ball is dead.

EXCEPTION: *If a pitched or thrown ball goes through or by the catcher, or through a fielder, and remains on the playing field, and is kicked or deflected into a dead ball area, the awarding of bases shall be two bases from the position of the runner(s) at the time of the pitch or throw.*

- i) One base, if the batter becomes a runner on ball four or strike three when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

NOTE: *The fact a runner is awarded a base or bases without liability to be put out, does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead, and the award is then made from his original base.*

SECTION 6

When obstruction occurs, the umpire shall call or signal "obstruction".

- a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction.

NOTE: *The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.*

- b) When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls “time,” with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had no obstruction occurred.
- c) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call “time” and impose any penalties, if any, as in his judgment will nullify the act of obstruction.
- EXCEPTION:** *When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire’s judgment, he would have been awarded because of being obstructed, he does so at his own risk and may be tagged out.*
- NOTE:** *The catcher, without the ball in his possession, or ready to make a play, has no right to block the path of the runner attempting to score. The baseline belongs to the runner.*
- d) In the 8 and younger division only the act of the fielder who while not in possession of the ball impedes the progress of the runner.

SECTION 7

With a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home plate without possession of the ball or touches the batter or his bat. The pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

SECTION 8

Any runner is out when:

- a) He runs more than three feet away from a direct line between bases to avoid being tagged, unless his action is to avoid interference with a fielder fielding a batted ball.
- b) After touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base.

NOTE: *After reaching first base the runner leaves the baseline, heading for his position or dugout, believing there is no further play, may be declared out by the umpire, if in his judgment, the*

runner has abandoned his efforts to run the bases. Even though an out was called, the ball remains alive in regard to any other runner.

NOTE: *When a batter becomes a runner on the third strike not caught and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base.*

- c) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.

NOTE: *A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball, is out, whether it was intentional or not.*

EXCEPTION: *If the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether the ball is fair or foul, was intentional.*

PENALTY: *If intentional, with less than two outs, both the runner and the batter are out. With two outs, the batter is out.*

- d) He is tagged, when the ball is alive while off his base.

EXCEPTION: *A batter-runner cannot be tagged out after over-running or oversliding first base if he returns immediately to the base.*

- e) If the impact of a runner breaks a base loose from its position, no play can be made on the runner.

NOTE: *If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.*

- f) He fails to retouch his base after a fair or foul is legally caught before he, or a fielder tags his base. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play.

NOTE: *Runners need not tag up on a foul tip. They may steal on a foul tip. If a foul tip is not caught, it becomes an ordinary foul ball.*

g) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter, becoming a runner.

1) The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overruns or overslides the base, the runner must be tagged to be put out.

2) If the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced.

h) The runner is touched by a fair ball in fair territory before the ball has touched or passed an infielder.

PENALTY: The ball is dead, and no runners may score, nor runners advance, except runners forced to advance.

EXCEPTION:

1) *If a runner is touching his base when touched by an infield fly, he is not out, although the batter is out.*

2) *If an infield fly touches the runner when he is not touching his base, both runner and batter are out.*

i) He attempts to score on a play, in which the batter interferes with the play at home plate before two are out. With two out, the interference puts the batter out and no score counts.

j) He passes a preceding runner before such runner is out.

k) When the runner has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game.

PENALTY: The umpire shall immediately call "Time," and declare the runner out.

EXCEPTION: *When a runner touches an unoccupied base and then thinks the ball was caught or decoyed to returning to the base he last touched, he may be put out. However, if he reaches the base safely, he cannot be put out while in contact with that base.*

l) He fails to return at once to first base after overrunning or oversliding that base.

m) In running or sliding for home plate, he fails to touch home plate and makes no attempt to return to the base, when a fielder holds

the ball in his hand, while touching home plate, and appeals to the umpire for the decision.

NOTE: *This rule applies when the runners on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play, where the runner misses the plate and makes an effort to touch the plate before being tagged out.*

SECTION 9

It is interference by a batter or a runner when:

- a) After a third strike, he hinders the catcher in his attempt to field the ball.
- b) After hitting or bunting a fair ball, his bat hits the ball a second time.

PENALTY: The ball is dead, and no runners may advance.

EXCEPTION: *If the batter-runner drops his bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.*

- c) He intentionally deflects the course of a foul ball in any manner.
- d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home plate, the runner is out.
- e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders.

PENALTY: Runners shall be declared out for interference.

- f) Any batter or runner who has just been put out hinders or impedes any play being made on a runner.

PENALTY: Runner shall be declared out for interference.

NOTE: *If the batter or runner continues to advance after being put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.*

- g) In the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play.

PENALTY: The ball is dead. The runner is out for interference, and also the batter-runner is called out.

NOTE: *In no event may bases be run or runs scored because of such action by a runner.*

- h) In the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play.

PENALTY: The ball is dead. The umpire shall call the batter/runner out for interference. The umpire shall also call out the runner who had advanced closest to home plate, regardless where the double play might have been possible.

NOTE: *In no event shall bases be run because of the interference.*

- i) In the judgment of the umpire, the base coach at third base or first base, by touching or holding the runner, physically assists the runner in returning to or leaving third or first base.
- j) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder.
- k) In running the last half of the distance from home plate to first base while the ball is being fielded to first base, the runner runs outside (to the right of) the three (3) foot line, or inside (to the left of) the foul line, and in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball.
- NOTE:** *Runner has to have both feet within the three (3) foot line.*
- l) The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them. The umpire shall determine which fielder is entitled to the benefit of this rule and shall not declare the runner out for coming in contact with a fielder, other than the one the umpire determines to be entitled to field such a ball.
- m) A fair ball touches him in fair territory before touching a fielder.
- n) If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball.

NOTE: *In the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.*

PENALTY: *Penalty for interference is that the runner is out, and the ball is dead.*

SECTION 10

Any runner shall be called out, on appeal when:

- a) After a fly ball is caught, the runner fails to retouch his original base before he or his original base is tagged.

NOTE: *Tag up in this rule means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a running start from a position in back of the base.*

- b) With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before he, or a missed base, is tagged.

NOTE:

1) *No runner may return to touch a missed base after a following runner has scored.*

2) *When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.*

- c) The runner overruns or over slides first base and fails to return to the base immediately, and he or the base is tagged.
- d) He fails to touch home plate and makes no attempt to return to that base, and home plate is tagged.

NOTE: *Both plays "c" and "d" are appeal plays.*

- e) Any appeal must be made before the next pitch, or any play or attempted play.

NOTE: *If the violation occurs during a play, which ends a half-inning, the appeal must be made before the defensive team leaves the field.*

- f) An appeal is not to be interpreted as a play or an attempted play.
- g) Successive appeals may not be made on a runner at the same base.

NOTE: *If the defensive team on its first appeal, makes an error, a request for a second appeal on the same runner at the same base, should not be allowed.*

PLAY: *If the pitcher throws to first base and throws the ball into a dead ball area, no second appeal would be allowed.*

- h) If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.

NOTE: *For this rule, the defensive team has “left the field” when the pitcher and all infielders have left fair territory on their way to the bench or dugout area.*

- i) If a pitcher balks when making an appeal, such an act shall be a play.
- j) An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire.

NOTE: *A player inadvertently stepping on the base with a ball in his hand would not constitute an appeal.*

- k) Time is not out when an appeal is being made.

SECTION 11

The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

SECTION 12

Unless two are out, the status of a following runner is not affected by a preceding runner’s failure to touch or retouch a base.

NOTE: *If upon appeal, the preceding runner is the third out, no runners following him shall score. If such a third out is the result of a force play, neither preceding nor following runners shall score.*

SECTION 13

Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

SECTION 14

In all divisions, a runner is out when he does not attempt to get around a fielder who has the ball and is waiting to make the tag, or if they maliciously run into a fielder. Runner(s) are never required to slide, but if a runner elects to slide, the slide must be legal. Leaping, jumping and hurdling are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

In a legal slide, a player can either use a head or feet first slide. If he slides with his feet, the first leg and his buttock must be in contact with the ground; the runner's slide must be within the reach of the base with his hand or foot.

A slide is considered illegal when;

- a) When a runner uses a rolling, cross-body or pop-up slide then makes contact with the fielder;
- b) When the runner raises his leg and the leg becomes higher than the fielder's knee. (exception at home plate);
- c) The runner extends his slide beyond the intended base;
- d) Makes contact that will alter the play of the infielder;
- e) The runner kicks or slashes at the fielder.

PENALTY: If there is malicious, flagrant or intentional excessive contact, a dead ball will be called, the runner called out, and any other runners return to the last base touched. The player who caused the malicious, flagrant or intentional excessive contact shall be ejected from that game.

SECTION 15

If a fielder, without the ball, fakes a tag, the umpire may award the obstructed runner and each other runner affected by the obstruction, the bases they would have reached, had there been no obstruction (fake tag).

NOTE: *In the case of a "fake tag," the fielder will be automatically ejected from the game.*

SECTION 16

Players are allowed to lead off and steal as long as the ball remains alive.

RULE 9 DEAD BALL/BALL IN PLAY

SECTION 1

The ball is dead and not in play.

- a) When the ball is batted illegally.
- b) When a batter steps from one side of the box to the other when the pitcher is ready to pitch.
- c) When a ball is pitched illegally.

EXCEPTION: *Immediate dead ball called.*

- d) When the umpire declares “no pitch.”
- e) When a pitched ball touches any part of the batter’s person or clothing, whether or not the ball is struck at.
- f) When a foul ball is not caught.
- g) When the offensive team causes interference.
- h) When the ball is outside the playing area of the playing field. A ball is considered out of play when it touches the ground, person on the ground or object outside the playing area.
- i) If an accident to a runner prevents him from proceeding to a base which he is awarded. A substitute runner shall be permitted for the injured player.
- j) In case of interference with the batter or fielder.
- k) When time is called by the umpire.
- l) When any part of the batter’s person is hit by his own batted ball while he is in the batter’s box.
- m) When a runner runs the bases in reverse order.
- n) When, in the judgment of the umpire, a coach touches or physically helps a runner or when a coach near third base, runs in the direction of home plate on or near the baseline, while the fielder is attempting to make a play, and thereby draws a throw to home plate.
- o) When a play is being made on an obstructed runner or if the batter-runner is obstructed before he reaches first base.
- p) When a blocked ball is declared.
- q) When the batter enters the batter’s box with or uses an illegal bat or an altered bat.

- r) When a caught fair ball, including a line drive, which can be handled by an infielder with ordinary effort, is intentionally dropped with less than two outs and runners on first, first and second, first and third, or first, second, and third bases.
- s) When a fielder carries a live ball into dead ball territory.
- t) When the batter is hit by his own batted ball in fair territory outside the batter's box.

SECTION 2

The ball is in play:

- a) At the start of each half inning when the pitcher has the ball in his pitching position and the umpire has called "Play."
- b) When the infield fly rule is enforced.
- c) When a thrown ball goes past a fielder and remains in playable territory.
- d) When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
- e) When a fair ball strikes an umpire on foul ground.
- f) When the base runners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
- g) When a base runner is called out for passing a preceding runner.
- h) When no play is being made on an obstructed runner. The ball shall remain alive until the play is over.
- i) When the batter legally hits a fair ball.
- j) When a base runner must return in reverse order while the ball is already in play.
- k) When a base runner acquires the right to a base by touching it before being put out.
- l) When a base is dislodged while runners are running the bases.
- m) When a runner runs out of the baseline in regular or reverse order to avoid a tag by a fielder.
- n) When a runner is forced or tagged out.
- o) When the umpire calls the base runner out for failure to return and touch the base when play is resumed after a suspension of play.
- p) When a thrown ball strikes an offensive player.
- q) If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpire, there was no intention

to interfere with the course of the ball. The batter is not out and the ball is alive and in play.

- r) When a thrown ball strikes an umpire.
- s) When a thrown ball strikes a base coach.

RULE 10 MACHINE PITCH, COACH PITCH AND TBALL

THE INTENT OF THE 8 AND YOUNGER DIVISION IS TO INSTRUCT AND LET THE YOUNG BALL PLAYERS LEARN THE GAME. THIS SHOULD BE KEPT IN MIND BY PARENTS, COACHES AND THE PLAYERS. EXCESSIVE ARGUING AND PROBLEMS NOT IN KEEPING WITH THIS PHILOSOPHY WILL NOT BE TOLERATED.

SECTION 1 MACHINE PITCH

NOTE: *The pitching circle will have a radius of 8 feet and centered 40 feet from home plate.*

- a) Three (3) outs per inning.
- b) Seven (7) run limit per inning per team.
- c) Batters shall get six (6) pitches or three (3) strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

NOTE: *When a batter throws/slings the bat, the team will be issued a warning. The second time it occurs, that batter is declared out. The ball becomes dead and baserunners must return to the base last legally occupied at the time of the infraction.*

- d) Each team on defense will field ten (10) players consisting of the regular six (6) infielders (1b, 2b, SS, 3b, catcher and pitcher) and four (4) outfielders who must stay in the outfield until the ball is hit.

PENALTY: Violation of this rule will result of giving the offensive coach the option of batting over or taking the result of the play.

NOTE: *Teams may start the game and play with nine (9) players; however, they must play with all infielders including the pitcher. If a team drops below nine (9) players, the game will be forfeited.*

- e) Any player(s) listed in the starting lineup and has been removed for a substitute may re-enter the game one (1) time.

NOTE: *This rule applies to starters only. Player(s) must return to their original position in the batting order. Substitute(s) are ineligible to play for the remainder of the game.*

- f) No coach(s) will be allowed on or in the field of play while a team is on defense.
- g) The offensive team will be allowed three (3) coaches on the field and should be positioned as follows: one (1) first base coach; one (1) third base coach; and one (1) coach serving as the pitcher for their team and who cannot give instructions.
- h) Games that end in a tie will then be required to use the international tie breaking system to determine the winner of that game.
- i) One (1) time out per inning per team will be allowed and last one (1) minute. Time out as a result of an injury shall be an official time out and will not count against the team's number of allotted time outs.
- j) Appeal plays may be made once time has been called and the play has come to a complete stop. Only the head coach can make the appeal and must inform the umpire on what is being appealed and where.
NOTE: *if the appeal process is done illegally, then the appeal will be denied and the play stands.*
- k) Teams shall have an adult load the pitching machine.
- l) Machine may be adjusted at the start of each inning. Machine may be readjusted if hit by a batted ball or moved by the adult pitcher. If machine needs to be readjusted, the tournament director must approve.
- m) If the batted ball hits the adult pitcher or the pitching machine, the ball becomes dead. The batter and any base runner shall advance 1 base. Baserunners do NOT have to be forced. An adult pitcher

must make an effort to keep from being hit by the batted ball (umpire's judgment), and if no effort is made, the batter shall be declared out. The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit.

PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch.

- n) No intentional walks allowed.
- o) No designated hitter (DH) allowed.
- p) No infield fly rule.
- q) In machine pitch, the catcher must take a position within the catcher's box in order to receive each pitch.
- r) Each team will bat all players that are present at game time. Any player(s) arriving after the beginning of the game will assume the last position in the batting order. If a player becomes sick, hurt or refuses to bat, this should be brought to the attention of the opposing coach, umpire and scorekeeper. Failure to bat constitutes a team out.

EXCEPTION: *In post-season play only, the coaches have the option to play ten (10) players or the entire line up.*

NOTE: *Teams have free substitution for defensive player(s) who are currently in the lineup. If the player is not listed in the lineup, then normal substitution rules will be applied.*

- s) If a player is hurt or injured after the ball is batted, the offensive team may advance only one (1) base. Time is then called to attend the injured player.

NOTE: *An injured player may re-enter the game, but must return to the same position in the batting order.*

- t) Batters may not bunt or half-swing at the pitch.
PENALTY: Ball is declared a foul ball and counts as a pitch.
- u) Batters may not indicate a "fake bunt" then pull back and swing.
PENALTY: A strike will be called and if it's the third (3rd) strike the batter will be declared out.
- v) Any coach assisting a baserunner(s) while the ball is in play will result in the runner(s) being declared out. Other runner(s) may advance at their own risk.

- w) Baserunner(s) may not leave their base until the ball is hit.
PENALTY: Runner(s) will be called out for leaving the base early.
NOTE: *If the ball is hit, the play will continue, and the penalty will be enforced after the play is completed.*
- x) A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.
- 1) The courtesy runner must be a player not in the lineup. If all players are in the lineup, then the player on the lineup card furthest from coming up to bat-(and is not currently occupying a base) shall become the courtesy runner.
 - 2) If in the 1st inning and all completed batters are on base, then the player on the lineup card furthest from coming up to bat shall be the courtesy runner.
 - 3) No appearance or removal will be charged against either player.
 - 4) The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.
NOTE: *Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.*
PENALTY: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.
- y) Play will be stopped and “TIME” will be called when an infielder has control of the ball. The umpire will award bases based on where the runner(s) are at when “TIME” was called. Any runner(s) that pass the halfway point in the base path will continue to the next base that is unoccupied. Any other runner(s) not to

the halfway point on the base path will go back to the previous base.

SECTION 2 COACH PITCH

NOTE: *The pitching circle will have a radius of 8 feet and centered 40 feet from home plate.*

- a) Three (3) outs per inning.
- b) Seven (7) run limit per inning per team.
- c) Batters shall get six (6) pitches or three (3) strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

NOTE: *When a batter throws/slings the bat, the team will be issued a warning. The second time it occurs, that batter is declared out. The ball becomes dead and baserunners must return to the base last legally occupied at the time of the infraction.*

- d) Each team on defense will field ten (10) players consisting of the regular six (6) infielders (1b, 2b, SS, 3b, catcher and pitcher) and four (4) outfielders who must stay in the outfield until the all is hit.

PENALTY: Violation of this rule will result of giving the offensive coach the option of batting over or taking the result of the play.

NOTE: *Teams may start the game and play with nine (9) players; however, they must play with all infielders including the pitcher. If a team drops below nine (9) players, the game will be forfeited.*

- e) Any player(s) listed in the starting lineup and has been removed for a substitute may re-enter the game one (1) time.

NOTE: *This rule applies to starters only. Player(s) must return to their original position in the batting order. Substitute(s) are ineligible to play for the remainder of the game.*

- f) No coach(s) will be allowed on or in the field of play while a team is on defense.
- g) The offensive team will be allowed three (3) coaches on the field and should be positioned as follows: one (1) first base coach; one (1) third base coach; and one (1) coach serving as the pitcher for their team and who cannot give instructions.

- h) Games that end in a tie will then be required to use the international tie breaking system to determine the winner of that game.
- i) One (1) time out per inning per team will be allowed and last one (1) minute. Time out as a result of an injury shall be an official time out and will not count against the team's number of allotted time outs.
- j) Appeal plays may be made once time has been called and the play has come to a complete stop. Only the head coach can make the appeal and must inform the umpire on what is being appealed and where.

****NOTE: If the appeal process is done illegally, then the appeal will be denied and the play stands.***

- k) Teams shall have an adult pitch to the batters.
- l) Coach pitcher must pitch with one (1) foot inside the circle. He must leave the field immediately when the ball is put in play. The pitching coach shall not verbally or physically coach while in the position (shall not tell the batter to swing or not to swing). Umpire will give warning, after warning has been given, the umpire will declare the pitch as a strike.

If the batted ball hits the adult pitcher, the ball becomes dead. The batter and any baserunners shall all advance 1 base. Baserunners do NOT have to be forced. An adult pitcher must make an effort to keep from being hit by the batted ball (umpire's judgment), and if no effort is made, the batter shall be declared out. The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit.

PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch.

- m) The youth pitcher in coach pitch must wear a helmet and/or a safety mask and stand on either side of the adult pitcher.
- n) No intentional walks allowed.
- o) No designated hitter (DH) allowed.
- p) No infield fly rule.

- q) The catcher must take a position within the catcher's box in order to receive each pitch.
- r) Each team will bat all players that are present at game time. Any player(s) arriving after the beginning of the game will assume the last position in the batting order. If a player becomes sick, hurt or refuses to bat, this should be brought to the attention of the opposing coach, umpire and scorekeeper. Failure to bat constitutes a team out.

EXCEPTION: *In post-season play only, the coaches have the option to play ten (10) players or the entire line up.*

NOTE: *Teams have free substitution for defensive player(s) who are currently in the lineup. If the player is not listed in the lineup, then normal substitution rules will be applied.*

- s) If a player is hurt or injured after the ball is batted, the offensive team may advance only one (1) base. Time is then called to attend the injured player.

NOTE: *An injured player may re-enter the game but must return to the same position in the batting order.*

- t) Batters may not bunt or half-swing at the pitch.

PENALTY: Ball is declared a foul ball and counts as a pitch.

- u) Batters may not indicate a "fake bunt" then pull back and swing.

PENALTY: A strike will be called and if it's the third (3rd) strike, the batter will be declared out.

- v) Any coach assisting a baserunner(s) while the ball is in play will result in the runner(s) being declared out. Other runner(s) may advance at their own risk.

- w) Baserunner(s) may not leave their base until the ball is hit.

PENALTY: Runner(s) will be called out for leaving the base early.

NOTE: *If the ball is hit, the play will continue, and the penalty will be enforced after the play is completed.*

- x) A courtesy runner may be used for the pitcher and/or catcher of record at any time during the inning. Coaches are encouraged to use this rule to speed up the game and increase participation.

1) The courtesy runner must be a player not in the lineup. If

all players are in the lineup, then the last player whose turn at bat has been completed (even if the completed at bat was in the previous inning) shall be used as the courtesy runner.

- 2) If in the 1st inning and all completed batters are on base, then the player on the lineup card furthest from coming up to bat shall be the courtesy runner.
- 3) No appearance or removal will be charged against either player.
- 4) The courtesy runner is in the game when he has taken his position on the base and the home plate umpire puts the ball in play.

NOTE: *Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.*

PENALTY: If the incorrect courtesy runner is discovered to have taken his position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered any time after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

- y) Play will be stopped and “TIME” will be called when an infielder has control of the ball. The umpire will award bases based on where the runner(s) are at when “TIME” was called. Any runner(s) that pass the halfway point in the base path will continue to the next base that is unoccupied. Any other runner(s) not to the halfway point on the base path will go back to the previous base.

SECTION 3 T-BALL RULES (Informational only)

- a) T-Ball baseball is a game played by players who are five (5), six (6) and seven (7) years old.
- b) The base distance shall be fifty (50) feet.
- c) A ten (10) foot circle is made at home plate and a ball hit is considered foul unless it goes out of the ten (10) foot circle.
- d) Pitcher must be within the eighteen (18) foot circle before the batter is allowed to swing at the ball.

- e) All roster players present for the game shall bat in order.
- f) An extra player is allowed to play defensively between first and second bases and also allowed to play defensively between shortstop and third base. Everybody else must play on the outfield grass until the batter hits a fair ball.
- g) A coach may be stationed beyond the infielders in order to provide instructions to all of the defensive players.
- h) No bunting, stealing or leading off a base will be allowed.
- i) The T-Ball game will consist of four (4) innings or one (1) hour whichever occurs first. No new inning will start after the one (1) hour time limit expires. An inning that has started prior to the expired time limit will be allowed to be completed.
- j) An inning is over when all the roster players have batted or three (3) outs are made, whichever occurs first. The last batter of the inning once reaching first base safely must continue to circle the bases until he/she is either tagged out or scores, either of which will end the inning.
- k) The pitcher must have both feet on the pitching plate until the ball is hit.
PENALTY: A balk is called; a ball is awarded to the batter and all baserunners advance one (1) base.
- l) Catchers must wear a catcher's mask; stand in the circle opposite the batter until the ball is hit.
- m) All batters will hit the ball from the batting tee. The tee should be adjusted to such a height that the batter would be able to swing level.
- n) A batter that throws (slings) the bat will be issued a warning. The second time it occurs the batter is declared out. The ball becomes dead and baserunners must return to the base last legally occupied at the time of the infraction.
- o) If a batter hits part of the ball and part of the rubber batting tee will be considered a hit ball and ruled fair or foul. If the batter hits all rubber it shall be considered a foul ball.
- p) A batter will have six (6) swings at the ball. If a ball is not hit fair after six (6) swings, the batter will be declared out. A runner

and/or runner may advance until a ball is thrown by an infielder, or when an outfielder throws the ball into the infield dirt.

SECTION 4

All BPA Baseball Directors reserve the right to alter, change or abbreviate the Tournament format, when necessary, in order to complete the Tournament.

RULE 11 UMPIRES

NOTE: FAILURE OF UMPIRES TO ADHERE TO RULE 11 SHALL NOT BE GROUNDS FOR PROTEST. THESE ARE GUIDELINES FOR THE UMPIRES.

SECTION 1 POWER AND DUTIES

The umpires are the representatives of the BPA Baseball Program for that particular game, to which they have been assigned. They are authorized and required to enforce the rules contained in this book.

SECTION 2

The umpires have the power to order a player, coach, captain or manager to do, or refrain from doing, any act that is necessary to enforce the rules, and to inflict any penalties prescribed.

NOTE: *The plate umpire shall have the authority to rule on any situation not specifically covered in the rules.*

SECTION 3

An umpire shall not be a member of either team (i.e. player, coach official, or sponsor).

SECTION 4

All BPA Umpires must be registered and have a valid membership number prior to placing an order for uniforms or taking the field.

All BPA Umpires must wear an Official BPA umpiring uniform consisting of the following:

- 1) Official BPA logoed umpire shirt.

NOTE: *Any clothing worn under the official umpiring shirt must be plain white with no writing or graphics of any kind.*

EXCEPTION: *The embroidered official BPA mock turtleneck.*

- 2) Heather grey or charcoal grey trousers with belt loops

NOTE: *Trousers do not include jeans, sweatpants, jogging pants, or other pants or slacks that would not be considered dress trousers.*

- 3) Black belt
- 4) Black socks
- 5) Black jacket with official BPA logo
- 6) Black shoes. Black official (umpire) shoes bearing the white logo, trademark or manufacturer's name is legal. **NO WALKING BOOTS OR CASTS PERMITTED.**
- 7) White or black mock with official BPA logo or plain white or black regular turtleneck
- 8) Black rain gear (top and bottom)
- 9) Black cap with official BPA logo
- 10) Black ball bag with official BPA logo. Ball bag must be worn on the hip or slightly to the rear of the hip.
- 11) Plain black hockey style mask with a BPA cap is acceptable
- 12) The following items sold by BPA that bears the official BPA logo is mandatory wear and is to be purchased from the BPA National Office. BPA Official Jacket, BPA Official Hat, BPA Official Shirts, BPA Official Rain Gear, BPA Official Mock Turtleneck, BP A Official Ball Bag. To place an order, go to www.BPASportingGoods.com

NOTE: *Umpires shall wear a chest protector and shin guards when working as a home plate umpire. It is mandatory in the 9 and older age divisions that the home plate umpire wears a face mask. The BPA strongly suggests that an approved protective cup be worn (male).*

SECTION 5

Any player, during the course of any BPA baseball program sanctioned baseball event may not wear an official umpire's uniform. An umpire's cap (hat) is part of the official uniform and may not be worn by any player.

SECTION 6

The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams prior to the start of the game.

SECTION 7

Each umpire shall have the power to make decisions on violations committed anytime during playing time or suspension of play until the game is over.

SECTION 8

No umpire has the authority to set aside or question decisions made by another umpire within the limits of his duties.

SECTION 9

An umpire may consult with their partners at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpire.

SECTION 10

Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person(s) from the playing field.

NOTE: *If an umpire disqualifies a player while a play is in progress, the disqualification shall not take place until no further action is possible in that play.*

SECTION 11

Each umpire has authority at his discretion to eject from the playing field:

- a) Any person whose duties permit his presence on the field and or;
- b) Any spectator or other person not authorized to be on the playing field.

SECTION 12

The home plate and base umpires shall have equal authority to:

- a) Call a runner out for leaving a base too soon.
- b) Call "Time" for the suspension of play.
- c) Remove a player, manager, coach or other team member from the game for violation of the rules.

NOTE: *Unless appealed, the plate umpire shall not call a player out for having failed to touch a base, leaving a base too soon on a caught fly ball, batting out of order, or making an attempt to go to second after reaching first base.*

SECTION 13

No umpire may be replaced during a game unless he is injured or becomes ill.

SECTION 14

If there is only one umpire, he shall have complete jurisdiction in administering the rule. He may take any position on the playing field, which will enable him to discharge his duties, usually behind the catcher, but sometimes behind the pitcher, if there are runners.

SECTION 15

If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision.

NOTE: *No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.*

SECTION 16

The plate umpire (umpire-in-chief) shall stand behind the catcher. His duties shall be to:

- a) Take full charge of, and be responsible for, the proper conduct of the game.
- b) Call and count balls and strikes.
- c) Call and declare fair and foul balls except those commonly called by the field umpire.
- d) Make all decisions on the batter.
- e) Make all decisions except those commonly reserved for the field umpire.
- f) Decide when a game shall be forfeited.
- g) If a time limit has been set, announce the fact and the time set before the game starts.
- h) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request.
- i) Announce any special ground rules, at his discretion.

SECTION 17

A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

- a) Make all decisions on the bases except specifically reserved to the umpire-in-chief.
- b) Take concurrent jurisdiction with the umpire-in-chief in calling time, balks, illegal pitches or defacement or discoloration of the ball by any player.
- c) Aid the umpire-in-chief in every manner in enforcing the rules, and expecting the power to forfeit the game shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

SECTION 18

If different umpires should make different decisions on one play, the umpire-in-chief shall call all umpires into consultation; the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct.

NOTE: *Play shall proceed as if only the final decision had been made.*

SECTION 19 SUSPENSION OF PLAY

- a) An umpire may suspend play when, in their judgment, conditions justify action.
- b) Play shall be suspended when the plate umpire leaves their position to brush or to perform other duties not directly related with the calling of a play.
- c) The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.
- d) The umpire shall not call "Time" after the pitcher has started their pitching motion or while play is in progress. "Time" shall not be called until all action in progress by either team has been completed.
- e) When, in the judgment of the umpire, all immediate play is apparently completed should they call "Time."

SECTION 20

Players, managers, coaches or other team members shall not make disparaging or insulting remarks to, or about any opposing players, officials or spectators; or commit other acts that could be considered unsportsmanlike conduct.

The penalty for violations by a player is prompt removal of the offender from the game and the grounds.

- a) For a first violation, the player, manager, or coach may be warned.
- b) For a second violation, the player, manager or coach shall be removed from the game. The offender should leave the playing area for the remainder of that game. Failure to do so will warrant a forfeiture of that game.

SECTION 21

Any player or coach that leaves their position on the field, including the dugout, to argue ball and strikes, or to argue whether a batter stepped on or over home plate, will be ejected.

SECTION 22

All umpires shall report to the Directors and to the National Office, within twelve hours after a tournament game, all incidents worthy of comment, including the disqualification of any player, coach or manager or any other team member and the reasons therefore.

SECTION 23

When any player, coach, manager or team member is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, player, coach, manager, or team member, the umpire shall forward full particulars to the Directors and also to the National Office within four hours after the end of the game.

SECTION 24

After receiving the umpire's report that a player, coach, manager or any other team member has been disqualified, the Director or the National Office shall impose penalties as they deem justified, and shall notify the person penalized and the manager of the club of which the penalized is a member.

RULE 12 PROTESTS

SECTION 1

Protest shall not be allowed or considered if they are based solely upon a decision involving judgment on the part of any umpire. Examples of a protest, which will not be considered, are:

- a) Whether a batted ball was fair or foul.
- b) Whether a base runner was safe or out.
- c) Whether a pitched ball was a strike or ball.

- d) Whether a runner did or did not touch a base.
- e) Whether a runner left his base too soon on a caught fly ball.
- f) Whether a fly ball was or was not legally caught.
- g) Whether it was or was not an infield fly.
- h) Whether there was or was not interference.
- i) Whether the field is fit to continue or resume play.
- j) Whether there is sufficient light to continue to play.
- k) Any other matter involving only the accuracy of the umpire's judgment.

SECTION 2

Protests that shall be received and considered concerning matters of the following types:

- a) Misinterpretation of a playing rule to a given situation.
- b) Failure of an umpire to apply the correct rule to a given situation.
- c) Failure to impose the correct penalty for a given violation.

SECTION 3

Protest may involve the interpretation of a rule.

SECTION 4

The notification of intent to protest must be made immediately and before the next pitch.

EXCEPTION: *Player eligibility:*

- a) *The manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire will then notify the official scorekeeper and the opposing manager.*
- b) *It is the umpire's responsibility to record the surrounding conditions to aid in the correct determination of the protest (i.e. inning, outs, balls and strikes, names of players involved runners on base, score, etc.).*

SECTION 5

The official protest must be filed within a reasonable time:

- a) In tournament play, all play ceases until the protest is resolved.
- b) A protest fee of seventy-five dollars (\$75) cash will be paid in all tournaments sanctioned by the BPA Baseball Program. The fee must be paid immediately. If the protest is upheld, the protest fee shall be returned.

- c) In tournament play, protest concerning player eligibility must be filed before the end of the game being protested.

NOTE: *The Tournament Director/Coordinator or the Tournament UIC may require a copy of the birth certificate or a picture ID at any time. Play ceases until the protest is resolved.*

SECTION 6

The formal written protest should contain the following information:

- a) The date, time and place of the game.
- b) The names of the umpires and scorekeeper.
- c) The rule and section of the Official Rulebook, under which the protest is based.
- d) The decision and conditions surrounding the making of the decision.
- e) All essential facts involved in the matter protested.

SECTION 7

The decision made on a protested game must result in one of the following:

- a) The protest is found invalid and the game stands as played.
- b) When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made, with the decision corrected.
- c) When a protest for eligibility is allowed, the team shall forfeit the game played to the offended team.

BASEBALL PLAYERS ASSOCIATION CODE OF ETHICS AND SPORTSMANSHIP FOR PLAYERS, COACHES, SPONSORS, PARENTS/GUARDIANS HONORING THE FOLLOWING:

- a) Show sportsmanship and respect for the opponent at all times.
- b) Show sportsmanship and respect for game officials at all times.
- c) Know, understand and appreciate the rules of the game of baseball.
- d) Exercise and maintain self-control at all times when participating in all BPA baseball games.
- e) Place the emotional and physical well-being of participants ahead of the desire to win.
- f) Treat all participants as individuals remembering the large range of emotional and physical development for all the age groups.
- g) Provide a fun and safe playing environment for all participants.
- h) Exhibit proper and ethical behavior while interacting with players, coaches, umpires, league officials and parents/guardians at practices and games. Understand that the use of foul or abusive language is strictly prohibited.
- i) Know and practice the basic first-aid principles needed to treat injuries.
- j) Demonstrate fair play and sportsmanship to all participants, officials and parents.
- k) Provide a sports environment for all teams that is free of drugs, tobacco or alcohol within the confines of the playing field and refrain from their use at all BPA baseball events.
- l) Treat each player, opposing coach, umpire, league official and parent/guardian with the utmost respect and dignity.
- m) Remember that we are a youth baseball coach and/or a baseball parent and that the game of baseball is for the youth players and not for the adults.
- n) Enjoy the BPA baseball experience by doing whatever is necessary on being a respectful fan, and especially assisting and supporting all the coaches, umpires and officials involved in BPA baseball.
- o) Be reasonable in demands on the players and all participants remembering that the player(s) are not miniature professional baseball players.
- p) Importantly, accept victory with humility and defeat with grace. Be neither boastful nor bitter.

BY-LAWS PERTAINING TO BPA SANCTIONED TOURNAMENTS

It is the responsibility of coaches/managers/sponsors to know the BPA Rules and Bylaws. Ignorance of these Rules and Bylaws is not grounds for protest or appeal. BPA is not responsible for a player or team's travel expenses to any tournament, including a cancellation, weather related or a team elects to drop.

ARTICLE XIII

INDIVIDUAL PLAYER ELIGIBILITY

SECTION 1

Player Eligibility is determined by the player's birth certificate and gender at birth.

SECTION 2

A player is eligible to compete as an amateur player as long as the player does not accept payment for participating in the game of baseball.

SECTION 3

A player is considered an amateur player if the player plays the game solely for the pleasure, physical, mental and social benefits derived from participation, and does not accept payment for playing the game of baseball.

SECTION 4

An amateur player may be reimbursed from his team manager for actual necessary expenses incurred for travel, lodging and/or meals.

SECTION 5

An amateur player is eligible to participate in the BPA program as long as the player is listed on an official roster of a team having membership by the Baseball Players Association.

SECTION 6

An amateur player is not permitted to accept awards other than a ring, watch, charm, trophy, jacket, bat or other like award that is acceptable to the BPA, as an award in which amateur status should be retained.

SECTION 7

It is the responsibility of each BPA President/CEO and/or State Director to adopt a system to justly classify participants as to which Class they may participate.

SECTION 8

A player may not participate in a Sanctioned BPA Tournament with more than one (1) team during the same tournament.

SECTION 9

The BPA Baseball age eligibility is April 30th.

AGE/GRADE EXCEPTION.

Players who turn one (1) year older than the age group they are wanting to participate in prior to May 1st of the current season are NOT ELIGIBLE, unless they are in the specific age group grade.

***NOTE: Proof of grade eligibility may be required.**

****NOTE: PLEASE REFER TO THE BPA WEB SITE IN ORDER TO VIEW THE CHART CONCERNING THE AGE GROUP AND GRADE ELIGIBILITY.**

*****NOTE: The NOTE on the bottom of the chart:**

PLAYERS CAN'T TURN NEXT AGE PRIOR TO SEPTEMBER 1ST.

NOTE: The BPA Tournament Baseball Team Roster should be as follows:

- a) 8 and younger - Roster made up entirely of tournament age player's 8 years old or any combination of 6, 7, 8-year-old players.
- b) 9 and younger - Roster made up entirely of tournament age player's 9 years old or any combination of 7, 8, 9-year-old players.
- c) 10 & younger - Roster made up entirely of tournament age player's 10 years old or any combination of 8, 9 and 10-year-old players.
- d) 11 & younger -Roster made up entirely of tournament age player's 11 years old or any combination of 9, 10, and 11-year-old players.
- e) 12 & younger - Roster made up entirely of tournament age player's 12 years old or any combination of 10, 11, and 12-year-old players.
- f) 13 & younger - Roster made up entirely of tournament age player's 13 years old or any combination of 11, 12 and 13-year-old players.
- g) 14 & younger - Roster made up entirely of tournament age player's 14 years old or any combination of 12, 13 and 14-year-old players.

- h) 15 & younger - Roster made up entirely of tournament player's 15 years old or any combination of 13,14 and 15-year-old players.
- i) **18 & younger High School Division - Roster made up entirely of tournament age players 18 years old or any combination of 15, 16, 17 and 18-year-old players.**

SECTION 10

A Tournament Director or the Tournament Umpire-In-Chief of the Baseball Players Association may not manage, coach, play or umpire in any tournament in which he/she serves as a Tournament Director or Tournament Umpire-In-Chief. However, if the Tournament Director or the Tournament Umpire-In-Chief is a Sanctioned BPA umpire, he/she may, due to emergencies or other special circumstances, umpire until replacement(s) arrive.

SECTION 11

A player will be required to have a BPA Player ID to be added to a BPA Online Roster starting August 1, 2025.

ARTICLE XIV PLAYER ROSTERS

Coaches must invite players to their online roster and have parent/guardian ACCEPT the invitation to change the STATUS of the player from invited to COMPLETED.

ALL players must be entered on the online roster at PlayBPA.com and have a COMPLETED STATUS to be eligible for participation. All coaches/managers must be listed online.

SECTION 1

- a) Teams must have registered and attained a BPA team membership to enter their roster online with all information correct and complete or the player(s) and/or team(s) will be considered ineligible to participate in any Baseball Players Association sanctioned league and tournaments, including Qualifiers, NIT's or Championship Play Tournaments.
- b) Rosters must be finalized and if requested a copy turned in at ALL BPA sanctioned leagues and tournaments prior to their scheduled start or they will not be allowed to participate. Teams playing in Tournament Events must have their complete and correct roster

entered online with all players have a COMPLETED status to be eligible to participate. The parent/guardians and coaches/managers could be required at any time to physically sign a printed copy of the roster. If a league/tournament is using a BPA paper roster, all of the information must be completely filled in with all signatures of parent/guardians and coaches/managers.

- c) **No written additions to the BPA Online Roster other than signatures shall be made at any tournament site unless approved by the appropriate State Director with approval of President/CEO.**

NOTE: *Player additions must be added to the roster prior to the tournament entry deadline.*

- d) When a team qualifies for a World Series, the team's roster will be frozen and no player on the qualified team's roster will be eligible to transfer to another qualified team during the current year.
- e) The Official Roster signing date will be the day prior to the State Tournament or in the absence of a State Tournament the signature date shall be the final entry date deadline for the World Series.
- f) Rosters will be frozen by the date of the State Tournament.
- g) Teams may add two (2) players after the State Tournament and before the Regional, National or World Series Tournament deadline. Added player(s) must be of the same or lower class. Approval for a youth player(s) to play in the next highest age group must be obtained from the State Director or the President/CEO.
- h) Player(s) are considered on the Official Roster when the parent(s)/guardian has signed the roster, unless the player(s) is 18 years of age or older and sign for themselves.
- i) The appropriate State Director shall be responsible and required to contact the Tournament Director to rectify any late additions to the official tournament roster.
- j) Roster is limited to twenty (20) players per roster. A release, injury, relocation or a player quitting the team does not open a new roster position. Only roster positions that were never occupied by a player(s) are eligible or open to add additional player(s).

EXAMPLE: *A team that has all twenty (20) positions filled on their roster shall not be able to add any additional player even though player(s) have been released, injured or quit.*

- k) A roster addition at the discretion of the State Director or President/CEO shall be allowed for injury or other legitimate reason after the cut-off date, but not at the tournament site. Player(s) additions must be added to the roster prior to the tournament entry deadline in the State Championship, NIT, and World Series.
- l) **The youth team membership year is August 1st to July 31st.** The cutoff date for the youth age eligibility is April 30th the current sanction season. Whatever age the child is on April 30th of the current year, is the eligible age division for the entire up-coming year. A copy of the original birth certificate and/or government issued photo ID must accompany youth players at all times.
- m) Age chart is available on www.playbpa.com
- n) Players can't be added to a roster after the tournament has started.
- o) Players must play in one age group only.
- p) Player(s) cannot play in two (2) age divisions in one tournament.
- q) Player may play up two (2) age group but not down in an age group.
- r) The roster is to show the team name, and also the name, address, and date of birth of each player listed on the roster.
- s) Players that have not previously participated in the BPA Baseball Program must bring their coach a copy of a legal birth certificate.
- t) The coach must submit a copy of the team roster and birth certificates for players if requested by a BPA State Director or BPA representative.
- u) Birth certificates or government issued I.D. must accompany youth players at all times.
- v) Court certified copies of the permanent legal adoption papers showing the place and date of the player's birth is acceptable. This only applies to adopted players.
- w) Foreign players: Any certificate or document issued by the U.S. Immigration or the Department of State showing the birth date of the player is acceptable.

Any notarized photocopies of birth certificates, hospital or school records, or any other certificate that has been notarized is acceptable and will qualify that player or team.

SECTION 2 GUEST PLAYERS

- a) If a team uses a guest player and plays in another state, they have to play under the guidelines set in the state they are playing in. Not all states may offer this program. Contact your State Director.
- b) Request must be approved by the State Director or his representative 24 to 48 hours prior to the start of the tournament.
- c) The State Director or his appointed representative must also receive written or electronic approval from her current coach.
- d) A player can only guest play a maximum of four (4) times per sanctioned season.
- e) Guest Players are NOT allowed in State, NIT, Regional and World Series Tournaments.
- f) Teams “home state” shall be determined by:
 - 1) BPA League Registration.
 - 2) Where the majority of players reside with their primary residence.
 - 3) Where the coach resides with his/her primary residence.

SECTION 3 PLAYER RELEASES

The BPA may, at its discretion, take under consideration eligibility change requests. Rulings will be in the best interest of the player considering, but not limited to, factors as loyalty, commitment and recruiting.

- a) Player(s) can be officially released one (1) time per season.
- b) Player(s) can be released at any time at the request of the team manager or parent/guardian with the approval of the National Office or State Director before they are allowed to participate with another team.
- c) Only roster positions that were never occupied by a player(s) are eligible or open to add additional player(s).
- d) Player(s) from a disbanded team do not lose their right of release or to be picked up or added to another team.

SECTION 4 PLAYER MEMBERSHIP and ID NUMBERS

It is required that all players have a Player ID Number (Player Membership) to be added to a roster for the 2025-26 season.

A parent or Legal Guardian of a player (under 18 years old) **MUST** create a **PLAYER MEMBERSHIP**, through an account created by Parent/Guardian.

The Player ID Number (Profile) will be used from year to year, no matter what team the player participates with.

The Parent/Guardian will need to **RENEW** the **PLAYER MEMBERSHIP** for their child every season. This is how they will **ACCEPT** or **DECLINE** any invitations to play with specific teams. In the process of creating and renewing a **PLAYER MEMBERSHIP**, the Parent/Legal Guardian will sign an electronic release/waiver. The Parent/Legal Guardian could also be required to sign a physical roster at any time.

ARTICLE XV INSURANCE

Youth Team Insurance - all teams must submit a current copy of their team insurance certificate to the League or Tournament Director prior to participating in any level of BPA event.

All youth teams must have a Team Insurance Policy that **includes Liability and Participant Accident or Accident Medical Coverage**. It is the coach/manager's responsibility to make sure these requirements are met prior to participation.

PLEASE NOTE: Some companies are offering discounted team insurance policies that may not fully cover your team. Some offer **LIABILITY ONLY, PARTICIPANT ACCIDENT/MEDICAL ONLY, or LEAGUE ONLY** policies and those are **NOT** acceptable for play in any BPA event.

- a) Youth teams are **REQUIRED** to have team insurance with Liability and Participant/Accident Medical Coverage. It is the coach/manager's responsibility to make sure these requirements are met prior to participation meet the BPA Westpoint insurance policy coverages.
- b) Teams are **REQUIRED** to have the BPA Westpoint Insurance Policy coverages.

- c) If the team has a BPA Westpoint yearly policy no further action is needed.
- d) **If the team does not have a yearly BPA Westpoint Policy**, team can still participate by turning in a copy of their Yearly Insurance Policy (certificate that includes Liability and Participant/Medical Accident coverage), no matter the company. **The Tournament or League Director is required to use the Weekend Program to ensure those teams meet the BPA Westpoint requirements for the one time the team is playing BPA.**
- e) **BPA Westpoint Insurance covers the players listed on the BPA roster and follows the current membership number.**

ARTICLE XVI TEAM CLASSIFICATION

SECTION 1

Under the guidelines set by the BPA President/CEO and/or State Director, an equitable system of classifying teams and controlling team roster will be instituted. The BPA President/CEO or State Director may re-classify a team at any time and has the authority to upgrade or lower a team in class at any time.

SECTION 2

Under the guidelines set by the BPA President/CEO and/or State Director, an acceptable system must be developed to qualify teams for Championship Play Tournaments. Teams can qualify directly from BPA approved league play. Must be approved by BPA President/CEO and/or the State Director in conjunction with the National Office and for determining how many berths will be awarded from BPA league play.

SECTION 3

- a) GOLD Elite travel teams
- b) SILVER Travel teams
- c) BRONZE Recreation All-Star teams

NOTE: *Players having sufficient skill, may play in a higher classification. The players may return to their regular age classification team the following year.*

NOTE: *Tournament Directors may combine divisions if not enough teams are entered in the tournament.*

NOTE: *LEAGUE RECREATIONAL/LEAGUE ALL-STAR TEAM. BPA OR OTHER SANCTIONED LEAGUE. In lieu of a physical recreational league, the team must consist of players from the same high school based area. Proof of player league membership or area residency must be provided for participation in BPA post-season play.*

ARTICLE XVII STATE AND QUALIFYING TOURNAMENTS

To participate in a State Tournament a team must participate in an approved BPA league, WSQ or NIT and if they do not they could be required by the National Office or State Director to play at the "GOLD" level for State and if they qualify for World at the State Tournament.

SECTION 1

A team may only participate in their home state championship. If a team wishes to participate in more than one state championship, it must be held within the borders of that team's particular state. (i.e. East, West, North, South.)

NOTE: *A team that wins its respective State Championship Tournament shall be awarded a berth to the World Series.*

SECTION 2

All sanctioned tournaments conducted by a State or Area Director shall be conducted in accordance within the Rules and Regulations of the Baseball Players Association. That Director must ensure that proper administration is being conducted at all times.

- a) **All Tournament Directors must supply all BPA Stamped baseballs to be used in any BPA Sanctioned N.I.T, State, Regional or World Series Tournaments.** Under no circumstances will teams be asked to provide baseballs for these tournaments.
- b) The official baseball shall be a sphere formed by yarn wound around a small core of cork, rubber, leather or similar material, covered with two strips of white horsehide, leather or cowhide

tightly stitched together. It shall weight not less than 5 nor more than 5 ¼ ounces in weight and measure not less than 9 nor more than 9 ¼ inches in circumference. **Must be from an Approved Ball Manufacturer and have the BPA stamp.**

SECTION 3

Only a properly registered team with the Baseball Players Association may compete in a BPA qualifying or State Tournament sanctioned by the Baseball Players Association.

NOTE: *Teams must have registered and entered their roster online with all information correct and complete or the player(s) and/or the team(s) will be considered ineligible to participate in any BPA Qualifiers or Championship Play Tournaments.*

SECTION 4

The President/CEO of the Baseball Players Association shall determine the amount to be charged as entry fees for all Championship Play Tournaments.

EXCEPTION: *BPA Qualifying tournaments are left up to the discretion of the State Director, but should remain within the accepted guidelines of the industry.*

SECTION 5

All applicable team and umpire registration fees must be paid to the National Office of the Baseball Players Association before any league or tournament is considered a sanctioned BPA event.

SECTION 6

All BPA league and qualifying tournaments in which a berth to a Championship Play Tournament is awarded must be completed one (1) week prior to the particular Championship Play Tournament.

SECTION 7

Only BPA approved baseballs bearing the BPA Stamp may be used in any BPA league, qualifying, invitational or Championship Play Tournaments. The President/CEO and National Office of the Baseball Players Association must approve any changes to this procedure.

SECTION 8

All Invitational and Championship Play tournaments must be scheduled on a minimum of a double elimination format or a three (3) or more game(s) schedule.

NOTE: Any change to this format prior to the start of the tournament, must be obtained from the President/CEO of the Baseball Players Association.

NOTE: The Tournament Director once the tournament has begun may change this format only because of weather conditions or other acts of God that would jeopardize the completion of the tournament.

NOTE: The Tournament Director will decide on an alternate plan at the tournament site. This alternate plan should be posted as quickly as possible, with a plan to ensure that the managers of the participating teams are informed of any such change.

SECTION 9

No State Tournament is allowed to be conducted the same day/weekend of a World Series Tournament within that region that is being conducted in the same age classification.

NOTE: No competitive tournament can be run on the same weekend as a BPA World Series. (Example: a 12U sanctioned tournament on the same weekend as a 12U World Series).

ARTICLE XVIII CHAMPIONSHIP PLAY

Championship Play Tournaments – State, National Invitations (NIT), Regional, Nationals and World Series in the Baseball Players Association.

NOTE: In all World Series, it will be mandatory that all team rosters be checked prior to the first game and may be checked at any other time during the tournament.

SECTION 1

Once a World Series Tournament is scheduled a State Director may issue a travel permit (or grant permission) to a team to participate in a World Series outside of the scheduled area that the team is from; The National Office must approve any such permission. If there are not enough teams to conduct a scheduled World Series, a team may be allowed to travel to the closest World Series available to them provided the National Office grants permission.

SECTION 2

Berths for Championship Play Tournaments are passed down unless otherwise stipulated.

SECTION 3

The President/CEO and the National Office of the Baseball Players Association will decide each year at the annual National Convention, what tournaments will be Classified as NIT'S, Regional, National or World Series Tournaments. The President/CEO and National Office will also determine all dates and locations of such tournaments.

NOTE: *Anyone wishing to hold/host such tournaments must submit a written request at the National Convention.*

- a) All NIT'S will be treated the same as World Series Tournaments. The National Office must approve any changes to this procedure.
- b) The President/CEO at the National Convention will determine the number of NIT's per State, or Region.

NOTE: *No tournament will be considered an NIT unless approved in writing by the National Office and accompanied with a contract executed by the proper personnel.*

- c) The Champion of an NIT will win a direct berth to the World Series Tournament.

NOTE: *A direct berth means that the Champion of an NIT is exempt from playing in a State Tournament.*

- d) If the Champion of an NIT does not accept the automatic World Series berth, the berth may be awarded to the next highest finishing team.

NOTE: *Approval must come from the BPA President/CEO.*

SECTION 4

An applicant is eligible to submit a written request to conduct such tournaments, provided the applicant has one (1) year of proven participation with the Baseball Players Association.

NOTE: *Only in the case where a new program in a State has less than one (1) year of proven experience, will it be handled by the President/CEO and National Office to conduct an NIT and/or World Series Tournament.*

SECTION 5

Any written application requesting to conduct an NIT, Regional, National or World Series Tournament must include complete and detailed information concerning all aspects of the tournament. This information will be included in the mandatory contract for these tournaments.

- a) Any Tournament Sponsor must be approved and specified by the BPA President/CEO and National Office.
- b) A complete description of the facilities must be submitted. This description must include the number of playing fields, dimensions, lighting, location, seating arrangements, scoreboards, sound systems and any other details pertinent to the tournament location and the facilities it may provide.
- c) A complete list of motels/hotels and their accommodations, prices, addresses and phone number along with their proximity to the playing fields must be submitted. Included in this listing must be the discounted team rates, with adequate complimentary rooms for out of state umpires and BPA personnel being provided.
- d) The availability of any media which would include newspaper(s), radio and television coverage.
- e) A list of special events or attractions for participating teams. This would include parties, opening ceremonies, manager breakfast and any other social activities provided.
- f) The financial responsibilities of the tournament must be specified between that of the Sponsor, Tournament Director, Park Owner and the Baseball Players Association.
- g) The intent of awards is to acknowledge the accomplishment of teams during the entire season. Awards presented must represent these accomplishments and be of the finest quality possible. All awards presented must represent the high quality and standards for which BPA is known for. It is mandatory that the following trophies or awards be presented at all World Series tournaments. All World Series must give a minimum of first through fourth place awards. All World Series with twenty or more teams must award a first through sixth place awards.

- h) Any other facts or aspects of the tournament not covered in (a-g) will be incorporated and made a part of the application and contract for the specific tournament being requested.

SECTION 6

Any Sponsor of an NIT and/or World Series Tournament must sign a contract with the National Office of the Baseball Players Association. This contract will define the Roles and Responsibilities of both the Sponsor and the BPA, as they pertain to the specific tournament.

SECTION 7

The playing fields under contract and used in an NIT, Regional, National or World Series Tournament must meet the guidelines and specifications as outlined in the Official Rulebook of the Baseball Players Association. All playing fields must have outfield fences. The President/CEO and Executive Committee of the Baseball Players Association must approve any on field specifications that deviate from the Official Rulebook in advance.

SECTION 8

The President/CEO of the Baseball Players Association will decide the amount a team is to pay as an entry fee for an NIT or World Series Tournament.

NOTE: *The President/CEO will also decide the distribution and percentage of this entry fee.*

SECTION 9

All Championship Play and World Series Tournament will be under the jurisdiction and direction of the President/CEO and National Office with full cooperation from the Host City Committee.

NOTE: *The appointed Director of the Region that is hosting the tournament will act as the liaison officer between the Host City Committee and the National Office.*

NOTE: *All Championship Play Tournaments will have an appointed Tournament Committee that will ensure that the tournament is run according to the Guidelines, Rules and By-Laws of the Baseball Players Association. This Tournament Committee will also rule on any protest. The Tournament Committee will be under the direction of the Tournament Director and Tournament Umpire-In-Chief.*

SECTION 10

All Championship Play and World Series Tournaments will be supervised by the **appointed** Tournament Director who is responsible for ensuring that the event is run according to all Rules, Regulations and Procedures of the Baseball Players Association.

SECTION 11

The following is a list of the way teams may qualify to participate in a World Series Tournament:

- a) A registered team of the Baseball Players Association that qualifies either through a league or qualifying tournament.
- b) At-Large Berth approved by the BPA President/CEO or Region Director.
- c) A registered team of the Baseball Players Association that is named as a Host Team from the area where the World Series Tournament is being played. The Host team must be approved by the BPA President/CEO.

SECTION 12

Only properly registered teams of the Baseball Players Association are allowed to compete in any **BPA Championship play**.

NOTE: *Teams must have registered and entered their roster online with all information correct and complete or the player(s) and/or team(s) will be considered ineligible to participate in any BPA Qualifiers and Championship Play Tournament.*

SECTION 13

The appropriate Baseball Players Association State Director, Region Director or National Office must approve the roster and entry forms of any team participating in BPA Championship event(s).

SECTION 14

A team that has qualified to compete in a Championship Play tournament and due to a legitimate reason cannot attend the BPA President/CEO, National Office and/or State and Region Director may select the next qualified team to accept the berth.

SECTION 15

A team's roster cannot be changed or altered after the team has begun play in its first game of a qualifying tournament.

SECTION 16

The Tournament Director with approval from the Baseball Players Association President/CEO will set a deadline for accepting entries for World Series Tournaments. A one (1) week minimum is required.

SECTION 17

The President/CEO and the National Office must approve the awards offered for the World Series Tournament.

ARTICLE XVIII

PROCEDURES FOR COMPLETION and REFUNDS OF TOURNAMENTS

SECTION 1

The Baseball Players Association shall use the following format for completing State, NIT and World Series tournaments:

- a) Normal rain delay, push games back without any changes. Look at the option of playing games throughout the night with no changes in the format.
- b) Reduction of time limits
- c) Adjust format to decrease the number of games. I.e. reduce a 4 or 5 game format to a 3 game or double elimination format.
- d) Drop Pool Play and go directly to bracket play.
- e) Drop the loser's bracket. Refer to Section 2 below, for order of finish at a point and time when the tournament cannot be completed.

SECTION 2

The Baseball Players Association shall use the following methods in determining the order of finish in a Championship Play tournament that cannot be completed: (bracket play)

- a) Any single undefeated team will be declared the Tournament Winner.
- b) If there is more than one (1) undefeated team in the Winner's Bracket, those teams will be declared Co-Champions.
- c) Head to head competition.
- d) Average per game of the total runs allowed in the tournament.
- e) Average per game of the total runs scored in the tournament. If a tie remains from the results of the above criteria, then and only

then can a Tournament Director use a coin flip or other approved methods to determine the final standings in the Tournament. The National Office must approve any method not listed above.

NOTE: *BRACKET PLAY: Once teams are seeded into Bracket Play, the bracket will determine the order of finish, no matter the record of the team in pool play.*

SECTION 3

A team may receive a refund of an entry fee for a sanctioned BPA tournament only under the following condition:

- a) A request for refund, sent by certified mail, return receipt requested, sent to the Tournament Director and received prior to the published cutoff date for receiving entries. The U.S. Post Office postmark will be considered as the date of the refund request. The Tournament Director will forward a check to the team making the request. A refund is not required, regardless of when the request for refund was postmarked, if received after the tournament is drawn.
- b) NO Refund after tournament deadline
- c) NO REFUND after the brackets have been drawn and posted.

SECTION 4 WEATHER POLICY

NOTE: *Weather policy covers rain, lightning, snow and hurricanes.*

- a) Tournament canceled due to weather. Seventy-five percent (75%) to one hundred percent (100%) of the tournament entry fee will be refunded.

BPA National Office must approve refund if less than one hundred percent (100%).

- b) One (1) game played. Tournament cancelled after one (1) game played due to weather- fifty percent (50%) refunded.
- c) Two (2) games played. Tournament cancelled after two (2) games played due to weather- no refund is due.

*Two (2) games played or a combo of a forfeit and a game played- no refund due.

****A game is considered a full game if 4 ½ or 5 innings have been completed. 4 ½ innings if the home team is leading or 5 complete innings if the visitor or home team is leading. If there is a tie after 5 innings and the game/tournament is cancelled**

due to weather, it will be considered a tie in the standings with no refund due

ARTICLE XX ACTS OF DISBARMENT OR SUSPENSION

SECTION 1

Any team, player, manager/coach or other team representative who's conduct on or off the field that would be detrimental to the Baseball Players Association will be dealt with immediately. The Baseball Players Association expects that all manager/coaches, players and team representatives to act in a manner where sportsmanship is always practiced. The BPA also expects team coaches or officials to have complete control of their players and spectators at all times during the playing of a Baseball Players Association Sanctioned Event. The Baseball Players Association through its National Office shall have and reserve the right to withdraw Membership during the playing of any BPA Sanctioned Event.

SECTION 2

The Baseball Players Association will not tolerate any of the following unsportsmanlike behaviors:

- a) Any coach, player, team official or parent that displays abusive behavior or language in any form during the playing of a BPA event.
- b) Any coach, player, team official or parent/guardian using words or actions that will incite demonstrations.
- c) Using any form of intimidation tactics (profanity, baiting, ridicule, etc.) in the taunting of the opposing team and/or its members.
- d) The use of any behavior that is not conducive to fair play.
- e) Fighting and/or leaving the bench area when a fight has broken out will cause all participants engaged in the altercation to be immediately ejected from the game.
- f) Any type of physical attack on a coach, player, umpire or Tournament Official during the playing of the game or immediately following the game.

EFFECT: *Any coaches, players or team officials that take part in any of the above conduct shall be ejected and/or suspended for one (1) or more games during the remainder of the Tournament.*

NOTE: *Upon further investigation by the BPA Director if any of the above unsportsmanlike conduct is warranted to be severe enough in its nature, the BPA has the right to issue additional penalties. Such penalties can involve the suspension of further play of the team and/or its team members in the tournament. Any of the above behaviors can also warrant the BPA to issue further suspensions and even disbarment of the guilty parties from the Baseball Players Association.*

- g) Teams that willfully and intentionally forfeit a Tournament game will be subject to penalties at the discretion of the Tournament Director. The coach will be immediately ejected from the Tournament.

SECTION 3 ACTS OF DISBARMENT/OR SUSPENSION

- a) Any type of physical attack of any player, umpire, league or tournament official or any officer of the Baseball Players Association during a game or immediately following a game being held under the administration of/ or Sanctioned by the Baseball Players Association.
- b) A team member(s) using audible obscene language or any display of flagrant actions considered as unsportsmanlike gestures.
- c) Any team or player participating in a tournament in which cash prizes are offered.

NOTE: *The following shall define cash prizes: "CASH PRIZES" refers to prizes in cash or in merchandise that can be easily converted into cash that is awarded to a player(s) or team(s) based on the final standings of a tournament or other competition. A player(s) or team(s) may receive reimbursement if that reimbursement is not dependent on the standings of the event. The above acts shall pertain to a player(s) and/or team(s).*

- d) A player or team receiving money or financial benefits in consideration of participation in baseball competition.
- e) A player(s) or team(s) receiving money directly or indirectly by capitalizing on athletic ability or athletic prominence in baseball;

such as allowing the use of a player(s) name to advertise, recommend or otherwise promote the sale of baseball goods, or by accepting compensation for the use of such baseball goods.

- f) A team, coach or player knowingly competes with or against ineligible, illegal or suspended players.
- g) A team, coach, player or parent/guardian participating in or permitting a fraud to be perpetrated.
- h) Any Baseball Player Association Official who refuses to submit collected or owed funds that are due to the Baseball Players Association.
- i) Any player or team that competes under an assumed name.
- j) Any person or persons submitting a bad check or credit charge card to the Baseball Players Association.
- k) The failure of a team to show up after entering an NIT, State or World Series Tournament, unless reasonable advance notice is given. Reasonable advance notice in most cases will be five (5) working days.
- l) Any person who purposely uses false information to damage the reputation, image or credibility of the Baseball Players Association.

SECTION 4 SUSPENSIONS

- a) Any Baseball Players Association Officer, Director or person(s) representing the BPA that violates any Articles of this Constitution or its By-Laws or does not adhere to the Policies or Procedures of the Baseball Players Association may be suspended.
- b) Any Baseball Players Association Officer, Director or persons representing the BPA that fail to submit fees and/or information due the BPA in a timely manner may be suspended and will have no insurance coverage.
- c) Any Officer, Director, Umpire, Participant or person(s) representing the Baseball Players Association that are suspended for any reason, will not be allowed to participate in any capacity with the BPA, until such suspension(s) have been lifted. This would include any Sanctioned event or any event being conducted under the Administration of the Baseball Players Association.
- d) **What makes a BPA sanctioned Event**

- 1) BPA teams sanctioned online with signed BPA roster and proof of insurance turned in.
- 2) BPA umpires sanctioned online prior to taking the field with a current membership sanction number.
- 3) BPA Rule Book must be followed. Any special rules must be submitted in writing to the National Office for approval at least a week prior to the event.
- 4) BPA approved equipment – NO EXCEPTIONS!
- 5) Tournament approved by the State Director or National Office.
- 6) Tournament and tournament results are to be posted on PlayBPA.com
- 7) Complete list of sanctioned event requirements are posted under the Director and UIC blank forms on PlayBPA.com.

Please review to ensure you are holding sanctioned events.

If any one of the sanctioned event requirements are not met, insurance coverage will be void.

- e) The Baseball Players Association has adopted the following procedures with regard to disagreements that threaten legal action or that leads to legal action. By any of the following but not limited to, a player, coach, team or related persons against any affiliated person, director, park, umpire or facility of the Baseball Players Association. Any participant, team, coach, sponsor or any other party who threatens in writing, through legal counsel or otherwise to take legal action against the Baseball Players Association, files a legal action against the Baseball Players Association or has a lawyer contact the Baseball Players Association verbally regarding a dispute will automatically and immediately be suspended from all Baseball Players Association activities until the legal discussions are concluded to the satisfaction of the Baseball Players Association. Additionally, if legal action is filed against the Baseball Players Association or a Baseball Players Association affiliated person, park or facility by any participant, team, coach or any other person, the person filing the action, the person's team (if

player or coach), and each of its members may be suspended from any or all Baseball Players Association events until the legal actions are resolved to the satisfaction of the Baseball Players Association.

ARTICLE XXI BASEBALL PLAYERS ASSOCIATION APPEAL PROCESS PROCEDURES

SECTION 1

- a) **STEP 1:** Any team or player affected by the occurrence or condition that would cause an appeal may present that appeal in writing to the appropriate Director within fifteen (15) days after the occurrence or condition. If not filed within fifteen (15) days, the applicant loses their right to appeal.
- b) **STEP 2:** If the appealing team and/or person do not receive a satisfactory resolution to the first appeal, the applicant may indicate dissatisfaction with the first appeal. The applicant may then submit the proper forms within fifteen (15) days to the Baseball Players Association National Office duly appointed by the President/CEO to conduct the second step of the appeal process. If not filed with fifteen (15) days the applicant loses their right to appeal.
- c) **STEP 3:** If the appealing team and/or person do not receive a satisfactory resolution to the second appeal, the applicant may indicate dissatisfaction with the second appeal. The applicant may submit within ten (10) days the proper forms to the President/CEO of the Baseball Players Association, unless there has been a mutual agreement for an extension. The applicant may submit this final appeal in writing or may request that a hearing be conducted. All parties involved may have legal counsel and any witnesses at this hearing. The applicant must pay all financial responsibilities for such legal counsel or witnesses.

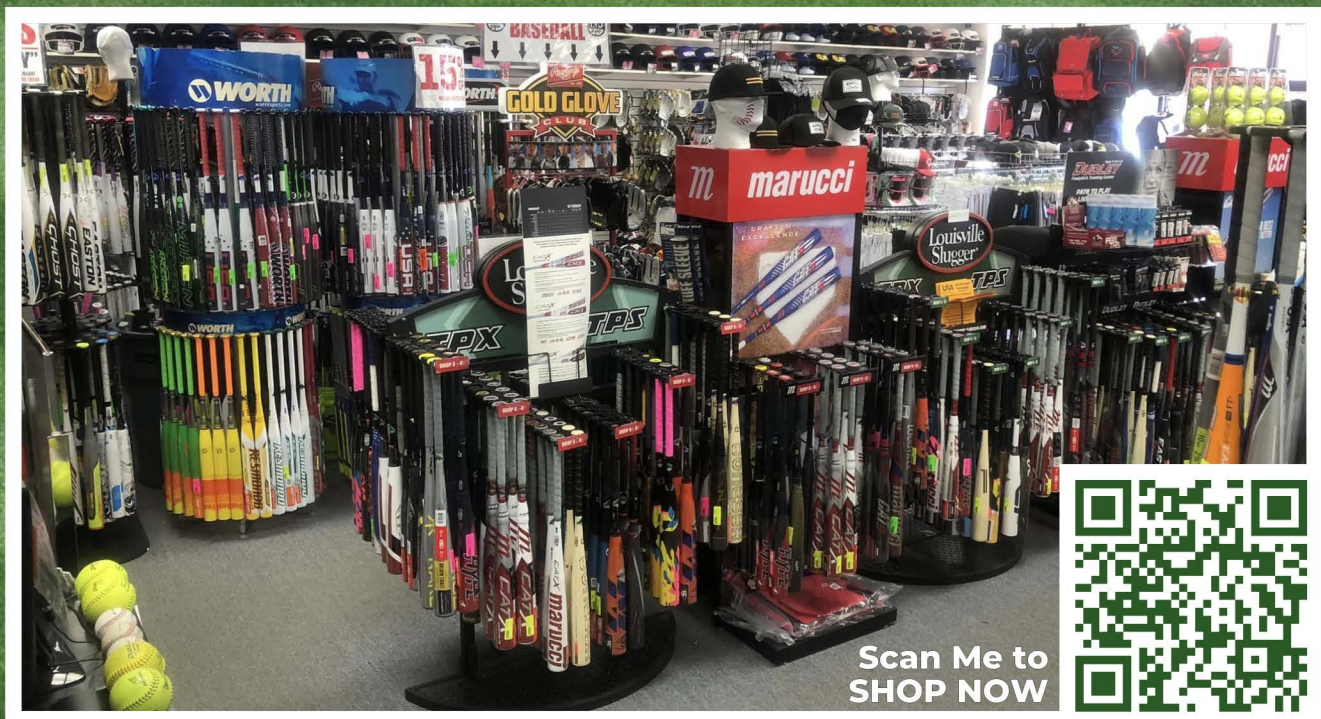
NOTE: *The President/CEO must render a final decision within ten (10) days pertaining to the final appeal. The decision rendered by the President/CEO is final and under no circumstances will another appeal be granted.*

The President/CEO and/or the National Office must approve any exceptions to the above bylaws.

PENALTY: Violation of any part(s) of the above bylaw will cause the player(s), team(s), umpire and director to become ineligible to participate in any officially approved sanctioned Baseball Players Association league or tournament.



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