

Brighton Heights Athletic Association

2009 Tournament Playing Rules and Guidelines

BHAA Zero Tolerance Policy:

In an effort to promote a positive learning experience in sportsmanship and hopefully to carry into real life, we will enforce a Zero Tolerance Policy. (See attached)

It is understood that, in the heat of competition, some of the adults, as well as players, may become a little excited. Please be aware that negative behavior on the part of anyone involved in our baseball program will not be tolerated and will be dealt with accordingly.

We have outlined in the administrative rules some consequences, but will not be limited to those stated.

*We Expect Coaches and Players to Come and Have Fun
We Expect the Proper Example to Be Set By Our Coaches
We Expect Our Players to Conduct Themselves as Ladies and Gentlemen
Let Us Have a Pleasurable Experience This Season and Every Season without Incident*

GUIDELINES/RULES ARE FOR THE FOLLOWING AGE GROUPS:

SENIOR LITTLE LEAGUE / LITTLE LEAGUE – 11&12 YEAR OLDS

***THE ENCLOSED RULES ARE DERIVED FROM
THE OFFICIAL LITTLE LEAGUE RULES***

June 30, 2009

Zero Tolerance Policy for all Teams:

1. **Each manager will be responsible for controlling the fans of their team.** Any adverse situation caused by the fans could result in halting of the game, and possible forfeit by the team of those fans.
 - a. Umpires will order BOTH teams into their dugouts and suspend play until such time as League officials deal with unruly spectators. An inability of tournament officials and team coaches to adequately handle unruly spectator(s) will result in the game remaining suspended until a later date, or forfeited.
2. **There shall be no tobacco products permitted** (including chewing tobacco) within the confines of the field, dugout, or the on deck area.
3. **No manager, coach, or umpire shall be permitted to smell of alcohol before or during the game.** Each association shall enforce a NO DRUG OR ALCOHOL POLICY within the confines of any field at all times during a game. This rule also is extended to assistant coaches, parents or bystanders.
4. **Any manager or coach who is ejected from the game must leave the complex before the game will resume.** The coach or manager is also suspended for the next game. The 2nd ejection of the same manager or coach will result in that person not being able to coach for the remainder of the tournament
5. Each umpire has the authority to DISQUALIFY any PLAYER, COACH, MANAGER, or SUBSTITUTE for objecting to the decision, or for Unsportsmanlike Conduct or language, and to EJECT such disqualified person(s) from the playing field.
 - a. **Unsportsmanlike conduct by any persons involved in a game: Manager, Coach, or player will not be tolerated.** Vulgarity, violence, or the throwing of any equipment in anger by an offensive or defensive player whether on the field or in the dugout is grounds for immediate ejection from the game without warning by the umpire.
 - b. **Any player or manager who enters the playing field to argue a judgment call** will be immediately ejected from the game. Should anyone come in contact with any umpire while arguing or questioning a call they will be ejected.
 - i. Any umpires decision which involves judgment, such as, but not limited to, fair or foul balls, pitches called balls or strikes, or a runner being called safe or out, IS FINAL. No player, manager, coach, or substitute shall object to any such judgment decisions.
 - c. Any player ejected from a game will remain on the bench until the game has ended or is released to a parent or guardian.
6. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
7. Each manager should know the rules and have a copy with them at each game. Also, a copy should be kept at the field (concession stand or field box)

June 30, 2009

SENIOR LITTLE LEAGUE (11&12 Yr. Old) PLAYING RULES

- Players must be 12 years of age or younger by April 30th, 2009. If player eligibility is challenged by an opposing manager, a birth certificate must be provided within 24 hours. A game played with a player found to be ineligible will be forfeited.
- Tournament rosters may include up to a maximum of 15 players. Teams may start a game with only 8 players. Less than 8 players constitute a forfeit. If after the 15 minute grace period one team does not have the required amount of players, that team will be required to forfeit the game.
- No roster additions once FINAL roster is received by BHAA tournament director.
- All rostered players in attendance **ARE NOT** required to play.
- There is no continuous batting order. Only players in the field will bat.
- No Free substitution. Once a player has been removed from the game, he/she remains out for the remainder of the game. Only exception is in cases of injury or illness. In order to reactivate a player, your team must exhaust all available substitutes. Players removed due to injury can return in the same spot in the line up.
- Teams are permitted the following dugout personnel: A manager, 2 base coaches, and a Scorekeeper. Game umpires are to enforce this rule.
- A minimum of 24 hours notice to the tournament director is required to change a scheduled game. One scheduling change permitted per team for the duration of the tournament. Any team not showing up for a rescheduled game after notification is given will forfeit that game. Managers must provide 2 alternative contact numbers for the league to call if the manager is not available for notification of a rescheduled game.
- A five (5) run rule will be in effect for any inning except the 6th inning and any extra innings. These innings will be unlimited runs. During innings 1→5, there will be no continuous runs. You cannot score more than 5 runs in innings 1→5.
- A ten (10) run rule will be in effect after 3.5 / 4 innings of play (If the home / visiting team is ahead) & the winner declared. Any game halted during the 5th inning or after due to weather, etc. The score will revert back to the last complete inning and the winner declared. In the event of a tie, game will be considered suspended & completed as scheduled by BHAA tournament committee.
- For every game, home and visiting teams determined by coin flip.
- Depending on field availability, each team will evenly share the field for infield/outfield practice prior to the game. Visiting team has access to field first.
- Only authorized league equipment may be used. If a player is found to be using an illegal bat, the bat is immediately removed from play. Managers may request umpires to check a bat without penalty.
- Players must have shirts tucked in at all times. Players must remove all types of jewelry before the game, with the exception of Medic Alert tags. Any player wearing a cast is NOT permitted to play.
- All players encouraged to wear a protective cup. Every catcher is required to wear a protective cup and a dangling throat protector on the catchers mask.
- **The infield fly rule is in effect.**
- A courtesy runner will be permitted in the event of an injury. The player making the last out will be the courtesy runner

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SENIOR LITTLE LEAGUE (11&12 Yr. Old) PLAYING RULES

- A player throwing a bat or a helmet will result in a team warning from the umpire to both teams. Subsequent incidents by **ANY** player will result in an automatic out. If the same player throws the bat or helmet twice, he is to be ejected from the lineup as long as the team has at least nine (9) players.
- There is no limit to the number of pitchers you can use during the game. You cannot re-enter a pitcher in the pitchers position.
- Any rostered player may pitch:
 - a. Six (6) innings over two consecutive games. Forfeited games **Do Not** count as a consecutive game.
 - b. One (1) pitch shall constitute an inning.
- If a pitcher hits two (2) batters in a single inning, he will be removed as the pitcher for the balance of the game only. If a pitcher hits three (3) batters in a game, he must be removed from pitching the remainder of the game. If any of the two instances occur, once the pitcher is removed he can be placed in another position.
- Each manager will keep record of his pitchers innings and upon request of an opposing manager or umpire provide current information concerning each of these players. In the event that an illegal pitcher is used, or current/correct information cannot be provided, it will be grounds for game protest and potential forfeiture of the game, with no exceptions.
- Balks will be called and intentional walks are not permitted
- All sliding must be feet first. If a player attempts to steal and slides head first, the umpire will call him out. **If a player is caught in a run down type situation, they are allowed to slide into the bag head first. The same goes for a pickoff attempt, the runner is allowed to get back to the originating base with a head first slide.**
 - a. **All players must slide in close situations and MUST avoid malicious contact with a defensive player.** No base runner shall be permitted to leap or jump over a defensive play at any base or home plate. These are a judgment type call and no warnings will be given for any of the sliding or base running rules. Players can be ejected at the umpire's discretion.
- When a pitcher is in contact with the pitching rubber, in possession of the ball, and the catcher is in the catchers box ready to receive a pitch, base runners shall NOT leave their base(s) until the ball has been delivered and reaches the batter.
 - a. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is ruled out, the out call stands. If the runner reaches the base safely, that runner must be returned to the base occupied before the pitch, and no out results. The violation by one base runner shall affect all other base runners.
 - b. When a base runner leaves the base before the pitched ball has reached the batter & the batter hits the ball, the base runner(s) are permitted to continue. If a play is made & the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases, or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first on a single, second base on a double, or third base on a triple.

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