

# 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 have developed & 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:**

**FARM LEAGUE / COACH PITCH – 7&8 YEAR OLDS**

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

**Rules as of 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. Failure of tournament officials and coaches to adequately handle unruly spectator(s) can result in the game remaining suspended until a later date, or forfeited.
2. **The manager has the right to discipline any player** and must notify the league president and the parents and state the reason for disciplinary action. If a player is not playing due to disciplinary reasons the other manager must be notified prior to the start of the game.
3. **There shall be no tobacco products permitted** (including chewing tobacco) within the confines of the field, dugout, or the on deck area.
4. **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.
5. **EJECTIONS: 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 2<sup>nd</sup> ejection of the same manager or coach will result in that person not being able to coach for the remainder of the season.
6. **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 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.
7. 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.**
8. 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

## **MANAGER PITCH / FARM LEAGUE (7&8 year old) Playing Rules**

- Players must be 8 years of age or younger by April 30<sup>th</sup>, 2009. If player eligibility is challenged by a 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 9 players. Less than 9 players constitute a forfeit. All rostered players in attendance are required to play in the field in accordance with Little League Rules (2 consecutive defensive innings and 1 time at bat)
- If field time is available, each team may take no more than 10 minutes of infield/outfield practice prior to the game. Home and visitor determined by coin flip. Home team has access to field first.
- Only authorized league equipment & balls shall 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.
- Prior to the umpire calling "Play Ball" the tournament director has the right to postpone the game due to bad weather or unacceptable playing conditions.
- 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.
- Teams have a 15 minute grace period to arrive for a scheduled starting time provided the tournament director has been notified. Failure to notify or failure to meet the time limits will result in game forfeit.
- It is optional for teams to place a batting helmet on the player who is located in the pitching circle.
- Heart Guard chest protectors will be made available for use and optional to be worn by player in the pitching circle.
- 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. Also, any player wearing a cast is NOT permitted to play.
- Every player in the catcher position is required to wear a protective cup.
- Teams are permitted the following dugout personnel: A manager, 2 base coaches, and a scorekeeper. Game umpires are to enforce this rule.
- Feet first sliding into all bases, the only exception is when a player is caught in a run down. The base runner is then allowed a head first slide to that base, otherwise the runner will be ruled out.
- In the event a batter throws the bat or a helmet, there will be one warning given to both teams. Subsequent violations will result in an out call after the play is finished & the ball declared dead.
- Unlimited player re-entry in to the game. No substitutions during any half inning, except for injuries.
- Games will be 6 innings. Every inning will consist of 5 runs or 3 outs except for the 6<sup>th</sup> inning, and any extra innings, which will have unlimited run scoring.
- A ten (10) run rule will be in effect in the 4<sup>th</sup> inning and the losing team has batted. The game will be recorded as a win for the team leading. Any game halted in the 5<sup>th</sup> 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 suspended and completed the next day.

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## **MANAGER PITCH / FARM LEAGUE (7&8 year old) Playing Rules**

- There will be a continuous batting order. If a player shows up after the game begins, that player will be placed at the end of the batting order.
- Chalk lines will be drawn halfway between 1<sup>st</sup> & 2<sup>nd</sup>, and 2<sup>nd</sup> & 3<sup>rd</sup> bases.
- The pitching circle shall be a 10-foot (diameter) circle around the little league pitchers mound. Coaches must pitch with one foot in the circle. The Little League distance is 46'.
- The Infield fly rule will not be in effect.
- Fielding a team will consist of a standard infield with a catcher & 4 outfielders, a total of ten (10) players. All players will play the entire inning in one position unless injured. Outfielders will be positioned 20 feet from the edge of the grass, in the outfield. A Rover IS NOT PERMITTED. Outfield coaches not permitted.
- The infielder playing in the pitcher position must wear a batting helmet and must have at least one foot completely inside the pitching circle until the ball is hit..
- Team coached will pitch to their own hitters. All pitching must be overhand. Strikes will only be called if a batter swings and misses or fouls. Every batter will get three (3) strikes, or seven (7) pitches. If the last pitch is fouled off, the batter gets another pitch. There will be no walks. There will be no bunting and the batter must take a full swing.
- The coach doing the pitching must immediately leave the pitching circle and move toward the baseline in the OPPOSITE direction of where the ball is hit. If the pitching coach intentionally interferes with a defensive player, or the players throw, in the opinion of the umpire, the batter will be ruled out and all runners returned to their base.
- If a batted ball strikes the coach doing the pitching, the ball is ruled dead & does not count as a pitch or a strike.
- Base Stealing is not permitted. Runners may NOT leave the base before contact is made by the bat. One team warning will be given. All subsequent violations will result in that runner being called out.
- Interference by a base coach or pitcher to physically assist or restrain a base-runner while the ball is live shall result in the base runner being called out.
- Play will stop only when any infielder has control of the ball with at least one foot inside of the pitching circle.
- When a play is ruled stopped, and at the umpire's discretion, if a base runner is past the halfway line, he/she will be awarded the next base. If base runner has not passed the halfway line, he/she will be returned to the last base touched.
- If a base runner gets hurt and has to leave the game, the previous out replaces him as a base runner.

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