

# CHELSEA Park and Rec

## Baseball Rules



### LOCAL RULES & REGULATIONS

Revised February 2021



## SECTION 1

### 1:1 - GENERAL

The Chelsea Park and Rec Baseball Rules (hereinafter the Local Rules) shall govern the operations, conduct, and play of the Chelsea Park and Rec Baseball League. When these local rules fail to cover a given circumstance, the applicable rules for the BPA Rec League shall govern. When neither the local rules nor BPA rules cover a given circumstance, the Official Rules of Major League Baseball shall govern. In the event none of these rules govern a given circumstance, a majority of the Park and Rec Board shall decide the most appropriate course of action. Further, the Park and Rec Board specifically reserves the right to waive or modify any rule by majority vote for any specific situation. The welfare of the youth players shall be the first priority

### 1.2 – ELIGIBILITY TO PARTICIPATE

The appropriate age group in which each child participates will be determined by the age of the child as of April 30 of the current year. For example, if the child’s age at the time of registration is eight years old, but the child’s age as of April 30<sup>th</sup> of the current season is nine years old, the child will be placed in the 9-year-old league at registration.

- A. With approval of the Park and Rec Director, a child will be permitted to play with his/her school grade in the league which is **one age group** above his/her natural age group.
- B. With the approval of the Park and Rec Director, a child may be permitted to participate in the league for the next older age group for reasons other than to play with grade.
- C. Chelsea Park and Rec reserves the right to review the conduct of any player or coach and supervise, restrict, or terminate participation in the youth baseball program consistent with the Chelsea Park and Rec policies.
- D. Four (4) year olds MAY be allowed to play in the 5U Farm league at request of parents.
- E. Players or coaches may not miss scheduled league games or practices to participate in other youth baseball program events (travel ball games competitive team games or practices, etc). Violation of this rule will result in the player losing his/her eligibility to play at the park and the coach losing his/her coaching position.

### 1.4 – LEAGUES OFFERED

T-BALL	AGES 3-5
5U FARM LEAGUE	AGE 5
6U FARM LEAGUE	AGE 6
7U FARM LEAGUE	AGE 7
8U FARM LEAGUE	AGE 8
MINOR LEAGUE	AGES 9-10
FRESHMAN LEAGUE	AGES 11-12
SOPHOMORE LEAGUE	AGES 13-14

## 1.5 – REGISTRATION

Chelsea Park and Rec will offer baseball registration via the Rec Desk registration website. In-person registration dates may also be scheduled at the discretion of the Chelsea Park and Rec. Late fees may be assessed after a specified date. **Registrations will not be accepted after the draft for each specific league.** Exceptions:

- Late T-ball signups will be permitted given there are positions on teams available
- **New move ins to the community will be added to the next team in the draft order**
  - o Deadline for adding a new move in to a team will be 1 week prior to 1<sup>st</sup> game

## 1.6 – PLAYER EVALUATIONS

Evaluations for Chelsea Park and Rec Baseball players will be conducted for the purpose of assessing player skills in order to ensure the most fair team selection process as possible. Evaluations will be scheduled for all individual leagues with the exception of T'ball. It is very important that each child registered attend his/her specific evaluation time. Those that are unable to attend should set up an alternate time to be evaluated Park and Rec staff.

Each **head coach applicant** will be invited to attend the evaluation for his/her specified league. Note: All “head coach applicants” may be invited to the evaluations as the number of teams in each league is not known until after evaluations because there are numerous registrations on evaluation day. This is for the sole purpose of educating the head coach applicants regarding the player’s should he/she be selected as a head coach. Each head coach applicant will be given a complete list of players. Each player will have a number corresponding with the list. A designated Park and Rec Board member will be the official evaluator for each evaluation. There will be evaluation sheets filled out for each player based on a predefined point system as shown on the evaluation form. The scores will be totaled, giving each player an overall evaluation score.

Sample evaluation forms are included in appendix.

## 1.7 – SELECTION OF COACHES

1. To be **considered** for a regular season head coaching position, an applicant MUST:
  - A. Register as a Head Coach in the Rec Desk system
  - B. Complete and pass the required on-line background check. Directions for background check submission will be provided when application is submitted. Background checks must be renewed on an annual basis.
2. The Park and Rec Board shall consider each coaching application separately by taking into consideration the applicant’s prior coaching experience, past parent feedback, baseball knowledge, character, sportsmanship, and teaching ability, among other things. The Board shall vote on each coach in each respective league.
3. A coach will be assigned a team for only one season at a time. Each season coaches must make a new request for a team and those from a previous year shall be given first consideration, but previous involvement will not be an overriding factor and will not guarantee an assignment.

4. Team managers may be an assistant on other teams in other divisions. However, no special consideration will be made in the practice or game schedules. Managers must give first priority for both practices and games to the team they are assigned to manage. No manager will be given more than one team to manage until all perspective managers have been exhausted.
5. Assistant coaches shall be selected by team managers. Assistant coaches must also pass the required on-line background check in order to receive a team jersey.
6. Umpires that officiate games in the Chelsea Youth Baseball league cannot manage or be an assistant coach in a league for which they are umpiring in.

## **1.8 – ASSIGNMENT OF PLAYERS TO TEAMS/DRAFT RULES**

T-Ball - Teams shall be divided by the Park and Rec Director or Assistant based on parent requests and age of kids

### **General Draft Rules**

1. The Park and Rec Director shall schedule a team selection/draft meeting for each division. The Park and Rec Director and Assistant will preside over all drafts. There can also be an independent player agent that will attend all team selections if deemed necessary. The player agent will be there only to observe and assure all applicable rules are followed. No other individuals will be allowed in the draft rooms during the draft proceedings.
2. Parents, by registration note in Rec Desk, may request to not play for one (1) coach. **Requests to play for a specific coach or with a particular child will be accepted but not guaranteed.** Exception: brothers will be assigned to same team unless request is made otherwise.
3. With the exception of coach's kids and siblings, all players shall be equally available to be selected by any team.

### **Draft Process**

- Coaches will be provided with an official list of all kids to be drafted based on evaluation score, as well as prior knowledge of player's ability.
- Draft sheets will be discussed to confirm accuracy of rankings.
- Siblings will be discussed and ranked accordingly.
- Coach's kids will be discussed and ranked by round. Head Coach will draft his/her child in the agreed upon round in the draft.
- Numbers will be drawn from a hat to determine draft order.
- Park and Rec Director will determine the most fair draft method – either serpentine or random draft order will be used.
- Trades will be allowed in the first five rounds provided the players involved are no more than 1 round apart. Any players can be traded in rounds 6 and below. A maximum of 3 trades will be allowed for each coach.

## **1.9 – SELECTION OF TEAM NAMES**

Team names/uniforms will be selected from an approved list by the head coaches in reverse draft order.

All teams MUST wear league provided uniforms in all regular season games.

## **1.10 – POST SEASON PLAY/ALL-STARS**

### **A. Teams**

- a. Each league with 8 or more teams should field 2 all-star teams. There can be all-star teams for each of the following ages: 5's, 6's, 7's, 8's, 9's, 10's, 11's, and 12's. Players must play with his/her respective age group. In leagues 5U through 8U, kids will only be eligible for all stars for the age he/she played regular season with. For example; a 7 year old playing in the 8U league will not be eligible for the 7U all-star team. All-Star teams will be restricted to no more than 12 players. Number of players on an all-star may be decided by a 3/4's vote of the specific league's coaches.
- b. If less than 8 teams in the 9/10 or 11/12 league, number of all-star teams will be determined at the Park and Rec Director's discretion. In some cases, there may be just one 10U and one 12U all-star team.

### **B. Coach Selection**

- a. The head coach of each all-star team (s) will be voted upon by the head coaches in each respective league at the all-star selection meeting.
- b. The all-star manager shall select coaches from the other managers or assistant coaches of their league. They may also select coaches from their regular season team. Assistant coach selection is limited to only those who were head or assistant coaches in the regular season.
- c. Managers who cannot manage or coach an all-star team must notify the league at the all-star selection meeting. Managers who resign or are unable to fulfill his/her commitment to the team after being selected shall not be allowed to manage an all-star team in the following season.

### **C. All-Star Selection Process**

- a. Mid season meetings will be held, at which each coach will give his team's "all-star watchlist". This will allow the other coaches to keep an eye on the kids throughout the 2<sup>nd</sup> half of the season.
- b. The League shall schedule all-star selections meetings for each league at the end of the season. Those in attendance at all-star selection meetings shall be the Park and Rec Director, other members of the Park and Rec Board, and each head coach in the particular league (unless represented by an assistant coach).
- c. Team Managers shall nominate players from his/her team and will discuss attributes. There is no limit to the number of players nominated by each coach. Coaches should ensure that the parents of each nomination are aware that their kids are being nominated for all-stars. Those that cannot/will not be able to play all-stars or are not able to make a commitment to playing the entire all-star schedule will be removed from the nomination list. Players are eligible for all-star selection whether nominated by their manager or not. Only those players in good financial standing with the league shall be considered for all stars.
- d. Each head coach in each league will select his/her top 12 players in the league. Those players received a majority of the votes will be put on the team. If team is not filled completely at this point, all coaches will vote again on those players that did not receive a majority of the votes in order to complete the team.

D. Other All-Star Guidelines

- a. All-Star players shall be notified by their regular season and following by the all-star team manager.
- b. Parents of each all-star player must sign an all-star commitment form stating that they will be responsible for uniform, trophy cost, and other all star fees. They must also commit to attending all-star practices, practice games, and tournament games.
- c. Selected players must commit to participation for the entire all-star tournament schedule before accepting a position on the team. Any player who is unable to participate in all practices, games, and team activities may be replaced. All-Star players who quit the team shall be ineligible for all-star selection the following season.
- d. The Park and Rec Board shall determine the all-star fees, select, and purchase all-star uniforms. All funds raised by each team will be deposited into the City of Chelsea checking account and used for all team related expenses (bat bags, tshirts, helmets, hotels, etc).
- e. All-Star teams must commit to playing the entire all-star tournament schedule. For example, if 11U state tournament is invitational format, the 11U team is required to play through the state tournament. Even age groups must continue playing as long as qualifying to do so.

**SECTION 2 – GENERAL PLAYING RULES**

**2:1 – DETERMINATION OF LEAGUE CHAMPION**

- A. All regular season teams must play at least 12 games. It will be our goal to play between 14-16 games.
  - a. In the 5U, 6U, 7U, and 8U leagues there will be an end of season double elimination tournament. Tournament seeding will be based on regular season records (see tie breakers below). Winner of the tournament will be deemed the league champion.
  - b. In the 9/10 and 11/12 leagues, at the end of the regular season there will be a 4 team playoff or a single/double elimination tournament depending on the number of teams in the league. In playoff format, the #1 and #4 seeds will play each other and the #2 and #3 seeds will play each other. Higher seed will have choice of Home/Visitor. The winners of the playoff games will play each other for the championship.
    - i. The top 4 teams will be determined by winning percentage. If two or more teams are tied with the same winning percentage. The tiebreakers will be as follows:
      1. Head-to-head competition
      2. Runs allowed
      3. Run differential (max 7 runs per game)
      4. Runs scored
      5. Coin toss
  - c. Once the game schedule is released, all games are final with only a few exceptions:
    - i. We will consider moving games for school events when multiple kids are forced to miss a scheduled league game.
    - ii. Others situations will be handled on a case by case basis (death in family, etc).

**2:2 – REGULATION GAMES**

DIVISION	OFFICIAL INNINGS	TIME LIMIT	RUN RULES	SHORTENED GAMES OFFICIAL
TBALL	3	1:00	NONE	3
5U FARM	6	1:00	MATH	4
6U FARM	6	1:00	MATH	4
7U FARM	6	1:15	MATH	4
8U FARM	6	1:15	MATH	4
9/10 MINOR	6	1:30	MATH	4
11/12 FRESHMAN	6	1:30	MATH	4

- A. Time Limit – Official game time will be kept by the umpire. The umpire will notify the scoreboard operator when the game officially begins. The next inning begins when the last out in the bottom half of previous inning occurs.
  - a. On weeknight games (Monday through Thursday) in pitching leagues, 5U, and 6U leagues...NO NEW INNING SHALL BEGIN WITH LESS THAN 5 MINUTES ON THE CLOCK.
- B. Run Rules
  - a. 5U - 12U – Game is officially complete at the point that it is mathematically impossible for a team to tie or win the ball game, per BPA rules for Farm League play. Note, there

is a 7 run max per half inning in all 6U, 7U, 8U, 10U, and 12U league play. 5U max runs per half inning will be 5.

- C. Shortened Games
  - a. Games shortened by curfew, weather, or other acts of God are complete if the specified number of innings above have been played.
    - i. Note, for Minor and Freshmen, games shortened by one of the above causes shall be official when one team is ahead by 10 runs and the other team has batted in 3 innings.
- D. Tournament, Playoff, and Championship games shall be played until there is a winner, including extra innings if necessary. Time limit shall apply in tournament games until the championship games. Time limit shall apply in playoff games, however there will be no time limit in championship games. Run rules always apply. Math in farm leagues.

### **2:3 – EXTRA INNINGS**

- A. If a game ends in a tie due to **time expiration or official innings**, there will be a maximum of 2 extra innings that can be played. If the game is still tied after 2 complete extra innings, then the game will be recorded as a tie.
  - a. No **extra** innings shall begin after 10:00pm on weekdays (Sunday-Thursday). An extra inning is defined as an inning beyond the specified number of innings for a complete game or any inning after time limit has expired.
  - b. No extra inning in 5U games. Games tied at the end of regulation shall be recorded as a tie.

### **2:4 – POSTPONED/SUSPENDED GAMES**

- A. All postponed or suspended games shall be rescheduled in the next available time slot as determined by the Park and Rec Director. The games will be made up in the order that they were postponed. If a team does not play a makeup game on the designated date, they will forfeit the game.
  - a. The Park and Rec Director reserves the right to cancel any game that cannot be made up by the end of the 1<sup>st</sup> or 2<sup>nd</sup> half of the season.
- B. All BPA Rules for suspended games will apply to postponed/suspended games
- C. Postponed/suspended games in Pitching leagues
  - a. Games must be made up during the same week. If weather or scheduling prohibits a game from being made up during the same week, the game will become a cancelled game.
  - b. In pitching leagues where double headers are scheduled on Saturday and one or both of those games are rained out and weather does not permit the games to be made up the next day; those games will be rescheduled in the next available makeup slot outside of the current week.
  - c. Pitching Rules for postponed/suspended games
    - i. Pitch count of the current pitchers of record WILL carry over to the continuation game.
    - ii. Pitchers that were removed from the game and replaced with another pitcher will not be able to return to the mound in the continuation of the game.
    - iii. 48 hour rule ALWAYS applies.

## **2:5 – GAME TIMES**

- A. All games are to start on time. The visiting team shall take infield 15 minutes prior to game time. The home team shall take infield 10 minutes before game time. The field should be cleared 5 minutes prior to scheduled game time.
- B. Time between games shall be 15 minutes.

## **2:6 – EQUIPMENT**

- A. Helmets with face masks are recommended in all leagues but not required
- B. 5/6 and 7/8 circle players must wear a batting helmet or protective facemask while playing defense.
- C. Bats
  - a. USA or USSSA 1.15 BPF bats are allowed in all leagues.

## **2:7 – OTHER GENERAL RULES**

- A. Playing time
  - a. All available players shall be listed on the batting order and will bat their turn, whether playing defense or not
  - b. All players must play defense for a minimum of 2 innings each game. No player should sit on the bench for 2 consecutive innings. There shall be free substitution for all players except for pitcher.
- B. Bat Slinging
  - a. Each player shall get one warning per game for slinging the bat. The 2<sup>nd</sup> time that particular player slings the bat, he/she shall be called out.
- C. A player that is unable to participate in all phases of the game (hit, run, and play in the field) will be ineligible.

## **2:8 – PROTESTS**

- A. Refer to BPA rules for Forfeitures, Appeals, and Protests
  - a. A protest which involves an umpire's judgment may not be made. Protests may be only be made in situations when a violation of playing rules has occurred, or the use of an ineligible player/pitcher.
  - b. A protest involving the misinterpretation of a rule must be made before the next legal pitch.
  - c. All other protests involving the ineligibility of a player/pitcher must be made before the umpires leave the playing field at the conclusion of the game.
  - d. Managers must notify the Vice-President/Commissioner/League Director within 15 minutes of game completion if their intentions are to protest a game.
  - e. A protest letter must be filed with the Park and Rec Director within 48 hours of game completion. The letter must specify the rule or rules being protested and must comply with BPA rules. A protest fee of \$10 must accompany the protest letter.

- f. The umpires of a protested game shall submit a protest review immediately following the game.
- g. The protest committee shall consist of baseball representatives on the Park and Rec Board.
- h. The protest committee shall rule on a protest within 10 days.
- i. If the protest is upheld, the protest fee will be returned. If the protest is denied, the fee shall be forfeited to the league for donation to scholarship funds.

## 2:9 – TROPHIES

- A. League championship and runner up trophies/rings will be awarded in each league
  - a. Beyond these trophies/rings, it is up to each individual team to purchase their own trophies/rings.
- B. Any trophy won by an all-star team shall be presented to the league

## 2:10 PICK UP PLAYERS

- A. A team that is short players in regular season may pick up up to 2 players from **one league below**. The player must be in the league one age group below. For example; a 9/10 team must pick up an 8 year old.
  - a. 5U pickup rule
    - i. Teams may play with a minimum of 6 players.
    - ii. If down to 6, can pick up a player from a tball team to make 7. We encourage picking up and playing with 7. Pickups must play in the outfield and bat last.
  - b. 6U pickup rule
    - i. **Teams can play with a minimum of 7 players.**
    - ii. If down to 7 or 8, can pick up a player from 5U league to make 8 or 9. Pickup must play in the outfield and bat last. Cannot pick up to make more than 9 total players. **If team has 8 players a catcher is not required. If team has 9 or more players, the catcher position must be filled.**
  - c. 7U pickup rule
    - i. Teams can play with a minimum of 7 players. However, it is mandatory that each team field a catcher.
    - ii. If down to 7 or 8, can pick up a player from 6U league to make 8 or 9. Pickup must play in the outfield and bat last. Cannot pick up to make more than 9 total players. **Teams must ALWAYS field a catcher.**
    - iii. 6U players can pick up with 7U team a maximum of 3 times per season.
  - d. 8U pickup rule
    - i. Teams can play with a minimum of 7 players. However, it is mandatory that each team field a catcher.
    - ii. If down to 7 or 8, can pick up a player from 7U league to make 8 or 9. Pickup must play in the outfield and bat last. Cannot pick up to make more than 9 total players. **Teams must ALWAYS field a catcher.**
    - iii. 7U players can pick up with an 8U team a maximum of 3 times per season
  - e. 9/10 pickup rule
    - i. Teams will play with a minimum of 8 players. In the case a team has 8 players, they may pick up 1 player from the 8U league to make 9. Pick up must play in the outfield and bat last.
  - f. 11/12 pickup rule

- i. Teams will play with a minimum of 8 players. In the case a team has 8 players, they may pick up 1 player from the 10U league to make 9. Pickup must play in the outfield and bat last.
- B. Playoff/Tournament Pickup Rule
  - a. A PLAYOFF team that does not have enough players to play may pick up a player (s) 1 round below the absent players draft slot in the same league. For example; 1<sup>st</sup> round players absent, team may pick up a 2<sup>nd</sup> round player or lower. This process may be followed up to an absent player being a 6<sup>th</sup> round draft pick. If the player (s) that is absent is a 7<sup>th</sup> round pick or lower, then any player (s) equal to or below 7<sup>th</sup> round may be picked up. As always, pick up players must play outfield and bat last in the batting order.

## SECTION 3 – LEAGUE SPECIFIC PLAYING RULES

### **3:1 – T-BALL RULES**

- A. T-ball games shall be played using the same field dimensions as Farm League.
- B. T-Ball baseballs shall be used. Any size bats that are not cracked or broken may be used.
- C. All players shall be in the field, infielders and outfielders. There shall be one circle player.
- D. All players will bat each inning.
- E. A defensive coach shall be placed in the pitchers circle
  - a. There is no limit to the number of defensive coaches in the field. The coaches should make every effort not to interfere while the ball is in play.
- F. There shall be one batting coach and 3 base coaches for the offensive team.
- G. The offensive team shall announce to the other team when their final batter comes to bat. The inning shall end when:
  - a. The defensive team makes any out once the ball is put in play by the final batter
  - b. A defensive player touches home plate while in possession of the ball once the ball is put into play by the final batter.
- H. Base runners shall remain on base until the ball is batted.
- I. Time shall be called when the defensive team has stopped the advance of the lead base runner or when a defensive player has control of the ball within the pitching circle. Time also should be given if any out is made in the field.

### **3:2 – 5U FARM LEAGUE RULES**

5U League play shall be governed by the Farm League Coach Pitch provisions of the BPA Rec League Rules, EXCEPT as modified by these Local rules

- A. The inning shall end when:
  - a. The defensive team makes the 3<sup>rd</sup> out of the inning
  - b. The offensive team scores 5 runs.
- B. All available players shall be listed on the batting order roster and shall bat in their turn. Players who are unable to bat in their turn, for whatever reason, may be removed from the batting order with no penalty. If a batter is unable to complete their time at bat, the next player in the batting order shall assume the current count. Players removed from the batting order are eligible to return to the original order when able.
- C. There shall be a catching coach for the offensive team.
  - a. Catching coach shall be positioned behind the plate to return pitched balls to the pitching coach.
  - b. **The catching coach may position the batter once at the beginning of each turn at bat. The catching coach shall not reposition the player to hit off of the tee.**
  - c. The catching coach shall not otherwise coach the batters or base runners while the ball is either in play or during time-outs. Coaches that violate this rule shall be removed from the game.
- D. Teams must have a minimum of 6 players to play a game. Teams must use T-ball players to fill any vacancies.
  - a. Pick up players must play in the outfield and bat last in the batting order.
- E. The Defensive team shall have no more than 5 infielders, including a circle player. There is no catcher in the 5U league.

- F. **Players must remain in the same positions throughout each inning in the field.**
- G. All outfielders must be positioned at least 20 feet beyond the baselines until the ball is batted.
- H. Every attempt must be made by the infielders to **THROW** the ball to 1<sup>st</sup> base.
- I. If a throw to 1<sup>st</sup> base gets past the 1<sup>st</sup> baseman, **no runners may advance an additional base.** The batter may not advance from 1<sup>st</sup> base. A player throwing the ball back into play will release all runners from the one base max.
- J. There may be 2 defensive coaches in the outfield for the 1<sup>st</sup> half of the season only. In the 2<sup>nd</sup> half of the season, coaches must be in the outfield coach's boxes.
- K. Players play the circle position must wear a batters helmet or face mask.
- L. Bunting will not be allowed in the 5U league
- M. After 3 swinging strikes or 4 total pitches, the hitter shall be allowed to hit off of the tee. There shall be no strikeouts.
  - a. **When hitters hit from the tee, all baserunners (including the hitter) will only be allowed to advance 1 base max at own risk.**

### 3.3 – 6U FARM LEAGUE RULES

6U League play shall be governed by the Farm League Coach Pitch provisions of the BPA Rec League Rules, except as modified by these Local Rules.

- A. All available players shall be listed on the batting order and shall bat in their turn. Players who are unable to bat in their turn, for whatever reason, may be removed from the batting order with no penalty. If a batter is unable to complete their time at bat, the next player in the batting order shall assume the current count. Players removed from the batting order are eligible to return to the original order when able. Late players shall be added to the end of the batting order.
- B. If an offensive coach touches a batter or base runner while the ball is in play, that batter or base runner shall be called out and the ball declared dead.
- C. The defensive team shall have no more than 6 infielders; this includes a catcher and circle player. Pickup rules are as follows:
  - a. Can pick up 2 players max
  - b. 9 players – must play with 9
  - c. If playing with 8 players, teams do not have to field a catcher. 9 or more players, must field a catcher.
- D. **Players must remain in the same positions throughout each inning in the field. No defensive shifts allowed.**
- E. All outfielders must be positioned at least 20 feet beyond the baselines until the ball is batted.
- F. Every attempt must be made by the infielders to **THROW** the ball to 1<sup>st</sup> base.
- G. If a throw to 1<sup>st</sup> base gets past the 1<sup>st</sup> baseman, **all runners can only advance one base max** at the runners own risk. A player throwing the ball back into play will release all runners from the one base max.
- H. There may be 2 defensive coaches in the outfield for the 1<sup>st</sup> half of the season only. In the 2<sup>nd</sup> half of the season, coaches must be in the outfield coach's boxes.
- I. Players play the circle position must wear a batters helmet or face mask.
- J. Hitters will get 5 pitches or 3 swinging strikes
- K. Bunting will not be allowed in 6U league
- L. Inning shall end when defensive team records 3 outs or hitting team scores 7 runs.

### 3:3 – 7U and 8U FARM LEAGUE RULES

7U and 8U League play shall be governed by the Farm League Coach Pitch provisions of the BPA Rec League Rules, except as modified by these Local Rules.

- A. All available players shall be listed on the batting order and shall bat in their turn. Players who are unable to bat in their turn, for whatever reason, may be removed from the batting order with no penalty. If a batter is unable to complete their time at bat, the next player in the batting order shall assume the current count. Players removed from the batting order are eligible to return to the original order when able. Late players shall be added to the end of the batting order.
- B. If an offensive coach touches a batter or base runner while the ball is in play, that batter or base runner shall be called out and the ball declared dead.
- C. The defensive team shall have not more than 6 infielders; this includes a catcher and circle player. Teams must play a catcher at all times. Pickup rules are as follows:
  - a. Can pick up 2 players max
  - b. 9 players – must play with 9 and must have a catcher.
  - c. Cannot pick up to make more than 9 players.
- D. All infield positions must be filled. No defensive shifts allowed.
- E. There shall no bunting allowed in the 7U and 8U leagues

### 3:4 – 9/10 MINOR LEAGUE RULES

In 9/10 league play, the BPA Rec League shall apply in conjunction with Major League Baseball Rules as published by the Sporting News with the following exceptions. Time limits, run rules, player participation, player substitution, etc...are covered under General playing rules.

- A. The defensive team shall have no more than 6 infielders and may have a total of 9 players. Outfielders shall remain at least 20 feet beyond the baselines until the ball is batted.
  - a. Only 3 players allowed in the outfield. Bench players shall rotate on defense each inning. If both teams have at least 10 players they may both play outfielders.
- B. There shall be 7 run max runs scored per ½ inning. Inning will end when defensive team gets the 3<sup>rd</sup> out or offensive team scores 7 runs.
- C. A pitcher who hits 4 batters with pitched balls in one game shall be removed from pitching the remainder of the game.
- D. Pitching Rules
  - a. One week shall typically be Monday-Sunday unless designated differently by the League.
  - b. For the purposes of calculating pitched innings in a week, one pitch in an inning equals one inning pitch. There are no fractional innings in Local League play.
  - c. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- E. Pitch Count
  - a. **Pitchers in Minor League shall be allowed 75 pitches per game and or day.**
  - b. Each team is responsible for keeping a running total of both teams pitch count. The home team book is the “official book” and will serve as the official pitch count record.

Between every half inning, both the home and visitor bookkeepers should compare pitch counts to eliminate any possible protest.

- c. If the pitcher reaches his pitches allowed during a player's at bat, the pitcher is allowed to complete the at bat. Once that batter's at bat is complete, the pitcher must be removed from the mound.
- d. Foul balls are counted as a pitched ball and counted in the pitch count totals.
- e. See section 2:4 for pitching rules in suspended games
- F. A pitcher that throws 75 pitches in a game or more than 3 innings in a game must rest 2 full calendar days
- G. Inning rules are as follows:
  - a. 2 game week – 6 innings max per pitcher
  - b. 3 game week – 8 innings max per pitcher

### **3:5 11/12 FRESHMAN LEAGUE RULES**

In 11/12 league play, the BPA Rec League shall apply in conjunction with Major League Baseball Rules as published by the Sporting News with the following exceptions. Time limits, run rules, player participation, player substitution, etc...are covered under General playing rules.

- A. The defensive team shall have no more than 6 infielders and may have a total of 9 players. Outfielders shall remain at least 20 feet beyond the baselines until the ball is batted.
- B. There shall be 7 runs max scored per ½ inning. Inning will end when defensive team gets 3<sup>rd</sup> out of offensive team scores 7<sup>th</sup> run.
- C. A pitcher who hits 4 batters with pitched balls in one game shall be removed from pitching the remainder of the game.
- D. Pitching Rules
  - a. One week shall typically be Monday-Sunday unless designated differently by the League.
  - b. For the purposes of calculating pitched innings in a week, one pitch in an inning equals one inning pitch. There are no fractional innings in Local League play.
  - c. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- E. Pitch Count
  - a. Pitchers in Freshman League shall be allowed 85 pitches per game and or day.
  - b. Each team is responsible for keeping a running total of both teams pitch count. The home team book is the "official book" and will serve as the official pitch count record. Between every half inning, both the home and visitor bookkeepers should compare pitch counts to eliminate any possible protest.
  - c. If the pitcher reaches his pitches allowed during a player's at bat, the pitcher is allowed to complete the at bat. Once that batter's at bat is complete, the pitcher must be removed from the mound.
  - d. Foul balls are counted as a pitched ball and counted in the pitch count totals.
  - e. See section 2:4 for pitching rules in suspended games.
- F. A pitcher that throws 85 pitches in a game or more than 3 innings in a game must rest 2 full calendar days
- G. Inning rules are as follows:
  - a. 2 game week – 6 innings max per pitcher

- b. 3 game week – 8 innings max per pitcher

## Appendix 1.1

### RULES FOR MANAGERS AND COACHES

- A. Team managers are required to attend a preseason meeting conducted by the Park and Rec Director to review rules, procedures, and preseason preparation needs.
- B. Team equipment will normally be issued at the team selection meetings. Managers must return all equipment at the conclusion of the season.
- C. Managers are responsible for having their teams participate in all League activities, such as:
  - a. Jamboree
  - b. Award ceremonies
  - c. Team Pictures – Must have team picture taken by the approved picture vendor.
- D. Teams shall practice a minimum of 4 times before their first game. Individual practices should not be longer than 2 hours. Max of 3 practices per week before the season starts and 2 practices per week during the regular season.
- E. Managers shall ensure their teams dugout, bleachers, and surrounding area are trash-free following all game.
- F. Managers having last practice or game on a particular night MUST broom the infields, and rake the pitchers mounds
- G. Managers must notify the Park and Rec Director within 24 hours upon manager notification of a player that has been injured during a game or practice.
- H. Managers must notify the Park and Rec Director immediately if a player quits their team.
- I. Managers must notify and receive approval from the Park and Rec Director before taking disciplinary action on a player.
- J. Absolutely no alcoholic beverages shall be used before or during any practice or game. Confirmed violations will result in immediate dismissal. The use of tobacco products on the playing field or in the dugout areas, bleachers, concession stand, or press box during games or practice is prohibited.
- K. Profanity, physical, or verbal abuse of players, managers, league officials, umpires, or spectators will result in appropriate disciplinary actions taken which may include dismissal from further participation Chelsea Park and Rec activities.
- L. Ejection of a manager will result in an automatic one game suspension. The suspension will be served during the next scheduled game. Ejection of an assistant coach will also result in automatic one game suspension. If the assistant coach is also a manager for another league team; the suspension will be served during the coach's next game as a manager.
- M. Violation of league rules or unacceptable behavior or unsportsmanlike conduct by a manager, coach, or player will result in disciplinary action by the Park and Rec Board. Written warnings and /or temporary suspensions will be issued for first offenses. Serious misconduct and repeat violations will result in dismissal.
- N. Managers who fail to use assigned field practice times without notification to the Park and Rec Director may forfeit future practice times.**
- O. Coaches from both teams are responsible for preparing the field for play following their game.

- P. The home team is responsible for keeping the official scorebook. A representative from the home team must email game results to David Ingram ([dingram@cityofchelsea.com](mailto:dingram@cityofchelsea.com)) and Bart Pettus ([bpettus@cityofchelsea.com](mailto:bpettus@cityofchelsea.com)) by noon the day following each game. In pitching leagues, this must include the innings pitched and pitch count for all pitchers for each team. The innings and score must be approved by the visiting team coach at the conclusion of each game.
- Q. The visiting team is responsible for delegating someone to operate the scoreboard.
  - a. Cannot be a child 12 or under.

## Appendix 1.2

### RULES FOR PARENTS

- A. Parents may take exception, for reasonable cause, to their child playing for a certain manager. The Park and Rec Director will review any such case. Such requests for consideration, must be submitted to the League in writing before team selection, and must state justification. After team selection, no trades or refunds will be made. Requests can be turned in at registration.
- B. Parents should participate in either a preseason or a regular season scheduled workday at the Chelsea youth baseball fields. This will be scheduled by the Park and Rec Director, through each individual manager.
- C. Parents should work with their children to improve their skills.
- D. Parents should support their children by coming to games, practices and all team and League activities.
- E. Parents must have their children at games and practices on time. Parents are encouraged to remain with children during games and practices and should always be on time to pick a child up.
- F. **Profanity, physical or verbal abuse of a Player(s), Managers, League Officials, Umpires or Spectators will result in appropriate disciplinary actions taken which may include dismissal from further participation in Chelsea Park and Rec Functions by the Park and Rec Board.**
- G. For players to be eligible for all-star selection, parents must sign an agreement stating that they will be responsible for certain all-star fees, if required, and that the player will attend every all-star team practice, game and activity.
- H. Parents are responsible for picking up all trash around the bleachers and outside the field fences following all games at the Chelsea Youth baseball fields.
- I. No alcoholic beverages shall be used before or during any practice or game. Alcoholic beverages are not permitted at the Chelsea Youth baseball fields.
- J. No glass containers are permitted at the Chelsea Youth baseball fields.
- K. No dogs are allowed at the Chelsea Youth Baseball fields
- L. No riding toys are allowed at the fields. This includes bikes, hover board, scooters, etc. Anything with wheels...
- M. The use of tobacco products on the playing field or in the dugout area, bleachers, concession stand, or press box during games or practice is prohibited.