Carl Reyna League Rules

Updated 1/31/16

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

Games are 7 innings or 2 hours and 15 minutes long. No new inning begins after 2 hours and 15 minutes from the start of the game (new inning begins when last out is made in the previous inning). No extra innings will be played regardless of time. If game is tied after 7 innings, the game ends in a tie. This time limit does not apply to the championship game.

Continuous batting order.

No metal spikes.

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

Call-ups should be used if fewer than 9 players are going to be available for a game. Call-ups must play the corner outfield positions and bat at the bottom of the order. If an unexpected roster player(s) makes the game, let the call-up player(s) play but follow the batting and defensive requirements.

Free defensive substitutions. Players may not sit out more than 6 defensive outs per game.

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

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

No leads are allowed off 1st base. Runners may not leave 1st base until the ball is released by the pitcher. Penalty: Ball is dead and 1st base runner is out. Umpires will provide one warning for leaving early before enforcing the out rule. No warnings will be issued during the playoffs.

Runners may lead off 2nd and 3rd bases. A maximum 15 foot lead is allowed from 3rd base before the ball reaches the plate and the 15 feet shall be marked prior to the start of a game. Penalty: Ball is dead and the runner on third is out. Umpires will provide one warning for a lead exceeding 15 feet from 3B before enforcing the out rule. No warnings during the playoffs.

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

Infield fly rule will apply.

Hidden ball tricks are not allowed.

Dropped third strike rule is in effect.

Batters may bunt.

Baserunners must slide or avoid contact. If umpires determine that the baserunner's contact was intentional, the baserunner is out and all other runners return to the base they last occupied. No penalty for incidental contact.

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

No straight steals of home. No warnings will be issued. Penalty: Runner on 3rd base is out, all runners return to their base, and there is no pitch.

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

No safety squeeze plays allowed.

No intentional walks.

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

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

Mercy rule: The twelve (12) run rule will apply to all games after four (4) innings. The ten (10) run rule will apply to all games after five (5) innings. The mercy rules will not apply during the championship game.

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

Visiting team will be responsible for scoreboard operation.

Bat Rules:

Any "all aluminum" alloy baseball bats are allowed. Must have BYBA sticker affixed.

All wood bats allowed except for bamboo. BYBA sticker not required on wood bats.

Bats with a barrel larger than 2-5/8" and composite bats not allowed.

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

Pitching Rules

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

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

Balks will be called. Umpires will provide one warning that applies to both teams. On the balk warning, the play is dead and the pitch will not be counted. On a called balk, the team at bat can take the result of the play if the pitch on which the balk was called is safely put in play. No warnings will be issued for balks during the playoffs.

Once a pitcher has been removed from pitching, they cannot re-enter the game as a pitcher.

Pitching Limits/Rest Periods

Pitchers are allowed to pitch a maximum of (i) 4 innings or (ii) 85 pitches per game, whichever comes first. One pitch constitutes one inning.

Pitchers are allowed to pitch a maximum of 6 innings per week (subject to rest periods set forth below), with weeks starting on Monday morning and ending on Sunday evening.

The home team shall designate a representative to count each pitcher's number of pitches thrown in a game and both coaches shall confirm the number of pitches after

each inning. BYBA umpires will not be responsible for tracking pitches thrown by the pitchers. In the event of a disputed pitch count, the home team's count shall apply.

The minimum amount of rest required before a pitcher may pitch again in another game are as set forth below (subject to the 4-inning maximum).

1-20 pitches - no rest required to pitch the next day
21-35 pitches - 24 hours (1 day)
36-50 pitches - 48 hours (2 days)
51-65 pitches - 72 hours (3 days)
66-85 pitches - 96 hours (4 days)

85 pitches is the maximum number of pitches allowed per game.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs: 1. the batter involved reaches base; 2. the batter is put out; 3. the out is made to end the involved player's at bat. If an out is made to end the inning and the batter will return as the first batter for the next inning (e.g., a pickoff out that ends the inning), the pitcher shall not return to face that same batter.

For example, if a pitcher was at 19 pitches at the start of the at-bat, and finished the at-bat with 23 pitches, the pitcher would not be required to observe any days' rest because pitcher only reached the first (1-20 pitch) threshold.

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

Players are limited to a combined innings of pitching/catching per game as follows:

Pitching	Catching
4	0
3	1
2	2
1	3
0	4

Sequence of pitching and catching is irrelevant.