

## **Hank Sauer, Jr. League Rules**

80-foot distance between bases. Bases are fixed. Pitching distance is 54 feet.

Games are 7 innings or 2 hours and 15 minutes. 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). The home plate umpire will keep official game time. No extra innings will be played regardless of time. If game is tied after the final inning, the game ends in a tie. This extra innings rule does not apply during the playoffs. During the playoffs, if a game is tied when time has expired, then the next inning will be started with runners on first and second base. The runners will be the last two outs in the previous inning. If after two additional innings in this format there is no winner then the game will stop and the game will be decided by a tie breaker of head to head competition during the regular season and then if necessary by run differential during the regular season.

Mercy rule: 12-run mercy rule applies after 4 innings for all games. 10-run mercy rule applies after 5 innings for all games. No mercy rules will apply in the championship game.

Continuous batting order.

No metal spikes.

No taking "infield" practice before games.

No intentional walks.

Infield fly rule will apply.

Hidden ball tricks are not allowed.

Dropped third strike rule will apply.

The ball is live at all times unless the umpire calls time-out.

Free substitutions. Players may not sit out more than 6 defensive outs as a time or more than 9 defensive outs per game.

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. Call-ups are not allowed during playoffs.

If a roster player arrives late to the game, he must enter at the bottom of the order. If the player arrives before his spot in the lineup has come up, he resumes his place in the order. If call-ups are in the batting order, 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 spot has been passed, followed by the call-ups.

Runners may lead off 1st, 2nd, and 3rd bases without penalty.

No head-first slides into home plate. No warnings. Penalty, runner from 3rd base is out. No pitch. Following runners maintain the base they last occupied

No suicide squeeze. No warnings. Penalty, runner from 3rd base is out. No pitch. Following runners maintain the base they last occupied.

No straight steal of home. No warnings. Penalty, runner from 3rd base is out. No pitch. Following runners maintain the base they last occupied.

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).

#### Bat Rules:

Any bats that meet CIF baseball bat standards (see [www.cifstate.org](http://www.cifstate.org)) which are BBCOR approved. The BBCOR stamp must be affixed to the bat. This category must follow a -3 weight to length ratio as described in the BBCOR approved baseball bats list.

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

Any 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 without calling time-out. A visit can occur even if a coach does not go across the foul line to confer with the pitcher. 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 there is no pitch counted. On a called balk, the team at bat can take the result of the play if the pitch on which the balk occurred 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) 95 pitches per game, whichever comes first.

Pitchers are allowed to pitch a maximum of 8 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)

66-95 pitches - 96 hours (4 days)

95 pitches are the maximum number of pitches allowed 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.

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 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.

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.