

Bethesda Chevy Chase Baseball, Inc.

Minor League
Rules and Regulations

League Office
40a Southlawn Court
Rockville, MD 20850
Phone: 301-229-2724

Rules Committee
40a Southlawn Court
Rockville, MD 20850
dschneider@bccbaseball.com

Copies Available
On the internet at
www.bccbaseball.com

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Except as specified below the normal rules of Major League Baseball shall apply. The Commissioner of this BCC Baseball league shall have the right to modify and/or interpret these rules at any time and in any particular situation that may arise, in his or her sole and absolute discretion.

1. General

A. League Policies

Recreational teams / rosters are not permitted to hold informal or formal try outs to form the team. Further, recreational teams may not be comprised in whole or in part of teams created via tryouts.

All team rosters and coaches must be reviewed and approved by the BCC Director for acceptance into the league, in order to ensure consistency with league rules and meet the goals and objectives of the league.

BCC Baseball reserves the right to refuse acceptance of any team and/or expel a team at any time if we feel that the team is not in compliance with the spirit and/or substance of The League policies.

Professional coaches are not permitted to coach a recreational team in any capacity while the team is playing a game. However, professional coaches may be hired by parents of players on a recreational team to assist the parent head coach at practice to help develop players' skills.

B. Age

BCC Minor League is for fourth and fifth graders, generally 10- and 11-year-olds.

C. Official Players

All players must be officially registered and assigned by the League management. No one who is not registered, and whose name does not appear on the official league roster,

may ever play in a League game, or practice with a team. Use of a non-registered/non-officially rostered player in a game will cause a forfeit and suspension of the manager. Reach out to the league office if you are in need of additional players.

D. Number of Players

Each team must have at least eight (8) players and if they cannot field such a team after ten minutes of the scheduled start of the game, it will be considered a forfeit. (If agreeable to both managers, a forfeited game may be played unofficially for practice.) If at any time during a game, a team can only field seven (7) players for any reason (e.g., injuries, players having to leave, ejection of a player), the game shall be deemed forfeited by that team.

An injured player who is unable to both play in the field AND bat, is prohibited from playing at any time during a game, whether batting, fielding or running the bases.

E. Official Games/Time Limits

Full game: 6 innings

Official game: 4 innings (3 1/2 if home team is ahead)

Game Time: 2 hours (no new inning after one hour and 45 minutes after scheduled start time)

Ideally, a game will consist of six full innings. An official game will consist of four innings (or three- and one-half innings if the home team is ahead) if there is a time, weather or darkness limitation. If the game is stopped before it becomes an official game, the game will be suspended and restarted from the exact point it is stopped. If an official game is stopped at the end of a complete inning, the score stands. In the event of a tie, neither team will be awarded a

win or a loss. Official games stopped during an inning (top or bottom) will be suspended and restarted (from the exact point it is stopped) if the visiting team is ahead or a tie exists; otherwise, the home team is declared the winner. In this case, the game will be deemed finished at the end of the inning that is in process although tie games shall be played through the completion of the 6th inning. Managers are responsible for scheduling the completion of suspended games and must do so within a two-week period unless given a waiver by the League Commissioner. Failure to do so will result in both teams being charged with a loss.

Suspended and restarted games will be subject to the pitching limitations contained in Section 5A of these Rules except that the restarted game shall be considered a new game with respect to the daily pitching limitation.

In accordance with the League's contract with the umpires, no new inning shall begin 1 hour 45 minutes after the scheduled start time of the game and the game shall not extend beyond 2 hours in total. Coaches are therefore encouraged to make sure that games start on time and, if necessary, to begin the game without an umpire being present. If the game is not completed within the 2-hour time limit, the winner is the team that was ahead at the conclusion of the last complete inning.

For purposes of determining whether there is enough time to start a new inning, the actual start of a new inning shall be deemed the time at which the third out to end the prior inning occurs. In other words, the third out for the home team immediately triggers the next inning.

In order for teams that are tied at the end of six innings to play an extra inning, the extra inning must start prior to 1 hour and 30

minutes from the start of the game.

Otherwise, the game will be recorded as a tie. Notwithstanding the above restriction, the umpires have the discretion to let the teams play the extra inning as long as the extra inning starts prior to 1 hour and 45 minutes.

F. Official Schedule

The League expects that all managers, players, and parents should be entitled to rely upon the official schedule of games sent out by the League Office. As a result, managers are expected to have their teams prepared to play at the time/date/place indicated on the official League schedule. Therefore, it is generally NOT appropriate for a manager to rearrange games in derogation of the official League schedule. Where games must be postponed due to adverse weather, managers are expected to make best efforts to arrange suitable time/date/place to make the game up including practice time.

2. Pre-game:

Players should be at the field at least 15 minutes before the game is scheduled in order to begin the game on time.

A. Line-Ups

At the start of each game, the managers of each team shall exchange a written batting order (line-up). (See Section 3A) No substitution is allowed in the line-up once the game has begun although a player may be passed over if unavailable due to injury, sickness or legitimate need to leave the game. A player arriving after the start of the games shall be inserted at the end of the line-up.

NOTE: Due to COVID-19, game line-ups may be shared via email or text message prior to the beginning of the game.

B. Specific Field Ground Rules

Prior to the game, the managers shall agree to necessary and reasonable ground rules (i.e. having to do with field conditions) not inconsistent with these rules, including agreement as to areas that are "out of play". The ability to set ground rules does not permit the managers to waive or modify these "rules and regulations". Managers shall be responsible for keeping spectators, players, equipment and other objects out of areas that are deemed to be "in play" in order to prevent interference with players, thrown balls, etc. In particular, all bats, helmets and other equipment shall be maintained behind a backstop or other fence (if available) to prevent interference with the game.

C. Scoring the Game

Each team manager will be responsible for scoring the game and maintaining appropriate scorebook records. The home team book will be considered to the official book of the game.

D. Field Setup

Managers shall insure that the basepaths are 60 feet in length and that the distance between the front side of the pitcher's plate ("rubber") and the rear point of home plate is 46 feet.

E. Run Limit

In order to allow for full games to be played and to minimize lopsided uncompetitive games, the team at bat will be limited to scoring 5 runs each inning. However, a team that begins any at bat behind by more than 5 runs will be allowed to score as many runs as necessary in order to tie the score only. This five-run rule is in effect for the entire game, including the sixth inning. If the game is tied after six innings, revert to Rules 1E.

F. Team Representative

Prior to every game, each team must identify an adult (likely a parent) as that team's "Team Representative" for that game. The Team Representative will be responsible for enforcing player safety rules, with an emphasis on compliance with the Bat Safety Rule. The Team Representative shall be involved in the pregame meeting at home plate with the coaches and umpires (in leagues that use umpires). Unless no other adult is available, the head coach and assistant coach should not be deemed the Team Representative. It is strongly advised by BCC Baseball that the Team Representative be someone other than one of the base coaches, due to their duties as Coach.

3. During the Game (Player Requirements):

In BCC Minor League, there are certain requirements for offense and defense that need to be met for fair play. Managers are strongly encouraged to allow players to play more than one infield position over the course of a game or throughout the season.

A. Batting Order

All players must bat in the predetermined order of the line-up which consists of every player in attendance.

B. Offense

Each team shall use a "continuous" batting order rather than a nine-player batting order. As a result, each player is in the offense at all times, batting in accordance with the manager's written pre-game line-up consisting of every player available for the game. A player who must miss a time at bat because of injury or illness sustained once the game begins is passed over to the next scheduled batter. A player arriving after the start of a game shall be inserted at the end of the batting order.

C. Defense

Each player must play three (3) defensive innings in the field during the first five (5) innings of the game. This is to ensure players are afforded adequate defensive playing time during games where a team does not take the field for six innings (due to time limit, darkness, etc.). Defensively, a player may be removed from the game and be reinserted any number of times thereafter for another defensive player in order to accumulate his/her three innings in the field (but players always retain their original spot in the batting order).

4. During the Game (Base Running/Batting)

A. Bowling Over/Interference

At no time and under no circumstances may a runner either "bowl over" a defensive player in pursuit of a base or slide headfirst into a base. So too, at no time may a defensive player purposely "bowl over" a base runner in pursuit of a hit or thrown ball. Sliding may only be done "feet first" at any base unless a player is returning to a base to avoid being picked off. Any player sliding headfirst into a base shall be ruled out.

Also, whenever there is a reasonable prospect of a defensive play at home plate the runner must attempt to slide rather than run through the plate. However, if the catcher has moved up the third base line with the ball or to receive the throw, the runner may try to evade the tag and does not have to slide. A runner who violates any portion of this rule is automatically deemed "out".

Catchers shall never block the plate while awaiting a throw by kneeling on or around the plate, thereby leaving a runner no access to the plate in a slide. Catchers should remain standing while awaiting a throw, thus leaving space for a sliding runner to touch

the plate between or around the catcher's legs. Violations of this rule will, at the umpire's discretion, result in the runner being called safe.

B. Leading

A base runner may not lead and must stay in contact with the base until the pitched ball reaches the plate. Thereafter, the runner may steal (second or third base). If a runner leaves the base early (i.e., before the ball reaches the plate), the following rules apply: (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 tagged out, the out stands. If said runner safely reaches the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results; (b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, but it is not caught on the fly by a fielder, the ball is dead, and the base runner or runners must return to their original bases. The batter shall return to the plate with the count as it was prior to the previous pitch. (c) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, whether in fair or foul territory, the defensive team may catch the ball in the air before it hits the ground, and the batter is out. The base runner must return to the original base at his/her own risk and may be doubled up for an out if he/she has not yet returned to the base. If the defensive team attempts to pick off the runner after the catch is made for the out, once the runner returns to the original base safely, the runner may "tag up" and advance to the next base at his/her risk just as is the case with any ball caught for an out.

C. Stealing Home

Stealing home plate on a pitch or a throwback to the pitcher by the catcher after a pitch is prohibited. Upon a passed ball or a wild pitch, the runners may not advance home but may steal any other base. A runner may not advance home from third base if the catcher attempts to throw out another runner stealing second base. If the throw is mishandled at second or sails into the outfield the runners must stay at second and third and do not advance further. (This rule is intended to allow catchers an opportunity to stop the runner moving to second without concern for the runner at third scoring). However, a base runner stealing third may advance home upon an overthrow by the catcher trying to throw out the runner stealing third and a baserunner stealing second may advance home on an overthrow by the catcher as long as there is no runner on third base.

D. Dropped Third Strike

Upon a "dropped third strike" the batter is out and may not run to first. However, any base runner is free to steal second or third base.

E. Infield Fly Rule

The infield fly rule is not in effect.

F. Overthrows

If a ball is overthrown at home plate, first or third base resulting in the ball going out of play, the baserunners are to be awarded one base in addition to the base on which they were standing, or to which they were already running. On overthrows to first base that go out of play, the runner shall be awarded second base even if first base has been rounded at the time the ball goes out of play. If the ball does not go out of play, runners may advance at their own risk, and there is no limit on the number of bases they may advance. An overthrow by the catcher on a

ball thrown back to the pitcher is a live ball and runners can advance except for a runner who begins the play at third base who may not take home as referenced in Section 3C.

G. Bunting

Bunting is permitted.

H. Thrown Bat

Each team will receive one warning by the Umpire to the batter and manager for a thrown bat by a batter after which any batter on that team who throws a bat will be deemed "out" by the Umpire.

5. During the Game (Pitching)

A. Innings and Pitch Count Limitations

Players may only pitch for four (4) innings in any calendar week (Monday through Sunday) and may pitch no more than two (2) consecutive innings in any game. If the pitcher delivers at least one (1) pitch in an inning and is then removed that pitcher shall be charged for one (1) inning. A player that pitches in a game may not be removed from the pitcher position and subsequently reinserted as pitcher anytime throughout the remainder of the game. Coaches are strongly encouraged to develop pitchers by offering players who want to pitch and who can consistently throw strikes the chance to pitch in games.

For more detailed pitching rules and regulations, please see the **BCC Baseball Pitching Regulations**, which are incorporated into these rules, and can be found at bccbaseball.com. Violations of the pitching rules shall result in forfeit of the game and may result in discipline of the manager by the League.

B. Balks

There is no penalty for balking. A pitch thrown on a balk move may be called a "no-pitch" by the umpire if he determines

that the balk disadvantaged the offensive team.

C. Hit Batters

If a pitcher hits two batters with pitches in the same inning, the Manager shall remove that player as pitcher (although the player may be moved to another position) for that inning. The player may not return to pitch in subsequent innings. The exception to this rule shall occur if the umpire determines in his/her sole judgment that the hit batter did not make a reasonable effort to avoid being hit by the pitch in which case the pitch shall not count toward the total hit-by-pitch count for the inning.

6. During the Game (Coaching)

A. Criticizing Umpires

Managers and coaches shall refrain from criticizing an umpire and from making anticipatory ball/strike, safe/out or fair/foul "calls" of plays to intimidate or influence the umpire, and shall take reasonable action with their players, parents and fans of the team to secure their cooperation with this rule. Upon receipt of a complaint from an umpire or from an opposing manager regarding compliance with this rule by coaches, players, parents or fans, a manager shall ask the offending individual associated with his/her team to comply or to leave the vicinity of the field.

B. Base Coaches

Adults may serve as base coaches at first and third and are encouraged to do so.

C. Defensive Coaching

Managers and coaches shall conduct their defensive coaching from the vicinity of their team's bench. Coaches shall not stand on or coach from the opposing team's side of the field.

7. Safety Protocols and Equipment Usage

A. Batting

Where there is no safe (fenced-off) on-deck batting location, the on-deck batter shall only be permitted to swing a bat while standing on the field between the dugout (or the bench) and home plate on the side of the field facing the back side of the batter at the plate (e.g., with a right-handed batter at the plate, the on-deck batter will stand on the third-base side of the field). No other player is permitted to swing a bat, including the batter in the hole.

If any player on a team violates the bat safety rule (where the only player permitted to swing a bat is the on-deck batter per the rule), the team violating the rule shall be issued one team warning by the umpire. Following the team warning, any player on the team that has been warned who violates the Bat Safety Rule, will be ejected for the remainder of the game. The Bat Safety Rule and this penalty system will be strictly enforced and thus compliance with the rule shall be the primary responsibility of the Team Representative.

B. Helmets/Protective Cups

Protective helmets shall be worn by all players on deck, at bat, while base running and in the coaches' box, during practice and at games. BCC Baseball strongly recommends that ALL players wear a protective cup and coaches are strongly encouraged to re-quire their players to wear protective cups.

C. Bat Limitations/Violations

Refer to **BCC Baseball Bat Regulations – 2021**

D. Catcher Equipment

Any player playing catcher or warming up a pitcher at home plate shall wear a catcher's mask and helmet. All catchers, during games or practice, shall wear a protective cup and well-fitting protective gear such as a chest protector and leg protectors.

E. Cleats

Metal cleats or spikes are not permitted to be worn by any player.

F. Game Ball

The official game ball for the Minor League is the RIF # 10. The manager shall insure that the RIF #10 ball is used at all games and practices and make sure no other balls are used. Use of a regulation hardball is never permitted.

G. Uniform

While on the field during a game, players are required to wear the official League uniform, which at a minimum consists of League-issued hat and shirt.

8. Thunder and Lightning

At the first instance of lightning or thunder Managers shall halt the game and remove their teams from the field to the security of cars or buildings that offer appropriate protection. If field conditions permit and where otherwise reasonable, consistent with protection of the players and others in attendance, the game may resume 15 minutes after the last instance of lightning or thunder. Section 1E still applies.

9. Other

A. Hectoring

Managers shall not permit their players, fans or parents to purposely hector or distract the opponent's players, either directly by comment or indirectly by the playing of music, singing, chanting or excessive

cheering, even if ostensibly for your own batter. Upon the opposing manager's complaint in this regard, a manager shall take action to terminate the distracting behavior of his/her team.

B. Warnings/Ejections

While an umpire is not required to give a warning before ejecting a player, manager or coach for egregious unsportsmanlike behavior such as intentionally throwing or kicking bats or helmets, arguing with umpires, hectoring, etc., upon the first instance of such behavior each team, not just the infringing individual, will be given a warning for unsportsmanlike conduct. After such warning to the team, the umpire may order any infringing player, manager, or coach to be removed from the game for the next instance of unsportsmanlike conduct. It is not considered unsportsmanlike conduct, if in the opinion of the umpire, a bat inadvertently slips out of a batter's grip while swinging at a pitch. In such case the batter should be warned and may be called out for repeated occurrences if the umpire feels that the safety of others is jeopardized.

The League shall review any instance where a player, coach, parent or manager is ejected, and the BCC Baseball Leadership Committee shall determine the extent of any ensuing suspension. Notwithstanding the above review process, any player, coach, manager or parent ejection shall result in an automatic one-game suspension, with a longer suspension at the discretion of the BCC Baseball Leadership Committee.

C. Familiarity with Rules

All managers are expected to be fully familiar with these Rules and to carefully instruct their coaches and players on these Rules. Managers are also expected to bring the Rules to the game and to go over them with the umpires before the game to

maximize efficient and orderly administration of the game.

D. Disputes

Any disputes over the Rules or judgment calls by the umpires shall be conducted in a brief, calm and dignified manner. If satisfaction is not obtained after such effort, the manager should simply note an appeal of the situation to the umpire and continue the game in a sportsmanlike manner. Appeals shall be filed after the game with the League Commissioner. Incorrect interpretation of rules is a basis for protesting a game. Judgement of umpires regarding “safe/out” or “ball/strike” calls or any other judgement calls are not a basis for protesting the result of a game.