

Brooklyn Park Athletic Association – Baseball (BPBA)
2024 Fall Ball Rules

1 Rules

- 1-1 Governance: High School Baseball Rules published by the National Federation of High School Associations govern play in all leagues and divisions except where BPBA Rules, as stated herein, expressly override such rules.

2 Playing Time

- 2-1 Equal Play: No player will sit on the bench one inning more than any other player. This rule includes games shorter than six complete innings.
- 2-2 Removal of Player for Disciplinary Reasons: If a player is not playing a game for disciplinary reasons, the opposing head coach must be notified before the start of the game. If a player is removed from a game for disciplinary reasons, the opposing head coach must be notified as soon as the player has been removed. The removed player may not return to the game.
- 2-3 Position Limit: No player may play the same position for more than two innings per game.
- 2-4 Infield Requirement: Every player must play at least one complete inning in an infield position, not including the catcher position, within the first four innings. Every player must play at least two full innings in an infield position throughout a six inning game. To fulfill the infield requirement as a player pitcher, the player must pitch the complete inning.
- 2-5 Outfield Requirement: Every player must play at least one complete inning in an outfield position, not including the catcher position, within the first five innings.

3 Game Length

- 3-1 Regulation Game Length: The regulation game length is six innings. No new inning will begin after 1 hour and 50 minutes (1:50) from when the game starts, whether before or after the scheduled game start time. The umpire's time is official. The game time clock may be paused by mutual agreement of the head coaches and the umpire for any reasonable delay. The umpire may pause the game time clock at the umpire's sole discretion for any reasonable delay.
- 3-2 Official Game: A game is official after four complete innings or three-and-one-half complete innings if the home team is ahead.
- 3-3 Extra Innings: If a game is tied after six innings of regulation and the game length is less than 1 hour and 50 minutes (1:50) from the time the game started, an additional inning (or innings) may be played to resolve the tie using the California TieBreaker Rule. The California Tie-Breaker Rule is as follows: In each half inning, a baserunner (the last batter from the previous inning) will be placed on second base with one out. Any new inning beyond the sixth inning may begin only if the game length is less than 1 hour and 50 minutes (1:50) from the time the game started at the time the new inning (seventh inning, eighth inning, etc.) beyond the sixth inning begins.
- 3-4 Tie Game: If a game is tied after six innings of regulation and the game length exceeds 1 hour and 50 minutes (1:50) from the time the game starts, the game shall be declared a tie. If the game is tied but called for darkness or any other reason (such as inclement weather) as determined by the umpire, the game shall be declared a tie.
- 3-5 Forfeited Game: A forfeited game shall be recorded as 6-0 in favor of the non-forfeiting team. If both teams forfeit, no game score shall be scored, no tie shall be recorded, and no team points for a tie shall be awarded. If a game is forfeited due to inclement weather or any other reason as determined by the umpire and the game is not considered official under Rule 3-2, BPBA will not make up the game.

4 Run Rules

- 4-1 Runs Limit: There is a 5-run limit per inning except in the sixth inning and beyond. There will be no limit on runs for the sixth inning and beyond.
- 4-2 10-Run Rule: If at the beginning of the fifth inning or else during the bottom of the fifth inning, the home team is ahead by ten or more runs, the game will end immediately as soon as the home team is ahead by ten runs. The game will end immediately if the visiting team is ahead by ten or more runs after the fifth inning ends but before the sixth inning begins.

5 Field Layout

- 5-1 Base Distance: The base distance shall be sixty feet between each base and home plate. The base distance shall be seventy-eight feet between second base and home plate.
- 5-2 Pitching Mound Distance: For machine pitch, the distance from the pitching machine to home plate shall be between thirty-eight feet and forty-two feet. The distance from the pitching rubber to home plate shall be forty feet for player pitch.
- 5-3 Field Set-Up/Take-Down Responsibility: The designated home team shall be responsible for installing and removing the bases and removing and replacing the mound cover.
- 5-4 Fielding and Batting Line-Up Exchange: Each team shall exchange a hard copy of the fielding and batting line-ups at least five minutes before the beginning of the game. Any update to the fielding or batting line-ups before or during the game shall be communicated to the opposing team as soon as such an update has been made.

6 Pre-Game Warm-Up

- 6-1 Fielding Practice: Pre-game, no infield fielding practice shall be allowed in fair territory between the first and third baselines. The home team may practice fielding in foul territory adjacent to the third baseline. The visiting team may practice fielding in foul territory adjacent to the first baseline.
- 6-2 Batting Practice: Pre-game, no batting practice shall be allowed in fair or foul territory in the infield.

7 Game Play

- 7-1 Backstop Restriction: No coaches or players are allowed directly behind the backstop area during the game, except a coach acting to retrieve passed and foul balls behind the backstop to improve pace of play.
- 7-2 Pace of Play: The fielding team shall provide a coach or other non-player to retrieve passed and foul balls behind the backstop to improve pace of play.
- 7-3 Coaches on the Field of Play: No coach is allowed in fair territory in the field of play while such coach's team is on defense unless such coach is (i) assisting an injured player, (ii) communicating with a player pitcher on the mound or (iii) replacing a player.
- 7-4 Bench Designation: The home team bench is considered to be along the third baseline. The visiting team bench is considered to be along the first baseline.
- 7-5 Strike-Out Definition: The batter is out on a dropped third strike.
- 7-6 Right of Way: The fielder always has the right of way when fielding a batted or thrown ball, whether or not the fielder is in the base path. When the fielder is not fielding a batted or thrown ball, a fielder must not stand in the base path. During a play in the field, if the fielder is in the base path and not fielding a batted or thrown ball as determined by the umpire, the advancing baserunner shall be awarded the base to which the baserunner was advancing.
- 7-7 Batter Training Equipment: Any batting training equipment (lightning sticks, ball-on-a-stick, etc.) shall not be permitted during gameplay, including between innings.

7-8 Less than 10 Players: If one team has less than ten players, the opposing team shall supply the required number of absent players as outfielders from the bottom of the opposing team's batting line-up. No forfeits or outs will be recorded for fielding or batting less than ten players.

7-9 Fair Territory Requirement: All fielders, except the catcher, must have both feet in fair territory until the batter has made contact with the ball or the ball has crossed the plate.

8 Strike Zone

8-1 Strike Zone Definition: The strike zone shall be from the nose of the batter to the bottom of the batter's knee and one ball width on either side of home plate ("big strike zone") as called by the umpire.

9 Batting

9-1 Continuous Batting Order: A season-long continuous batting line-up shall be employed. All players must remain in the same batting order throughout the season. Once the continuous batting line-up has been set before the season's first game, there will be no substitutions or alterations in the line-up for the remainder of the season. If a player is absent from the ballpark or injured when such player is scheduled to bat, such player will be skipped over when such player's at-bat comes up without penalty to such player's team (i.e., no out will be recorded). The last player in the previous game not to bat shall be the first player in the next game to bat. For example, if in Game 1, the sixth player in the batting order for Team A was the final player to bat for Team A in Game 1, the seventh player in the batting order for Team A shall be the first player to bat for Team A in Game 2.

9-2 Player Injury or Illness: If a player is injured or becomes ill during a game and such player cannot take such player's turn at bat, such player must be removed from the batting rotation, and such player will be benched for the remainder of the game with no penalty to such player's team.

9-3 Stepping Out of the Batter's Box: During player pitch innings, there is no penalty for briefly stepping out of the batter's box between pitches. The batter shall not leave the batter's box after the pitcher comes to a set position or starts the wind-up. The pitch counts as a ball or strike if the batter untimely leaves the batter's box.

9-4 Non-Flagrant Throwing of a Bat: During an at-bat, a batter who throws a bat shall be verbally warned by the umpire on the first offense in the game. On any successive offense in the game, the umpire has the discretion to call the batter out, and any baserunner shall not advance.

9-5 Bunting: No bunting shall be permitted. A bunt shall be defined as a batter loosely holding the bat across or in front of the plate before or while the pitch is being delivered to attempt to tap the ball into play.

10 Bats

10-1 Illegal Bat: A big barrel bat is allowed. A bat without a 1.15 BPF (Bat Performance Factor) displayed on the barrel is illegal. The player is declared out if the player uses an illegal bat., Any play resulting from using an illegal bat is nullified.

10-2 Five-Ounce Bat Rule: The five-ounce bat rule will not be enforced.

11 Pitching

Machine Pitch

11-1 Machine Pitch Count Limit: If, after the tenth pitch, the batter has not batted the ball into fair territory, the batter shall be declared out. A hitter cannot walk or be hit-by-pitch (HBP) on a machine pitch. A hitter can strike out swinging on a machine pitch.

11-2 Defensive Pitcher Position: As the pitch is being delivered, the defensive pitcher must stand no further than 5 feet from the pitching machine and no closer to home plate than the front of the pitching machine.

- 11-3 Outfield Position: Four outfielders must be employed with one outfielder in rightfield, one outfielder in right-centerfield, one outfielder in left-centerfield, and one outfielder in leftfield. Each outfielder must stand in the outfield grass as the pitch is delivered.
- 11-4 Machine Pitch Operation: The head coach or an assistant coach designated by the head coach must use the pitching machine.
- 11-5 Machine Pitch and Player Pitch Innings: Innings, one through three and any inning beyond the fifth inning, shall utilize the pitching machine. Innings four and five shall be player pitch innings.
- 11-6 Machine Pitch Utilization: The designated home team shall provide the pitching machine employed during the game for both teams.

Player Pitch

- 11-7 Player Pitch Count Limit: No player may pitch more than thirty pitches in a game. Once the pitch count limit of thirty pitches has been reached, a pitcher may finish pitching to the batter. Such pitcher is then-facing without penalty to such pitcher's team. Only a pitch thrown to a batter counts toward the pitch count.
- 11-8 Pitching Substitution: Any pitcher may leave the pitcher position during a game and return as the pitcher one time per game. To fulfill the infield requirement (under Rule 2-4), the player must pitch the complete inning as a player pitcher.
- 11-9 Ineligible Pitcher: The use of an ineligible pitcher must be brought to the attention of the umpire and the opposing head coach as soon as the head coach becomes aware of the infraction. The infraction must be remedied immediately by the head coaches and the umpire. If a head coach refuses to abide by this rule after declaration by the umpire of the infraction, the head coach's team shall forfeit the game. The head coach also shall be suspended for the next game.
- 11-10 Ball/Strike Count: A 4-ball 3-strike count shall be utilized during player pitch innings. A 3-strike count shall be used during machine pitch innings.
- 11-11 Walks/4th Ball: Upon 4th ball being thrown, the count will clear and a coach from the batting team will deliver 3 pitches to the batter. The batter has those three attempts to put the ball in play, fair territory. Upon putting ball in play all other base running rules apply. If the player fails to put the ball in play after the 3rd coach pitches, player is out.
- 11-12 Pitcher Position and Balking: A pitcher may pitch out of the wind-up or stretch position. The balk rule will not be enforced.
- 11-13 Pitcher Warm-Up: When entering the game for the first time as a player pitcher or re-entering the game as a player pitcher after being removed from the pitcher position, the player pitcher shall receive five warm-up pitches. Between innings, a returning player pitcher shall receive five warm-up pitches.
- 11-14 Pitch Count Tracking: The umpire shall maintain a scorecard with the pitch count for each pitcher. After each half inning, the umpire shall obtain the pitch count totals for each pitcher via the team members tracking pitch count. A representative of each team shall maintain pitch count totals. Such representatives must be situated behind the backstop and not in the dugout. The umpire's sole discretion shall adjudicate any discrepancy in pitch count totals between representatives.
- 11-15 Illegal Pitches: Curveball pitches are not permitted. On the first occasion, a curve ball is pitched during a game by a team; the pitch shall be declared a "ball." On the second occasion, a curve ball is thrown by such a team during a game, the pitch shall be declared a "ball," and the player pitcher shall be removed from the pitching position for the remainder of the game.
- 11-16 Intentional Walks: No intentional walks shall be permitted.

12 Visits to the Mound

- 12-1 Mound Visit Limitation: A second mound visit by a coach for the same player pitcher during the same inning shall cause the player pitcher to be immediately removed from the pitcher position. The coach is prohibited from making a third mound visit while the same batter is at bat. The umpire shall limit the time a coach utilizes for a mound visit to no more than 30 seconds. Any excessively long or unnecessary mound visit shall be a rules violation and subject to penalty by the umpire, including awarding the first base to the batter.

13 Courtesy Baserunners

13-1 Courtesy Baserunner Use: A courtesy baserunner may not be used except in the event of an injury to the baserunner. An injured player must be able to run the bases for the injured player's next at-bat, or the injured player must be removed from the line-up for the remainder of the game. The courtesy baserunner shall be the player in the line-up who made the last out.

14 Leading Off and Stealing Bases

14-1 No Lead Offs and No Base Stealing: A baserunner may not lead off or steal a base. After the third strike, the ball is dead, and no baserunner may advance. If a baserunner leads off, the umpire has the discretion to call such baserunner out on a second offense after giving an initial verbal warning to such baserunner on the first offense.

15 Slide Rule

15-1 Sliding: To avoid a collision or possible injury, the baserunner must slide or reasonably attempt to prevent body contact with the fielder when a tag is attempted or on a force play.

15-2 Failure to Slide: A baserunner who fails to slide or reasonably attempt to avoid body contact with the fielder shall be declared out, and the ball is dead.

15-3 Blocking a Base: A fielder may not block a base or home plate without the ball in such fielder's possession. Unless the ball is in flight to a fielder, the baserunner is safe if such fielder obstructs a base or home plate.

15-4 Headfirst Slide: A baserunner is out when sliding headfirst while advancing a base. A baserunner can slide headfirst when returning to a base from a rundown or pickoff attempt.

16 Overthrows

16-1 Overthrows: The baserunner is not allowed to advance a base on any overthrow.

17 Dead Ball Rule

17-1 Advancing a Base: If a baserunner is already past a base and considered advancing to the next base, such baserunner is considered to be advancing to the next base and may continue to the next base. A baserunner running through first base via the orange base is not considered advancing to the next base.

17-2 Dead Ball Definition: A baserunner may not continue to advance to the next base once a batted ball to the outfield grass has been fielded and returned to the dirt portion of the infield (hits the dirt or is controlled by a fielder with both feet on the dirt portion of the infield). The ball does not need to have the fielder in the infield for the ball to be declared dead as long as the ball has hit the dirt. The baserunner may continue to the base the baserunner is advancing as long as the ball has not yet hit the dirt or been controlled by a fielder with both feet on the dirt portion of the infield. Any fielder may still attempt to tag the baserunner out once the ball has hit the dirt or been controlled by a fielder.

18 Infield Fly Rule

18-1 Infield Fly: No infield fly rule shall be employed.

19 Substitutions on Other Teams

19-1 Substitutions Permitted: Players will play only on one team but may fill in for the opposing team on defense if the opposing team is fielding nine or fewer players.

19-2 Eligibility: Players who are not registered players of BPBA may not participate as a substitute player.

20 Scorebook

20-1 Scorebook Maintained: All players on the roster playing will be listed in the scorebook in a continuous batting order. Each team shall maintain a scorebook.

21 Sportsmanship

21-1 Flagrant Offense: Without prior warning, a player will be automatically ejected from the game for flagrantly, intentionally, or recklessly throwing a bat or helmet.

21-2 Sportsmanship Expectations: Coaches, players, and spectators are not to direct verbal abuse, profanity, or any form of ridicule to the umpire, other coaches, other players, or other spectators. On a first offense, the umpire will give a verbal warning to a coach or player demonstrating unsportsmanlike conduct. A coach or player showing unsportsmanlike conduct on any subsequent violation may be ejected from the game at the umpire's discretion. The offender must exit the ballpark immediately for the remainder of the game. In the alternative, the umpire may declare the game a forfeit in favor of the nonoffending team. Coaches, players, and spectators shall not assist the umpire on a judgment call through verbal or physical cues or gestures. Any attempt to help the umpire on a judgment call is unsportsmanlike conduct and, in the umpire's sole discretion, will result in a verbal warning on the first offense and ejection of the offender and/or forfeiture of the game on any subsequent offense.

22 Umpires

22-1 Umpire's Discretion: All umpire's decisions are final. No protests on judgment calls will be allowed during the game. Balls and strikes are not subject to review. Any argument by a coach or player shall be considered unsportsmanlike conduct and subject to a penalty.

22-2 Rules Violation Review: Any possible rules violation shall be directed professionally and courteously to the umpire. The coach must show any possible rules violation in writing, referencing the applicable rule before the next play begins. The umpire shall review the rule and determine if the rule has been violated before the next play.

22-3 Umpire Selection Process: A BPBA-approved umpire shall be furnished for each game. If no umpire is available, each team shall supply an adult (any individual other than the head coach) to act as umpire behind home plate. The home team shall have an individual selected by the home team's head coach act as umpire while the visiting team is at-bat. The visiting team shall have an individual chosen by the visiting team's head coach act as umpire while the home team is at-bat. The teams may but are not required to mutually agree to have the same individual act as umpire while both teams are at-bat.

23 Protests and Rules Violations

23-1 Protests: A protest must be made in writing to the BPBA President or BPBA Commissioner. BPBA will review any objections. No protest is allowed concerning a judgment call. Any head coach submitting a protest will do so in writing within 24 hours of the game's completion and deliver \$100 cash to the BPBA President, BPBA Commissioner, or BPBA Treasurer. If the protest is upheld, the money will be refunded. If the protest is refused, the money will become the property of BPBA.

23-2 Rules Violation Remedy: Any rules violation herein may result in BPBA taking immediate corrective action, including but not limited to a written or verbal reprimand to the offending coach or player, forfeiture of a game, suspension of a coach or player, removal of a coach or player from the team or whatever other remedy BPBA deems reasonably necessary to resolve the rules violation affirmatively. BPBA has broad discretion to exercise an appropriate resolution to any rules violation.

24 Tobacco and Alcohol

24-1 Tobacco and Alcohol Use: Using tobacco or alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Tobacco is prohibited on all school grounds. Alcohol is prohibited on all Brooklyn Park city-owned land. Coaches and umpires are strongly encouraged to enforce this rule and report any violation to BPBA.

25 League Standings

25-1 League Standings: For Fall Ball, no league standings will be maintained. Each game will be scored, and a winner and loser will be declared except in the instance where there is a tie.