

Bellingham Youth Baseball, Inc.



2023 League Rules/Guidelines

Welcome to BYBI!

We are located in Bellingham, Massachusetts.

Fields

Our Fields are on Harpin Street, in front of DiPietro Elementary School (Trottier, Peneau, Roberts, Tuttle and Richardson). We also utilize the Varsity Field, BMS School fields, and Field 5 on Blackstone Street; fields at Stall Brook Elementary School.

Baseball Age Determination

The age of the player is how old they will be as of April 30th of that year.

Contact Information

Email addresses for all league directors can be found in the Board of Directors section of the website. www.bellinghamyouthbaseball.com

Email the league at BYBlinformation@gmail.com

[Facebook.com/bellinghamyouthbaseball](https://www.facebook.com/bellinghamyouthbaseball)

Fundraising

Raising \$50.00 is part of the deal as outlined on the registration form. These are due on picture day. Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

Concession Stand

This is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Coaches will be given a schedule which will include either a weeknight or a block of time on a weekend that needs to be filled. Parents can either sign up or provide the \$25.00 which will go towards hiring teenagers to cover their spot. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

BUYOUT MUST OCCUR AT THE TIME OF REGISTRATION. PARENTS FAILING TO PARTICIPATE RESULTS IN THE EXCLUSION OF THE PLAYER UNTIL A NEW DATE IS SCHEDULED. FAILURE TO COVER THE 2ND SCHEDULED DATE REMOVES PLAYER FROM BYBI.

Coaches

Coaches must turn in a CORI. In a continual effort to deliver high quality instruction to our players the BYBI requires all coaches to participate in the USA Baseball Coach Certification Program. This program has great benefits whether you are head coaching or assistant coaching, so we ask anyone interested in coaching to go through this online training.

You can begin by visiting the website and creating a profile to sign in, work through the certification at your own pace, but note that your league director will be reaching out to you to collect your certification prior to the start of practice. At the completion of your certification, you will need to supply your league director with a screen shot or pdf of the completed certificate(s) for your league via email.

You can click the links below to take the certification.

Lil Slugger, Tee Ball, Instructional, and Juniors (ages 4-8)

Head Coaches and assistants participating in Lil' Sluggers, Tee Ball, Instructional, and Juniors are required to complete the A Certification (<https://usabdevelops.com/USAB/Certification/ACertification.aspx>)

Lil Slugger & Tee Ball Director – Bryan Pluta (Pluta.Bryan@gmail.com)

Instructional Director – Bryan Murphy (bmcarpentry@hotmail.com)

Juniors Director – Michael Galvin (magalvin12@gmail.com)

International, Majors, Sr. American, Sr. National (ages 9 and up)

Head Coaches and assistants participating in International, Majors, Sr. American and Sr. National are required to complete both A Certification (<https://usabdevelops.com/USAB/Certification/ACertification.aspx>) and B Certification (<https://usabdevelops.com/USAB/Certification/BCertification.aspx>)

International Directors – Eric Mounsey (em@weismanroofing.com) and Bryan Laren (bryanlaren1@gmail.com)

Majors Director – Derek Houle (derekhoule00@gmail.com)

Seniors Director – Billy Patterson (billycom4@hotmail.com)

Coach/ Player Development Director – Mark Rebello (mrebello24@gmail.com)

CHALLENGER LEAGUE

The Challenger League has been created to give everyone the chance to play baseball. It will service boys and girls with physical and/or mental challenges, ages 4-18, or up to age 22 if still enrolled in high school.

Players will be taught baseball skills and social skills and play games once a week for an hour.

Players will receive a shirt and hat and will be coached by members of the Baseball Board of Directors and have Base Buddies who will help guide them. Base Buddies are high school and older, men and women volunteering their time to the program

As the program grows, we will break by age and ability and play a game or two with the help of Base Buddies.

There is no registration fee for Challengers. Challengers are invited to Field Day. No concession stand obligation ... but you are always welcome.

Ll'L SLUGGERS

This program introduces the game of baseball for four-year-old players. Our one-hour weekly program uses metal t-ball bats for hitting and t-ball baseballs when practicing and with drills. The time on field will be spent learning and growing the basic skills of the game while instilling a timeless love for the sport.

Lil Sluggers is a great opportunity for parents to join their young athlete on the field and participate with them in the drills. This level is meant to be an immersive experience for the child, still blending play time with parents/guardians along with starting to take direction from other authority figures (Coaches) and learn to play with other children their age (Teammates).

To cap off the excitement of the baseball season, your registration fee includes access to our Year-end Field Day!

Bellingham Youth Baseball

League Rules for: Tee-Ball League

League Overview

Tee-Ball is an introductory league for players ages 5 and 6 designed to showcase all positions, experience hitting and fielding in a team environment. Players should learn about the format of an inning and the change from fielding to hitting. Coaches are encouraged to rotate players from outfield to infield in alternate innings and advocate maintaining their position.

Tee-Ball will be an 11-week program consisting of 3 practice weeks, 8 game weeks with 15-18 games. The goal of this division is to teach the basic fundamentals of baseball. There are no scores kept, no winners or losers. Coaches are there to make playing baseball fun while developing each player's skills. Always have equal playing time for each player in hitting or fielding.

Practices will be a collaborative event with all of the tee-ball teams and are held collectively on the Roberts Field and Peneau Field Complex. Teams will meet together to welcome, engage, and stretch. Then all teams will go their own ways to rotate through set drills on a rotation for the duration of practice. Days and times of all practices and games are to be determined per season.

Emphasis in these practices should be placed on the following:

THROWING: Using the proper techniques (ready, break, throw).

FIELDING: Working on proper form to catch pop-ups and field grounders.

CATCHING: Glove positioning and using two hands.

HITTING: Stance and position in the batter's box and keeping eyes on the ball.

RUNNING BASES: Running to all bases, mostly first base and sliding (feet first only).

Games will be played on Saturdays.

The league will cancel games due to inclement weather. During games the Director on Duty or a head coach can cancel or suspend the game due to unsafe playing conditions (rain, lightning, etc.).

In the event of rain prior to the start of the game, please check on the website or Facebook. The League Director will inform coaches of make-up games, based on field availability. There is NO guarantee all rained out games will be made up.

General Rules

1. There is no leading, stealing, or sliding allowed. Only one base advancement per batter except the last batter who clears the bases.
2. Coaches for the defensive team will be on the field to teach the basics to their players during the game. Coaches are encouraged to stop the play for a moment to teach a skill that could be used. Coaches should always provide encouragement and praise the efforts of the players on both teams. Unsportsmanlike conduct is not tolerated by players, spectators, or coaches.

Pitching N/A

Hitting

1. Tee-Ball is a continuous batting order and includes hitting off a tee for all players for weeks 3-9.
2. The inning will end once the team has gone through the order.
3. For weeks 10-11 coaches will pitch to prepare for transition to Instructional League. (no more than 5 pitches). Immediately go to tee after 5 pitches. There is no bunting.
4. Helmets with face guards must be worn at all times when batting.

Fielding

1. Coaches are encouraged to rotate players between outfield and infield, as well as between left side of the field and right in alternate innings.
2. Players will be guided on the importance of maintaining their position and how all positions work together to play defense.

Base Running

1. There is no leading, stealing, or sliding allowed.
2. Only one base advancement per batter except the last batter who clears the bases.
3. Sliding should be taught during practice for future development.

Game Duration

1. All games are scheduled for 75 minutes and should never last more than 90 minutes.
2. Each team will bat the same number of times, and all players will bat once per inning. The last batter of each inning will clear the bases.
3. There is no cap on how many innings can be played; only a time limit.

Drafting Rules

1. At the Tee-Ball level all accommodations are taken into consideration.

Field Maintenance

1. It is the responsibility of each team at the end of each game to ensure that the field is ready to play for the next game by raking the pitcher's mound, home plate area, and filling in any holes in the infield that may have been dug out by the players.

Playoffs N/A

General

1. All coaches and assistants will have to fill out a CORI form. No one will be able to be on the playing area until they do so. If someone other than the assistants wants to help, they must also fill out a form. It is the Head coach's responsibility to ensure all of his assistants have completed the CORI process.
2. SATURDAY NIGHT LIGHTS will be scheduled so that each team will have a chance to play at Tuttle field under the lights by the end of the season to the best of BYBI ability.
3. Games are on Saturdays. Make up games will be at the discretion of the league.

Bellingham Youth Baseball

League Rules for: Instructional League

League Overview

The Instructional League is for 6-year olds, who have played one year in Tee Ball in the Spring (Fall Ball does not count) and 7 year old players. It is set up to develop the players in the basic skills and fundamentals of baseball as well as to teach the basic rules of the game.

General Rules

1. The Instructional League follows the general rules of Little League Baseball with the exceptions listed below.
2. Everyone in this league wins. There are no scores kept, no one loses, and everyone walks home a winner.
3. The job of the coach is to ensure the safety of their players at all times and to develop their skills so they are ready for the next level of baseball.
4. Since we play on a time limit and not innings played, it is important to have your team ready both offensively and defensively to maximize the playing time. You and your team should arrive for a game at least a half hour before starting time. Be ready with your line up before the game starts.
5. Coaches are allowed on the field during the game. Defensive coaches, no more than 3, are there to help their players get into position and keep them alert but must not interfere in the game. They should be spaced as to cover as much of the field as possible. Offensive coaches are in either the 1st or 3rd base coach's box or pitching to their team. Have a coach stand behind home plate to shag balls that the catcher missed. Catchers should throw back to the pitcher when they can but be conscious of "pace of play". Let's keep the game moving.
6. Baseballs will be supplied by the league. Only league provide balls are allowed for games.

Pitching

1. A coach or asst. coach will pitch to their own players. A maximum of **8 hittable pitches** will be thrown per hitter.
2. A batting tee will be used after the 8 pitches are thrown (no exceptions). All players will hit the ball, either pitched or off the tee.

3. There will be no player pitching during most of the season. The pitcher's mound will be manned by players for defensive purposes only. They should be off to the side and behind the mound.

Players will have the option to pitch and/or being pitched to towards the end of the season. PLAYERS DO NOT HAVE TO PARTAKE IN THIS. Players will be at the discretion of the coaches and with the permission of the parents only.

Hitting

1. Players will hit in a continuous order.
2. A 5 run rule is in effect, the 3 out per inning rule is also in effect. After the 5th run is scored or the 3rd out is made (whichever comes first) the inning is over.
3. The 3 strikes and you're out rule is not in effect; no balls or strikes.
4. Bunting is not allowed.
5. Helmets with face guards must be worn at all times when batting.
6. Only the batter is allowed off the bench holding a bat. There is no on deck swinging allowed.

Fielding

1. Coaches are encouraged to rotate players to different positions from infield to outfield in alternate innings and advocate the importance of maintaining their position (not trying to cover the whole field).
2. All players play equal time.
3. Catchers will be used. Protective cups must be worn by catchers.
4. A 4th (but no more than 4) outfielder can be used to allow players more playing time. No extra infielders.
5. The extra player is to play outfield only, not infield.

Base Running

1. One base at a time after a hit. (Coaches may mutually discuss allowing players to advance extra bases for the ***last few weeks; if the ball lands on the outfield grass, the batter may attempt to take 1 extra base***)
2. Sliding is allowed. Head first sliding is not allowed. Sliding into 1st base is not allowed.
3. Stealing is not allowed.

Game Duration

1. Games will be 2 hours long. An inning will not be allowed to start after the 1 hr. and 45 min. mark.

Drafting Rules

1. There will be a balance of ages between the 6's and 7's.

Field Maintenance

1. It is the home team's responsibility to ensure the field is ready to play before the game. They should get there early to make sure the field is "game ready".
2. It is both teams responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. There are no playoffs in the Instructional League.

General

1. The goal of the Instructional League is first and foremost to have fun in a safe environment.
2. Take advantage of the practice time and provide your players with the basic fundamentals of the game: throwing, catching, running the bases, sliding and hitting. Help them understand the game of baseball and make it fun for the kids. How they are going forward will be based on the foundation that the coach provides to them at this point and beyond.
3. A team may only have 4 coaches on the bench at a time. This includes base coaches.
4. Bellingham Youth Baseball Inc. is there for you. If you need help with drills or anything else, please ask.
5. Don't forget this is a game for the kids. Make it fun for them.
6. It is the head coach's responsibility to ensure the concession stand requirements for the team are met.
7. Games are on Saturday and then one night during the week. Make up day is Sunday.

Bellingham Youth Baseball League Rules for: Juniors

League Overview

The Junior League is aimed to teach the game of baseball to a select few 7-year-olds, all 8-year olds, and many 9-year-old players within the following framework:

- An instructional and recreational league.
- Keeping of score.
- Not keeping team records and league standings.
- Practicing good sportsmanship.
- Having fun!

General Rules

The Junior League will follow the general rules of Little League baseball with the exceptions listed below.

Pitching

- 1.) Junior League is an introduction to pitching and catching. The Junior League will be player pitch from day 1.
- 2.) For weeks 1-3, a coach may pitch if a team runs out of pitchers. (use this as a last resort)
- 3.) All kids should get an opportunity to pitch in the season.
- 4.) A pitcher should be removed after 4 consecutive walks or 5 in an inning.

For the remainder of the regular season the following pitching rules apply.

- Pitchers are limited to a maximum of 3 innings per game.
- A pitching week is Sunday through Saturday.
- One pitch equals one inning pitched.
- Days of rest are outlined below
- Pitcher is removed **without exception** when he hits 3 batters in one game.
- If a pitcher is having trouble getting the ball to the plate they are allowed to move 2-3 feet off the rubber. (any player that has the ability to pitch from the rubber must do so)
- In the playoffs **all** pitchers will pitch from the rubber.

Pitch Counts

All leagues that require pitching will have to track pitch counts. The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	<u>75</u> pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

NOTE: A pitcher who delivers **41** or more pitches in a game **cannot** play the position of catcher for the remainder of the day. Also, a player who catches for 4 innings, cannot pitch in a game. A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in a game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. Each HOME team must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed

in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

6. Violation of any section of this regulation will result in a forfeit.
7. A player may not pitch in more than one game in a day.
8. Pitch counts will be logged on the B.Y.B.I. website **within 24 hours post game** time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
9. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
10. Any catcher who catches for the first 4 innings of a game CANNOT pitch in that game.

Batting

1. Continuous batting order.
2. There are NO on deck batters allowed. Only the batter is allowed off the bench holding a bat.
3. Bunting is allowed.
4. Players arriving late will be placed at the end of the lineup.
5. If a batter is injured during his at bat, the last batter who made an out will complete his at bat.
6. If a player has to be removed from the game due to illness or injury, his position in the batting order is removed with NO outs recorded.
7. If a player is removed from the game for unsportsmanlike conduct, an out will NOT be recorded each time his position is due to bat.

Fielding

1. Each player must play a minimum of 1 inning at one of the six infield positions each game prior to the end of the 5th inning, unless it is agreed upon between the team coach and the parent that it is unsafe for the player to do so.
2. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury.
3. The infield fly rule will not be called.

Base Running

1. Each player is allowed one “successful” steal per inning. A successful steal is any base advancement after a pitch, where the ball was not put in play by the batter - including passed balls. Attempted steals where the runner is called out by the tag, in run down, running out of the base path or for not sliding are not considered a steal and do not count toward the allowable steals per inning.
2. Each team is allowed 2 “successful” steals per inning. Double steals count as two stolen bases.
3. Runners may not advance on overthrows on steals or attempted steals.
4. A player cannot steal until the ball has passed the batter.
5. There is no stealing of home.
6. Runners cannot attempt to steal a base on the throwback from the catcher to the pitcher. No delayed steals.
7. Runners will be allowed one base on an overthrow per ball put in play. For example, on an overthrow past first base, each runner may take one additional base at their own risk. As long as the overthrow remains in play, the defender will be allowed to throw out the base runner. No additional bases may be taken after the first overthrow.
8. Runners will not be allowed to take home on an overthrow on a steal or attempted steal. Runners are, however, allowed to take home on an overthrow of a ball put in play by the batter.
9. Runners shall slide into all bases where there is a play being made. Failure to slide will result in the player being called out if they do not slide in a close play.
10. No head first sliding is allowed, unless returning to a bag. Players sliding head first into a base shall be called out.
11. Obstruction and interference will be called.
12. Catcher's interference will be called after one warning.

Game Duration

1. Goal is to play 5 innings per game.
2. No inning shall start after the 1:45 minute time limit.
3. It is the umpire's discretion to call a game due to darkness, weather conditions, etc.
4. A maximum of 5 runs per inning will be in effect for all innings except for the last inning. This will be in effect for the entire season.
5. 15 run mercy rule after 3 full innings. If the visiting team is up by 15 the home team must bat.
6. Teams will be allowed to play 5 innings in playoff games.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from another Juniors league team.
- If you do have 9 players, you cannot borrow from your brother team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- You will only be able to borrow that player twice for the season

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

Drafting Rules

1. Standard Draft: Random draw for draft order.
2. Head coach gets his kid in round he was evaluated in.
3. League Director reserves the right to arrive at an appropriate ranking for a player who did not go to evaluation.

Field Maintenance

1. Home Team coaches responsible for raking field and storing bases after game.
2. All coaches responsible for preparing field for game.

Playoffs

1. Playoff positions will be randomly determined prior to the playoffs.
2. Pitching rules same as regular season (player pitch)
3. Pitchers must pitch from the rubber.

4. Mercy rule is in effect.
5. 5 runs per inning rule waived for the 5th inning.
6. 5 inning games.
7. Juniors will have a best of three series tournament.
8. Playoff games end at sunset.

General

Umpires

1.) Coaches intimidating umpires WILL NOT BE TOLERATED. The League Director is to be notified in such a case and the head coach may face disciplinary action if this becomes a common occurrence.

Undermanned Teams

1.) A team must have 8 players to start a game. In the event a team cannot get a player from another Junior League team, a player will be borrowed from the opposing team just for defensive purposes. The borrowed player will be the last player to make an out and must play either left or right field.

EXCEPTION: A Junior League team with only 8 players may use a player from the Junior/Instructional League at the field not involved with another game, provided that a coach has the approval of a child's parent /guardian. There is no use of another team's players during the playoff tournament.

Disciplinary Action

1.) If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director with 24 hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and penalty are reasonable). The League Director will notify the Vice President and President of this matter.

Injuries

1.) Injuries of any significance must be reported by the League Director.

Head Coach & Coaches

1.) The head coach is responsible for the team's actions and the actions of the players' parents on the field and to represent the team in communications with the umpire and opposing team. The Head coach shall always be responsible for the team's conduct,

observance of the official rules and deference to the umpire. If the head coach is not present, he shall appoint an assistant coach to substitute as head coach for that game and he must follow the same rules as the head coach.

2.) There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

3.) All coaches must remain in the dugout at all times, other than to coach a base. No more than three assistant coaches in the dugout.

Uniforms

1.) Junior League players must wear gray baseball pants, team jersey and team supplied hat.

Any infractions on the above rules can result in a forfeit of the baseball game.

Bellingham Youth Baseball League Rules for: International

League Overview

International league will follow the basic playing rules of the Little League Organization of Williamsport, Pennsylvania.

The following rules are **Exceptions** that are adopted to enhance play in the town of Bellingham

Teams will consist of 10-12 players on each team. All 10-12-year-olds that do not qualify for Majors will be put on an International League team. The rest of the roster spots will be filled with qualifying 9-year-olds. The list will be checked over by the Vice-President and International League director to check for validity. All remaining 9-year-olds will play in Junior League.

General Rules

1. Every attending player on the team roster will participate in each game for a minimum of three (3) innings and bat at least once. If a player does not meet this requirement in an official game then that player will be scheduled to be a starter in the next game. (NOTE: The League Director is to be notified in such a case.)
2. A team must have (8) players to start a game a player must be borrowed from the opposing team. At the end of (3) innings, the borrowed player will be returned to his team and a new player is loaned. The loaned player(s) must play the required 3 innings with his/her own team. Players showing up late for games can be inserted at the end of the line-up as long as the team has not batted around once. The Head Coach DOES NOT have to start the **tardy** player the next game if the player does not meet the (3) inning requirement. Coaches DO NOT have to insert a tardy player into the line-up, but should use good judgment.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from any Juniors League team at the field not involved with another game. **NOTE:** Only Juniors League players aged 9 can be used as replacement players
- You will only be able to borrow that player twice for the season

***Positions and Batting for Borrowed Players:

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

3. A ten (10) run mercy rule (OR 15 after every player has batted once) will be in effect once a game is called official. It is considered an official game if four innings have been completed (three and a half if the home team leads.) However, if the visiting team is up by 10 the home team must bat.

Pitching

1. A player once removed as a pitcher may NOT pitch in the same game.
2. There is no cap to combined 12yo old innings combined allowed per week.
3. No pitcher can pitch more than 6 innings in a week (or exceed maximum pitch count as indicated below in a single game). The only exception to this rule is if the pitcher starts and completes the game but the game is tied and goes the 1 additional inning to the 7th, that pitcher may remain in that game to pitch the 7th inning giving him/her 7 innings for the week (assuming he/she has not met pitch count requirements).
4. Innings reload every Monday. For ex: A player can pitch 2 innings on Tues, 2 inn on Thurs and 2 inn on Sat, but the next Monday the player now has 6 more innings for that week. (Assuming appropriate pitch count days of rest have been observed)
5. A manager or coach may visit a single pitcher no more than two (2) times in one (1) inning and three (3) times in a game. A pitcher MUST be removed following the 2nd visit in the same inning or following the 3rd visit in the game. A manager or coach may not visit a pitcher at the mound in between innings. This will be considered an official visit (this includes the base coaches crossing the infield to return to the dugouts).
6. If a pitcher hits **3 batters in a game** that pitcher will be removed from any game (including the playoffs)
7. **Intentional Walks are NOT allowed. This is defined as having the catcher stand up and move to the side to catch a pitch.**
8. The only allowable pitches are Fastballs (both 2 and 4 seam) and Change Ups ONLY!
 - a. All other pitches including but not limited to Curveballs, Sliders, Cutters and Knuckleballs are not allowed.
 - b. It will be the responsibility of the head coaches to ensure their players are adhering to this rule.
 - c. If an opposing coach feels a team is violating this rule, The head coach (and only the head coach) is to notify the league director and/or the Vice President. The League director will discuss the situation with both head coaches.

- d. Any coach judged to be continually violating this rule will be open to subsequent punishment/suspension as determined by the league director and Vice President.
 - e. Any coach who is ejected by an umpire for arguing types of pitches will be open to additional suspension as determined by the league director and Vice President.
 - f. Please remember some players pitches will spin simply because the players have incorrect mechanics. This rule is intended to protect young arms and not to gain competitive advantage.
9. **Note: Violation of Rule 1, 2 or 5 of this section will result in a forfeit. The score of the game will be recorded as 6-0. Coaches must appeal any violation in writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.**

Pitch Counts

All leagues that require pitching will have to track pitch counts. Maximum innings pitched per week is STILL ENFORCED! The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	Two (2) innings maximum per game

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: 1. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Also, a player who catches into a 4th inning (regardless if it's consecutive or not), he cannot pitch in **that** game. **A player who catches less than 4 innings can pitch up to 41 pitches.** A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in **that** game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed

- If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. Each HOME TEAM must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
 4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her com
 6. A player may not pitch in more than one game in a day.
 7. Pitch counts will be logged on the B.Y.B.I. website **within 24 hours post game** time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
 8. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 9. Both coaches must meet after the game to compare scorebooks and make sure that the pitch count, player's name, age, and innings pitch are matched up. This information must be added to the website and should be checked by both teams.
 10. Violation of any section of this regulation will result in a forfeit. **The score of the game will be recorded as 6-0. Coaches must appeal any violation in writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.**

Hitting

1. Continuous Batting Order: It will be mandatory for all teams to use the continuous batting order during the regular season. In the event that a player is injured or becomes ill and is removed from the game his/her position in the batting order is removed with NO outs recorded. If a player is removed from the game for UNSPORTSMANLIKE CONDUCT an out will NOT be recorded each time his/her position is due to bat.
2. There are **NO** on deck batters allowed. Only the batter is allowed off the bench holding a bat.
3. Batters must keep one foot in the batter's box when stepping out to look for signs from the coach to keep the pace of the game up.
4. Slash bunting is STRICTLY prohibited.

5. There are no dropped 3rd strikes.
6. Batter throwing the bat will result in the following actions:
 - There will be two warnings per team for throwing the bat. The umpire will rule the batter out for each additional violation.
 - **EXCEPTION:** If in the umpires opinion the batter intentionally throws the bat but does not strike another player, coach, or umpire with the bat he will use his own judgment as to the extent of the disciplinary action. However, if the batter intentionally throwing the bat strikes another player, coach, or umpire the batter will be removed from the game for unsportsmanlike conduct. In either case of intentionally throwing the bat, the umpire shall report the incident to the League Director for further disciplinary action.
7. Each team will be allowed two offensive time outs called by the coach for the purpose of having a conference with one of his players
8. If a batter is injured during his at bat and cannot continue the last batter who made an out will complete his at bat.

Fielding

1. Coaches are allowed free defensive substitution with the following restriction. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury. (NOTE: Players may come off the bench to replace the pitcher. Removed pitcher must sit out the remainder of the inning.)

Base Running

1. Stealing of all bases is allowed once the ball crosses the front of home plate.
2. Head first sliding is NOT allowed, unless sliding occurs back to the base.
3. On a force play at 2nd, 3rd, or at home, runners must slide or avoid contact.
4. A player must return to the base once the pitcher has touched the mound. The pitcher's mound is defined as the entire dirt circle surrounding the rubber.
5. A runner cannot advance a base when the Pitcher with the ball in his possession makes contact w/ the mound. The runner can advance any time before the pitcher makes contact w/ the mound. Once the pitcher makes contact w/ the mound, the play is complete, and the runners cannot advance additional bases. Player must be showing full intentions of continuing to 2nd base to advance before pitcher gets to the rubber.
6. If a player who has earned a base cannot run due to injury or illness he will be replaced by the last batter to make an out.

Game Duration

1. No inning shall start after 1 hour and 45 minutes. In games played under the lights no inning shall start after 9:15. Umpires discretion on calling a game due to darkness, weather conditions, etc.

Drafting Rules

1. The draft order will be determined by League Director(s) and will be a snake draft.

Field Maintenance

1. It is the home team's responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. The first round of the playoffs, teams that finished 1st and 2nd will receive a "bye". The 3rd place team will play the 6th place team and the 4th place team will play the 5th place team in a best two out of three series.
2. The 1st place team will play the lowest remaining seed after Round 1 and the 2nd place team will play the highest remaining seed after Round 2 in a best of three.
3. Pitching resets with each playoff series, but days of rest must still be observed
4. All playoff series are and will be considered a 3 consecutive day series, back to back to back! No days of rest will be awarded if there is a rainout in any way shape or form.
 - (Example, game 1 is played on Tuesday and is completed, and then it rains for a week, game 2 will be observed as a back to back game and innings/ days of rest will be observed!) The rain days will not be taking into consideration as days of rest, and the series will be played as a back to back to back series.

General

1. Injuries of any significance must be reported to the League Director
2. Coaches can only appeal Umpire calls regarding a specific Little League rule. No appeal can be made on an umpire's judgment. I.E., runner is out or safe, balls and strikes.
3. If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director within (24) hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and the penalty are reasonable.) The League Director will notify the Vice President and President of this matter. Coaches should be following the "Player Code of Conduct" established by Bellingham Youth Baseball.

4. Players must be in full uniform to play in a game. This includes gray baseball pants, game t-shirt (tucked in) and league provided team hat.
5. The Head Coach is responsible for the team's actions on the field and to represent the team in communications with the umpire and opposing team. The head coach shall always be responsible for the teams conduct, observance of the official rules and deference to the umpire. If the Head Coach is not present he or she shall designate an assistant coach to substitute as head coach, the substitute head coach shall have the same duties, rights and responsibilities as the head coach.

- **Disciplinary actions:** Refer to Coaches' Code of Conduct for disciplinary actions.

6. If a coach is ejected by an umpire during a game, he will have to leave the playing field and is suspended for the rest of that game. **The situation will be reviewed by the league director and/or Vice President/Executive Board to determine if any further disciplinary action is required.** The coach must leave the BYBI complex **for the remainder of the game and will not be allowed to address the team on the field following the game.**
7. There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

Any infractions on any of the above rules could result in a forfeit

Bellingham Youth Baseball League Rules for: Majors

League Overview

Majors will follow the basic playing rules of the Little League Organization of Williamsport, Pennsylvania Intermediate (50/70) Division.

The following rules are **Exceptions** that are adopted to enhance play in the town of Bellingham

General Rules

1. Every attending player on the team roster will participate in each game for a minimum of three (3) innings and bat at least once. If a player does not meet this requirement in an official game, then that player will be scheduled to be a starter in the next game. (NOTE: The League Director is to be notified in such a case.)
2. A team must have (8) players to start a game a player must be borrowed from the opposing team. At the end of (3) innings, the borrowed player will be returned to his team and a new player is loaned. The loaned player(s) must play the required 3 innings with his/her own team. Players showing up late for games will be inserted at the end of the line-up as long as the team has not batted around once. The Head Coach DOES NOT have to start the **tardy** player the next game if the player does not meet the (3) inning requirement. Coaches DO NOT have to insert a tardy player into the line-up but should use good judgment.

Borrowing from Brother Teams

- In lieu of borrowing from your opponent, you may invite a player from any International League player at the field not involved with another team. **NOTE:** Only International League players ages 10-12 can be used as replacement players
- If you do have 9 players, you cannot borrow from your sister team. Understanding that some kids come from other sports/games and you know they are coming let's work with this as we are a "play the games" friendly league.
- You will only be able to borrow that player twice for the season

*****Positions and Batting for Borrowed Players:**

Any player who is borrowed from another team MUST play Outfield ONLY. Call up players will also be required to bat in the last spot of the borrowing teams batting line-up as well as playing Outfield. NO EXCEPTIONS!!

3. A ten (10) run mercy rule (OR 15 after every player has batted once) will be in effect once a game is called official. It is considered an official game if four innings have been completed (three and a half if the home team leads.) However, if the visiting team is up by 10 the home team must bat.

Pitching

1. A player once removed as a pitcher may NOT pitch in the same game.
2. The total 12yo innings combined allowed per week is 12 with a review by the Board of Directors to determine if additional innings are needed. You can pitch as many 12yo as you would like but their total combined innings may not exceed 12 in any week.
3. If there are rain outs and games rescheduled giving teams more than 3 games a week the Major League Director may allow additional 12yo innings. There are no limits to the total 10yo or 11yo innings combined.
4. If you start a 12yo and he does not make it out of the 1st inning and you replace him with another 12yo, that is counted as 2 innings pitched for your 12yo in your weekly total, even though you only played 1 inning.
5. No pitcher can pitch more than 6 innings in a week (or exceed maximum pitch count as indicated below in a single game). The only exception to this rule is if the pitcher starts and completes the game but the game is tied and goes the 1 additional inning to the 7th, that pitcher may remain in that game to pitch the 7th inning giving him/her 7 innings for the week (assuming he/she has not met pitch count requirements).
6. Innings reload every Monday. For ex: A player can pitch 2 innings on Tues, 2 innings on Thurs and 2 innings on Sat, but the next Monday the player now has 6 more innings for that week. (Assuming appropriate pitch count days of rest have been observed)
7. The Pitching rubber is the mound (not the dirt around the rubber).
8. A manager or coach may visit a single pitcher no more than two (2) times in one (1) inning and three (3) times in a game. A pitcher MUST be removed following the 2nd visit in the same inning or following the 3rd visit in the game. A manager or coach may not visit a pitcher at the mound in between innings. This will be considered an official visit (this includes the base coaches crossing the infield to return to the dugouts).
9. If a pitcher hits **3 batters in a game** that pitcher will be removed from any game (including the playoffs)
10. **Intentional Walks are NOT allowed. This is defined as having the catcher stand up and move to the side to catch a pitch.**
11. The only allowable pitches are Fastballs (both 2 and 4 seam) and Change Ups ONLY!
 - a. All other pitches including but not limited to Curveballs, Sliders, Cutters and Knuckleballs are not allowed.
 - b. It will be the responsibility of the head coaches to ensure their players are adhering to this rule.

- c. If an opposing coach feels a team is violating this rule, The head coach (and only the head coach) is to notify the league director and/or the Vice President. The League director will discuss the situation with both head coaches.
- d. Any coach judged to be continually violating this rule will be open to subsequent punishment/suspension as determined by the league director and Vice President.
- e. Any coach who is ejected by an umpire for arguing types of pitches will be open to additional suspension as determined by the league director and Vice President.
- f. Please remember some players pitches will spin simply because the players have incorrect mechanics. This rule is intended to protect young arms and not to gain competitive advantage.

12. Note: Violation of Rule 1, 2 or 5 of this section will result in a forfeit. The score of the game will be recorded as 6-0. Coaches must appeal any violation in writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.

13. Balks will be called after 1 warning per pitcher.

Pitch Counts

Beginning with the 2013 baseball season, all leagues that require pitching will have to track pitch counts. Maximum innings pitched per week is STILL ENFORCED! The following is to be enforced by all leagues:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day
	7 - 8	Two (2) innings maximum per game

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: 1. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Also, a player who catches into a 4th inning (regardless if it's consecutive or not), he cannot pitch in **that** game. **A player who catches less than 4 innings can pitch up to 41 pitches.** A player who pitches in a game and does not throw more than 41 pitches is only allowed to catch 3 innings in **that** game. Once the 4th inning of catcher has been reached, the player is not eligible to pitch in any part of the game.

2. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar day of rest must be observed
 - If a player pitches 1 - 35 pitches in a day, one (1) calendar day of rest must be observed
3. Each HOME TEAM must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the B.Y.B.I. website.
4. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
5. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her com
6. A player may not pitch in more than one game in a day.
7. Pitch counts will be logged on the B.Y.B.I. website **within 24 hours post game** time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
8. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
9. Both coaches must meet after the game to compare scorebooks and make sure that the pitch count, player's name, age, and innings pitch are matched up. This information must be added to the website and should be checked by both teams.
10. Violation of any section of this regulation will result in a forfeit. **The score of the game will be recorded as 6-0. Coaches must appeal any violation in writing via email to league director and/or Vice President within 24 hours of the conclusion of the game.**

Hitting

1. Continuous Batting Order: It will be mandatory for all teams to use the continuous batting order during the regular season. In the event that a player is injured or becomes ill and is removed from the game his/her position in the batting order is removed with NO outs

recorded. If a player is removed from the game for UNSPORTSMANLIKE CONDUCT an out will NOT be recorded each time his/her position is due to bat.

2. Batters must keep one foot in the batter's box when stepping out to look for signs from the coach to keep the pace of the game up.
3. Slash bunting is STRICTLY prohibited.
4. Dropped 3rd strikes will be in effect.
5. Batter throwing the bat will result in the following actions:
 - There will be two warnings per team for throwing the bat. The umpire will rule the batter out for each additional violation.
 - **EXCEPTION:** If in the umpires opinion the batter intentionally throws the bat but does not strike another player, coach, or umpire with the bat he will use his own judgment as to the extent of the disciplinary action. However, if the batter intentionally throwing the bat strikes another player, coach, or umpire the batter will be removed from the game for unsportsmanlike conduct. In either case of intentionally throwing the bat, the umpire shall report the incident to the League Director for further disciplinary action.
6. Each team will be allowed two offensive time outs called by the coach for the purpose of having a conference with one of his players
7. If a batter is injured during his at bat and cannot continue the last batter who made an out will complete his at bat.

Fielding

1. Coaches are allowed free defensive substitution with the following restriction. A coach cannot make a defensive substitution after the first out of their defensive inning unless due to illness or injury. (NOTE: Players may come off the bench to replace the pitcher. Removed pitcher must sit out the remainder of the inning.)

Base Running

1. Stealing of all bases is allowed once the ball crosses the front of home plate.
2. Head first sliding is NOT allowed, unless sliding occurs back to the base.
3. On a force play at 2nd, 3rd, or at home, runners must slide or avoid contact.
4. If a player who has earned a base cannot run due to injury or illness he will be replaced by the last batter to make an out.

Game Duration

1. No inning shall start after 1 hour and 45 minutes. In games played under the lights no inning shall start after 9:15. Umpires discretion on calling a game due to darkness, weather conditions, etc.

Drafting Rules

1. The draft order will be last place team from prior year, 2nd to last place team, 3rd to last place team, 4th to last place team, championship team runner up, and championship team. This order will continue until all roster spots have been filled.
2. A 10 year old must be drafted within the first two rounds and each team is required to draft (2) 10 year olds unless the league director dictates otherwise. A cap on the number of 12 year olds will also be established prior to the draft.
3. If a said team picks a player in the 2nd round of the a draft and said player moves/does not play the following year, that team will be awarded a compensation pick in the draft the player does not return to.
 - The said team will have 2 picks in the second round), but needs to use the compensation pick to draft a player of the same baseball age as the player that has left. (Teams will have their original drafting spot to draft any age. The compensation pick comes at the END of that round)
Example: Johnny would have been 11 when he returned to the team, so the said team needs to pick an 11 yo old with their compensation pick at the END of said round.

Field Maintenance

1. It is the home team's responsibility to ensure the field is "game ready" for the next game.

Playoffs

1. The first round of the playoffs, teams that finished 1st and 2nd will receive a "bye". The 3rd place team will play the 6th place team and the 4th place team will play the 5th place team in a best two out of three series.
2. The 1st place team will play the lowest remaining seed after Round 1 and the 2nd place team will play the highest remaining seed after Round 2 in a best of three.
3. Pitching resets with each playoff series, but days of rest must still be observed
4. All playoff series are and will be considered a 3 consecutive day series, back to back to back! No days of rest will be awarded if there is a rainout in any way shape or form.
 - (Example, game 1 is played on Tuesday and is completed, and then it rains for a week, game 2 will be observed as a back to back game and innings/ days of rest will be observed!) The rain days will not be taking into consideration as days of rest, and the series will be played as a back to back to back series.

General

1. Injuries of any significance must be reported to the League Director
2. Coaches can only appeal Umpire calls regarding a specific Little League rule. No appeal can be made on an umpire's judgment. I.E. runner is out or safe, balls and strikes. A written appeal explaining the situation must be made within 24 hours of before the next scheduled game to BYBI's board.
3. If a coach feels that a player should not play for disciplinary reasons, the coach must report action to the League Director within (24) hours or BEFORE the next game, whichever comes first. The director will dispose of the matter and no league action will take place (as long as the reason and the penalty are reasonable.) The League Director will notify the Vice President and President of this matter. Coaches should be following the "Player Code of Conduct" established by Bellingham Youth Baseball.
4. Players must be in full uniform in order to play in a game. This includes gray baseball pants, game t-shirt (tucked in) and league provided team hat.
5. The Head Coach is responsible for the team's actions on the field and to represent the team in communications with the umpire and opposing team. The head coach shall always be responsible for the teams conduct, observance of the official rules and deference to the umpire. If the Head Coach is not present he or she shall designate an assistant coach to substitute as head coach, the substitute head coach shall have the same duties, rights and responsibilities as the head coach.
 - **Disciplinary actions:** Refer to Coaches' Code of Conduct for disciplinary actions.
6. If a coach is ejected by an umpire during a game, he will have to leave the playing field and is suspended for the rest of that game. **The situation will be reviewed by the league director and/or Vice President/Executive Board to determine if any further disciplinary action is required.** The coach must leave the BYBI complex **for the remainder of the game and will not be allowed to address the team on the field following the game.**
7. There may not be more than three named assistant coaches, and no more than four coaches (one head coach and three assistant) in the dugout.

Any infractions on any of the above rules could result in a forfeit

Bellingham Youth Baseball League Rules for: Senior League

League Overview

In 2023, the Senior League will be playing games with one 13-14 year old Travel League with Massasoit Babe Ruth League.

Other players age 13-18 will play in a Sandlot format in-town games only. Travel players welcomed to join when schedule permits.

General Rules

1. All players will attend evaluations to create balanced teams.
2. All rules followed are those set forth by Massasoit Babe Ruth and can be found here <https://www.massasoitbaberuth.com/>

Bats

1. All bats should be BBCOR certified. Senior League players who are 13 can use Drop 3 or Drop 5 bats. All players 14 years old or older can only use Drop 3 bats. The BBCOR bats used should follow this standard:
 - The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed

Fundraiser

Any player NOT returning their fund-raiser packet with the minimum of \$50.00 will be ineligible to play beginning the Saturday after Mother's Day.

- **Concession Stand**

It is considered a part of the registration process. As noted on the registration form, parents may BUY OUT of this obligation for \$25.00. Should a parent fail to show up or pay the fee, their child becomes ineligible to play until the fee is received; subject to advance notice.

Post-Season Summer Teams

Each year Bellingham Youth Baseball Inc. sponsors a number of post-season summer tournament teams. These teams play in local tournaments. Some of the boys and girls in the corresponding age groups continue playing competitive games through the month of July. There will be an additional fee of as well as a commitment to volunteer a certain amount of hours in the concession stand, for each player to participate on these tournament teams.

The tournament season is assumed to run from third week of **June through the first week of August**. If this commitment cannot be made, then another child will be offered the opportunity to play. If vacation time is going to take up substantial amount of the summer, please do not consider signing up for summer baseball.

A tryout will take place, as well as consideration from coaches, in May to determine the teams for the summer season. Every player that is playing summer baseball needs to attend these tryouts.

For 2023, our options based on registrations may include:

- An 8 year old team participate in the Ashland Sparkler Tournament
- Hockomock teams (baseball) – 14-15, 13, 12, 11, 10 and 9 year old age groups. Age groups can have more than one team if registrations allow.
- CSMBR age 15-19 (two 14-year-olds allowed)
- Massasoit Team 19-22 age group

Other tournament teams may become available as the season progresses. Team counts can be reduced based on player availability and commitments.



Bellingham Youth Baseball, Inc.

Player's Code of Conduct

Children participating in Bellingham Youth Baseball are expected to conduct themselves in a manner reflective of good sportsmanship. Players engaging in behaviors that are disrespectful, disruptive, or interfere with the safety of others will be disciplined according to the guidelines set forth by our league.

Unsportsmanlike or disruptive behavior includes but is not limited to:

- Verbal and/or physical abuse of an umpire, player, opposing manager/coach, current manager/coach, other parents, spectators or league representatives.
- Inciting or encouraging abusive and dangerous actions by the players both on and off the field.
- Abuse of playing equipment and/or facilities.
- Use of offensive language.
- Abusing the team rules set forth by the manager.
- Disrespectful behavior at practices and/or games, which does not represent the kind of behavior expected of all Bellingham Youth Baseball players.

Disciplinary Actions

First offense

- Warning from the coach, which will be reported to the League Director and then reported to the Executive Board of Directors.
- Email from League Director informing the parents that a warning has been issued and that player has violated the first offense of BYBI's Discipline policy.

Second offense

- One game suspension.
- Written letter from the Executive Board of Directors indicating that the next offense will result in removal from all BYBI programs for a year.

Third offense

- One year suspension from all Bellingham Youth Baseball activities (one year from the date of the offense).

Umpire Ejections

- If a player is ejected from a baseball game, the player will be suspended for the remainder of the ejected game as well as the following game.
- The Executive Board reserves the right depending on the severity of the incident to take further disciplinary action as needed.

Severity Clause

The Executive board will have the right to meet and recommend disciplinary action that may include benching a player for a game or series of games. It may also include removing the player from the league roster for the remainder of the season or prohibiting a player from participating in further Bellingham Youth Baseball activities. BYBI reserves the right to skip through any level of offenses depending on the severity of the incident.

Any exceptions to the above rules will be taken under the advisement of the B.Y.B.I. Executive Board.

The goal of the Bellingham Youth Baseball discipline policy is to ensure the safety of all players in our program. We hold high standards for our league directors, coaches, parents, and players. BYBI expects all of its participants to behave and act appropriately in all of our programs.

Player's Name: _____

Player's Team: _____

Parent/Guardian Signature: _____

Date: _____

SIGNATURE INDICATES ACCEPTANCE OF BYBI'S DISCIPLINE POLICY
(Must accept for your child to play in Bellingham Youth Baseball)



Bellingham Youth Baseball, Inc.

Coaches' Code of Conduct

Bellingham Youth Baseball, Inc. strives to provide the best environment for all participants to our program. It is imperative that our coaches set the standard for how our program is to be run and all coaches are to adhere to our coaches' code of conduct.

- Coaches shall remain unconditionally supportive of the Organization's commitment to the ideals of good sportsmanship, team play, honesty, loyalty, courage, and respect for authority.
- Coaches shall remain sensitive to the physical and emotional well-being of the players on his/her team.
- Coaches will be positive role models.
- Coaches will display and instill in their players the principles of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interests of the players.
- Coaches will do their best to provide the players a positive experience.
- Coaches will ensure that winning and/or losing teams do so in a manner, which exhibits respect and good sportsmanship.
- Coaches will treat all players, parents, spectators and league officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will not ridicule or demean players, umpires, or league officials.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.
- Coaches will comply with the decisions of league officials and observe all rules, policy and procedure as established or endorsed by BYBI.
- Coaches will teach the game of baseball to the best of their ability.
- Coaches will be drug and alcohol free while at any BYBI athletic event.
- Coaches will not use any tobacco products in the dugout or on the playing field.
- Coaches will not drive any child home or be alone with any child without the presence of another player/ sibling / assistant. (unless the child is their own child)

- Coaches acknowledge the need to demonstrate fundamental proficiencies with respect to the game of baseball and first aid. Consequently, all coaches agree to attend any skill sessions that may be required by the Board of Directors.

Violation of this Managers/Coaches Code of Conduct may result in disciplinary action against the violator, which may include any of the following:

(1) Ejection: The violator may be ejected from a game by either an umpire that is officiating the game or by a BYBI Board Member. A violator may be ejected from BYBI practice, activity, or event by a BYBI Board Member. A person that is ejected from the game, practice, activity or event must leave immediately without further incident, or be subject to further disciplinary action by the Board or removal by the police. Any person ejected will be automatically suspended from participating in their team's next scheduled game. The BYBI Board will determine whether further disciplinary action is warranted.

(2) Probation: The violator will be advised in writing of the offense and the period of probation during which it is expected that no further violations will occur.

(3) Suspension: The violator will be advised in writing of the offense and the period of suspension during which the violator is prohibited from participating in any BYBI games, activities, or events.

(4) Dismissal: The violator will be advised in writing of the offense and informed that he or she is being dismissed from the League for the remainder of the season or other designated period of time.

(5) Barred: The violator will be advised in writing of the offense and informed that he or she has been barred from present and future participation in the League, permanently, or for a specified number of years.

The BYBI President, Vice President, and Director of the Division in which the violation occurred, shall review all issues concerning violations of the Managers/Coaches Code of Conduct. Their decision shall be final, unless appealed by the violator to the full BYBI Board. The full BYBI Board of Directors shall have discretion to determine whether or not to hear a violator's appeal. If the Board determines not to hear the appeal, then the 3-person review panel's decision shall be deemed the final decision of the Board. If the Board decides to hear the appeal, then the majority vote of the Board regarding after hearing the appeal shall be the final decision of the Board.

SIGNATURE BELOW INDICATES ACCEPTANCE OF DISCIPLINE POLICY

(Must accept to coach in Bellingham Youth Baseball)

League: _____ Team name: _____

Revised 2/2/2023

_____	_____
Head Coach Name	Date
_____	_____
Assistant Coach Name	Date
_____	_____
Assistant Coach Name	Date
_____	_____
Assistant Coach Name	Date