

Brooklyn Park Athletic Association



Baseball Rules

for

6/7-Year-Old

National League

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General Rules and Information Page

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Rules	Description
1.0	The MYAS/Gopher State Baseball Rules will govern play for all Brooklyn Park Baseball Athletic Association 6/7NL games during the 2019 season except for the BPBA rules stated below, which will override such rules.
1.1	This BPBA list of rules and regulations is NOT intended to cover all the playing rules, but rather highlight the areas that are referenced most often by coaches. It is the responsibility of each coach to know and understand all the rules.
1.2	Only the head coach will talk to the umpire about the rules, in a professional manner, see code of conduct. If the head coach has a question about a rule, it must be done before the next pitch. Coaches should have a copy of the BPBA Rules. At each game for reference.
1.3	Field Set up. The designated Home team shall complete all field preparations and take down, which include setting bases, mounds, field grooming etc. This must be completed 30 minutes prior to the start of the game.
Equipment	Description
2.0	Players will not use metal cleated shoes, molded cleats or tennis shoes are approved. Prefer molded cleats. If player is found with metal cleats, he will have to remove them and use approved type foot wear or not play.
2.1	Players must be in BPBA uniforms while playing, Numbered jersey, long pants, socks and hat.
2.2	Players must use an approved batting helmet while in the batter's box and or in the on-deck circle. Helmet must cover both ears.
2.3	Players are not to wear jewelry while playing in the game or warming up. This includes but not limited to ear rings, necklaces, watches
2.4	USSSA or USA approved bats only 2-1/4" barrel; includes big barrel bats. See bat section for more details
Playing Time	Description
3.0	The coach can make a new batting line up for each game of the season and tournament games.
3.1	No player will sit on the bench one inning more than any other player; this includes games shorter than six complete innings (the intent is equal play for all players). <u>If a player is not being played for disciplinary reasons, the opposing coach will be notified before the start of the game.</u>
3.2	During a game, the opposing coach must be notified of the removal of a player for disciplinary reasons.

3.3	No player may play the same position for more than 2 innings in a game.
3.4	All players must play at least one inning at an infield position. The inning must occur within the first four innings. There are 9 kids playing per inning, there is no catcher position. (4 kids are in the outfield).
3.5	Every player must play at least one inning at an outfield position per game. This mandatory player placement must occur within the first five innings.

Game Length	Description
4.0	Regulation length is 6 innings.
4.1	Games are official after 4 complete innings or 3½ innings if home team is ahead. This is only due to weather related stoppage.
4.2	Evening games will start at 6:15 p.m. with no new inning starting after 1 hour 50 minutes of play. Umpire's time is official.
4.3	If the game is called when the teams have not had an equal number of completed terms at bat, the score shall be the same as it was at the end of the last completed inning; unless the home team, in their half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded when the game is called. Games can end in a tie during regular season play.
4.4	Tournament games will not end in a tie; extra innings are played until either a winner is determined.

Run Rules	Description
5.0	There will be a 5 run limit per inning except in the 6 th inning where there will be no limit on runs. For tournament games, this is for the 6 th inning and beyond if the game is tied.
5.1	The game will end if the home team is ahead by 10 or more runs (anytime while they are batting) after 4½ innings or the visiting team is ahead by 10 runs or more (before they bat) after 5 innings.

Field Layout	Description
6.0	Base lengths will be set at 50 feet. NOTE: All games played at Brookdale will be played with bases at the closest peg (50ft), all games played at Northwoods will be played with bases at the closest peg (60ft.)
6.1	Coach pitch

6.2	The pitching mound will be between 30 ft. and 40 ft. from home plate. Both coaches use the same length during your game). Coaches may stand or kneel.
6.3	The distance from home plate to 2 nd base will be approximately 71 feet.
Pregame Warmup	Description
7.0	Batting practice can be done in the outfield. From edge of infield towards outfield fence.
7.1	Infield grounder practice can be done outside the foul lines of the infield next to team bench and field back stop.
7.2	No batting or infield practice allowed on the infield.
Game Play	Description
8.0	Coaches and players are not allowed directly behind backstop during games. Please refrain from having parents' coach from behind the backstop. If this happens, the opposing coach and/or umpire has the right to ask them to move.
8.1	The home team bench is along the 3 rd base line.
8.2	On a dropped 3 rd strike, the batter is out.
8.3	The fielder always has the right of way when fielding a batted or thrown ball, whether he is in the base path. When not fielding a batted or thrown ball, a fielder must not stand in the base path.
8.4	Batter-training equipment (i.e. lightning sticks, ball-on-a-stick, etc.) will <i>not</i> be used during game play or between innings. Such equipment must be used under adult supervision.
8.5	If one team is short players, the other team will supply the required number of missing players as outfielders, from the bottom of their batting line-up. There will be no forfeits in this league or outs recorded for less than 9 players (10 players if there are four outfielders).
8.6	All defensive players will need to have both feet in fair territory until the batter has contacted the ball or the ball has crossed the plate.
Batting	Description
9.0	A continuous batting order will be used. All players must stay in the same batting order throughout the game. If a player shows up late, they will be placed at the bottom of the batting order. If a player shows up after a full batting rotation, the player will enter the lineup after the last batter; the second time through the order. If a player leaves game, no out will be recorded for that spot in batting order.

9.1	If a player is injured during a game and cannot take their turn at bat, that player will be taken off the batting rotation and will have to sit remainder of the game with no penalty.
9.2	There will be no penalty for stepping out of the batter's box between pitches. The batter shall not leave his position in the batter's box after the pitcher comes to the set position or starts his windup (the pitch counts if the batter leaves after this time).

Bats	Description
10.0	The official bat for league play shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle. Weight shall not exceed 31 ounces including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to the touch the taper or barrel of the bat.
10.1	The 5-ounce bat rule will not be enforced.
10.2	Big Barrel bats are allowed.
10.3	The use of an illegal bat will result in the batter being called out and any play resulting from it will be nullified. A second occurrence player will be suspended from game. Head Coach will be suspended from game.
10.4	All required graphics, including USSSA or USA markings, must be permanent and cannot be applied as decals or by any other method. See examples.



Courtesy Runners	Description
11.0	Courtesy runners may not be used except in the event of an injury to a base runner. Injured player must be able to run their own bases next time at bat or taken out of the lineup for the remainder of the game with no penalty.
11.1	Courtesy runner for injured player will be the last out that was made.

Base Running	Description
12.0	The runner may not lead off or steal any bases. After the third strike, the ball is dead. Runners may not advance.

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Slide Rule	Description
13.0	The base runner must slide or attempt to avoid body contact <i>when a tag is being attempted or on a force play</i> to avoid collisions and possible injuries.
13.1	Violation results in the player being called out; the ball is dead.
13.2	A fielder may not block a base or home plate without the ball. If he does, the runner is safe (unless the ball is in flight).
13.3	Any runner is out when sliding headfirst while advancing a base. Does not apply when returning to a base from a rundown or pick off situation.
13.4	For safety, all runners should run through first base (the intent is to teach running through 1 st base).
Pitching	Description
14.0	Batter gets 3 strikes. If batter will not swing at pitches in the strike zone, then pitcher (coach) must tell player to start swinging or call pitches strikes. There are no base-on-balls. There will be a maximum of 8 pitches in the strike zone without swinging per batter; result is the batter is out.
14.1	The defensive pitcher must stand no further than 5 feet from coach that is pitching.
14.2	Up to 2 defensive coaches can coach their players from outfield, Coaches must not be in field of play and must not come into field of play to assist a fielder or make a call on a play. Four outfielders can be used, which must stand in the outfield grass when the ball is being pitched.
14.3	Head coach or an assistant will pitch overhand to their own players when they are batting. A coach can only pitch underhand to a maximum of 2 players that cannot hit overhand pitches during the game. These two players must be identified to opposing team prior to pitching to that player.
Overthrows	Description
15.0	<u>Runners are not allowed to advance on any overthrow.</u> Purpose is to teach kids to attempt to make force out plays.
Dead Ball Rule	Description
16.0	If a player is already past a base and considered to be advancing to the next, they are advancing to the next base and may continue.
16.1	Runners may not continue to advance once a batted ball to the outfield has been fielded and thrown back to the dirt portion of the infield (once ball hits the dirt; the ball need not be in possession of an infielder). Purpose is

	to emphasize getting ball back to infield as quickly as possible. Runners may continue to the base that they are advancing to, if the ball has not yet reached the dirt. Defensive players may still attempt to tag the runner out.
16.2	If a player hits the ball and the ball hits the coach who is pitching to the player, the ball is a dead ball.
Infield Fly Rule	Description
17.0	No infield fly rule.
Substitutions	Description
18.0	Players will play on only one team but will fill in for opposing teams with 9 or less players.
18.1	Players who are not registered players of BPAA Baseball may not participate as a substitute player.
Scorebook	Description
19.0	All players on the roster who are playing will be listed in the scorebook. This will be the continuous batting order, whether they are playing in the field or not.
19.1	Score keeper will write game start time given by umpire.
Sportsmanship	Description
20.0	A player will be automatically ejected from the game for flagrantly throwing his bat or helmet, or for displaying poor sportsmanship. No Warning. Umpire's discretion.
20.1	All Coaches, players, parents, or fans are subject to the Code of conduct. They are not to direct any verbal abuse, profanity, or any other form of ridicule at any other player, coach, umpire, parent, or fan. Any player, coach, parent, or fan doing so will be ejected from the game and will be asked to leave the park immediately. The umpire may elect to call the game a forfeit to the non-offending team.
20.2	If verbal abuse is observed and is not dealt with in a professional manner by the Head coach or Umpire, please contact a BOD member to report the issue.
Umpires	Description
21.0	All umpire's decisions are final. No protests on judgment calls will be allowed during game.
21.1	Balls and strikes are not subject to review; the umpire's call is final.
21.2	Any possible rule violations shall be directed in a professional manner to the umpire at the game. The coach must show in writing, via the High

	School Rule Book or BPAA Baseball Association Rules before the next play begins. Umpire will then review the rules and determine if a rule has been violated.
21.3	Board approved and supported umpires will be furnished for all games.
Protests	Description
22.0	Protest must be made in writing to the Baseball President. The Baseball Board will review protests. No protests are allowed on judgment calls.
Suspected Rule Violations	Description
23.0	Suspected Rules Violations should be discussed with the coaches, umpires and commissioners. Should, after having the violation brought to his/her attention, a coach willingly continues to violate the rule, disciplinary action, including forfeiture of games may occur.
Tobacco & Alcohol	Description
24.0	The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Tobacco is prohibited on all school properties. Alcohol is prohibited on all park properties in Brooklyn Park. Coaches and umpires are strongly urged to enforce this rule.
League Standings	Description
25.0	League standings will be based on points accumulated: <ul style="list-style-type: none"> • 2 points for each win • 1 point for each tie • 0 points for each loss
25.1	Tie breakers will be decided by: <ul style="list-style-type: none"> • Head to head win/loss record • Head to head run differential • Total run differential • Coin toss
25.2	Standings Listed on-line are not considered final. Not all Tie breaker rules are able to be implemented in the online system. League Commissioner will publish official standings at mid-season tournament and post season tournament if different that the online system.
Tournament Rules	Description
26.0	Mid-Season Tournament:

	<ul style="list-style-type: none">• The Mid-Season tournament structure will be determined one week prior to the tournament.• Seeding for Mid-Season tournament will be determined by the league standings by last game prior to the tournament.
26.1	<p>End of Season Tournament:</p> <ul style="list-style-type: none">• The End of Season Tournament will be determined one week prior to the tournament.• Brackets will be published by the league commissioner.• Brackets will be formed based on the League Standings at the end of the regular season.
26.2	<p>Rules:</p> <ul style="list-style-type: none">• Rules for the tournament games will be issued prior to the start of the tournament.