

San Luis Valley Baseball Rules

(Fast Pitch 10-13)

Player Eligibility

- Age is as of June 1, of the season's year, or the player is just finishing 6th grade; proof of age documentation will be required if age is protested. Documentation must be provided or shown to the team's local coordinator/Director within 24 hours of the protest or the game shall be forfeited and the player will not be allowed to play until age is verified (documentation shall be required within Coordinators and/or director of each town ONLY).

Sportsmanship

- All players, coaches and fans are expected to behave in a manner befitting of youth sports. Any violations of this code will result in the ejection of that player, coach or fan from the park.
- The umpire shall have the complete authority of the game, shall enforce sportsmanlike conduct, and has the right to declare a forfeit if necessary.
- The local site coordinator also shall have the authorization to enforce sportsmanlike conduct, to declare a forfeit, and to remove parents, coaches or fans if necessary.
- Negative cheering and taunting are considered unsportsmanlike conduct.

Umpires

- **Hosting team will provide both a home plate umpire and an in-field umpire.**
- The umpire shall have the complete authority of the game, shall enforce sportsmanlike conduct, and has the right to declare a forfeit if necessary.
- **Umpires will enforce a maximum of three adults in the dug-outs without pre-approval from the Sports Coordinators of both teams. Head coach, assistant coach(es) and/or team 'parent'. All others will NOT be allowed in the dugout.**

Game Details

- Official time is kept by the HOME scorekeeper. Umpire shall announce the game time at the start of the game. **Time limit is 6 innings or 90 minutes, whichever comes first, (See Run-rule below).**
- **A scorekeeper from each team will sit behind home plate (behind fence).** Final decision will be by what home bookkeeper shows and umpire.
- **Lightning Protocol**
 - **The Home team must monitor the lightning for the duration of warmups and games using a weather app.**

- **Lightning within 10 miles requires a 30 minute delay of game. If lightning occurs again within the 30 minutes the clock restarts. Game will be delayed a total of 40 minutes before being rescheduled/called as per the below guidelines.**
- A game is considered regulation if each team has reached and completed the 5th inning, in the event of game suspension due to adverse weather or unforeseen circumstances. If the game is called in any inning before the starting of the 5th, a new day will be established where the rest of the innings will be played.

Number of Players

- Same as High School regulations. Only 9 in the field, DH and/or EH allowed in the batting line-up. **No team should play with 10 players on the field.**
- A team can start a game with at least 6 players. If a game starts with 6 players, the game will count, unless coaches agree to consider a game a forfeit by either team.

Substitutions

- A player or players may be substituted during a game at any time the ball is dead. A substitute shall bat in the replaced player's position in the team's batting order but may be used in any fielding position.
- Coaches shall see that substitutions are properly called to the attention of the official scorekeeper or opposing coach.
- Any player, whether a starter or substitute, who has been removed from the game may reenter the game one time provided that he occupies the same position in the batting order he/she originally occupied.

Player Equipment

- All players must wear uniform shirts. Pant or short color may vary. Cleats or tennis shoes are allowed; **NO METAL STUDS CLEATS.** Protective cups are required, mouthpieces are encouraged. All jewelry must be removed.

Catcher's Equipment

- All catchers must wear a catcher's helmet, chest protector and shin guards. When warming up a pitcher without the use of a fully-suited catcher, the temporary catcher, if a minor, must wear a catcher's helmet. Helmets with throat protectors are recommended.

Bats

- Wooden, aluminum or composite-must be 2 ¼" in diameter. If aluminum or composite, the bat must be manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through its life. All bats shall not be less than 25" nor more than 33" in length. The handle of any bat may have a gripping material not to exceed 16" from the knob. All

bats must be free of dents, cracks or other defects. Unmarked bats may be used unless they are challenged.

- Any batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box if protested by the opposing team coach prior to the first pitch to the next batter. The first offense shall result in a warning; the second offense shall result in the coach's ejection.

Pitch Count Rules

- For the safety of our young pitchers, the following will be observed:

95 pitch maximum/day (pitcher may finish out the at-bat when limited is reached).

- (1) 71-95 pitches in a day requires 3 calendar days rest
- (2) 51-70 pitches in a day requires 2 calendar days rest
- (3) 31-50 pitches in a day requires 1 calendar day rest
- (4) 1-30 pitches in a day requires zero calendar day rest

- Tournament week will apply pitch count rules for play-off games(Pig-Tails), but restart for championship games.
- **Coaches should abide by pitch count rules in good faith.**
- Team rosters (with names and jersey's numbers) should be available at all games. Local score keepers or home team coaches are responsible for keeping track of pitch counts for all pitchers for both teams playing. Pitch counts must be reported along with game scores after each game to the team's local coordinator. The local coordinator will report all pitch counts to the league director. The league director shall notify coaches/score keepers/local coordinators prior to the evening games of the pitch count totals/pitcher.
- Coaches who violate pitch count and rest rules will be warned on the first occurrence. On the next occurrence, a coach will be suspended from the team's next game. If pitch count rules continue to be violated, the local coordinator and/or council of coordinators reserve the right to remove the coach from the team.

Strike Zone

- The strike zone is that area over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance as the batter is prepared to swing at a pitched ball.

Pitching Distance

- 46 feet from the front of the pitching plate to the rear tip of home plate.

Pitcher Conferences/Delay of Game

- A coach shall be entitled to request time, on defense, to talk to his players twice during the same inning while the same pitcher is on the mound without penalty. On the third

request for time with the same pitcher on the mound, the coach shall be required to remove the pitcher from the mound but not the game.

- Pitchers shall have the count of ten to deliver a pitch from the time the umpire says “play ball.”

Offense Conferences/Injury Time Outs

- One time-out shall be allowed on offense to talk to a batter during the same time at-bat. Requesting a second time-out to talk to the batter during the same at-bat shall result in the coach being removed from the coach’s box and placed in the dugout for the remainder of the game.
- A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. Also, coaches are cautioned that an umpire is the only one who can call time; coaches may only request that time be called by the umpire.

Walks

- When the umpire declares a batter 4 ball walked to base, the batter shall advance to first base and the ball is a live ball, unless official calls time. (3rd dropped strike - See rule below).

Bunting

- **For safety purposes, batters will not be allowed to fake a bunt.** Once a batter shows bunt, he must; either attempt to bunt the ball or pull the bat back and allow the pitch to pass without swinging. On the first occurrence, the batter will be warned; on the second, he will be called out.

Dug-Outs

- Only Head Coach and Asst. Coaches are allowed in the Dug-outs.

Throwing the bat/Throwing a mitt or batting helmet

- A batter shall not throw the ball, regardless of whether it is intentional or unintentional. On the first occurrence, the batter will be warned; on the second, he will be called out.
- If a fielder throws his glove, hat, or any other equipment in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense, runners shall advance two bases.
- If a batter or runner throws a helmet in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense, will be declared out by the umpire.
- The umpire has the authority to eject any player for unsporting behavior without prior warning.

Live Ball

- The ball is considered live after the umpire calls “play” and is in play. The ball remains live until it is legally caused to become dead or at the umpire’s call, “time”, suspending play. While the ball is dead, no player may be put out, no bases may be run, and no runs may be scored.
- **Exception:** runners may advance one or more bases as the result of acts which occurred while the ball was live, such as but not limited to a balk, an overthrow, interference, a home run or other fair ball hit out of the playing field.

Overthrow Rule

- If an infielder overthrows a ball and the ball goes out of play, a runner shall receive a one base award.
- If an outfielder overthrows a ball and the ball goes out of play, a runner shall receive a two base award.

Run Rule

- 15 runs after 3 innings, 12 after 4 innings, and 10 runs after 5 innings with the home team getting last at bat, except if ahead. If time remains, teams may unofficially keep playing.

Scoring

- There will be a seven (7) run max per inning per team until the last inning.

Leading off/Stealing

- There will be no leading off
- Stealing bases is allowed ONLY AFTER THE BALL HAS CROSSED HOME PLATE.
- If a runner is caught leaving too soon, the umpire shall warn the coach/player first then call him/her out.

Sliding

- For safety reasons, on close plays at 2nd base, 3rd base and home plate runners must get down and slide. If not, the runner will be called out. **NO HEAD FIRST SLIDES...** (when going forward to a base only to retrieve back to their base from where they started).

Dropped 3rd Strike Rule

- Batters may advance/run on a dropped 3rd strike. The batter may attempt to get to base, ONLY If the catcher fails to catch the **ball** on a third **strike**, and first base is open, or there are two outs, then the batter becomes a runner.

Infield Fly Rule

- An Infield Fly is a fair fly ball (not including a line drive nor an attempted bunt) **which can be caught by an infielder with ordinary effort**, when first and second, or first, second and third bases are occupied, when there are less than two outs. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

Protests

- **A protest of a judgment call will not be heard; only protests of a rule interpretation can be made.** A coach should inform the umpire of a protest immediately, and no later than five minutes after the conclusion of the game. Local coordinators should be notified by the next business day by coaches and/or officials. An official ruling will be determined by a majority vote of the council of coordinators.

Ties/Tie Breakers

- Season games may end in a tie; tournament games may not.
- Tournament seeding will be determined by:
 - A. Win-Loss-Tie record percentage
 - B. Head-to-head winner between two teams with tied records
 - C. To break a head-to-head tie for two teams who also tied in a regular season game, each tied team's record will be compared against other teams in descending order of the standings (1st, 2nd, 3rd, etc.); whichever team beat a higher seed shall surpass the other for seeding purposes
 - D. If all the above fails, a coin flip will be used