

Youth Baseball Rules and Regulations

The purpose of youth recreational athletic leagues is to provide an enjoyable organized experience under capable adult supervision for youth in Pittsylvania County. The program is organized to promote sportsmanship, cooperation, and fair play at all times while developing knowledge and skills of the game.

The Pittsylvania County Youth Baseball Leagues are governed by the “**National Federation of State High School Associations**” rules and regulations which will apply except as modified herein.

Age Classification: Playing age is that age attained by a player prior to September 30th of the current baseball season (2019).

League	Ages	Playing Field	Game Time Limits	Ball Used
10U	8-10	Bases - 60' Toe Plate - 46'	1 hour 20 minutes or 6 innings	Mark 1
12U	11-12	Bases - 70' Toe Plate - 50'	1 hour 45 minutes or 7 innings	Mark 1
15U	13-15	Bases - 90' Toe Plate - 60' 6"	2 hours or 7 innings	Mark 1

I. Player Eligibility

- A. Players must be a Pittsylvania County resident or attend a Pittsylvania County Public School to be eligible to participate. If a player moves out of the county, they may continue to participate in the program until the season is over.
- B. All players must have an Athletic Registration Form which includes the medical release and liability release completed, signed by parent or guardian and on file with the league before he or she is allowed to practice or play in a game.
- C. A child must play for the school district that he attends. Exceptions must be approved by the youth baseball board.
- D. No player will be released from his or her assigned team after the first practice.

II. Team Rosters

- A. Rosters are limited to a minimum of ten (10) and a maximum of fifteen (15) players per team.
- B. Any area fielding more than one team per age group must place players on teams using the Pittsylvania County Baseball Draft Policy. There will be NO CUTS for players that registered and paid on-time. No exceptions.
- C. For new players, a copy of their birth certificate must be kept on file with their recreation club. No roster additions will be accepted after the team's first game. Exception: the player moves into the county after the roster deadline. Player must provide proof of residency and school starting date.
- D. Team rosters must be completed on a League Roster form and submitted with payment of team registration fees to the Parks and Recreation Department by the County-wide coaches meeting.
- E. Transfer of players during the season is prohibited.
- F. Any coach found to be using an ineligible player may be suspended from coaching for a period of one year. The suspension is applicable to any and all sports from the date formal action was taken.
- G. Coaches must consent to a background screening and be cleared to coach before he or she is allowed to coach a team during a practice or game.

III. Secondary Insurance

Secondary insurance provided by the league is mandatory for all participants. The league pays the premiums from the registration fees charged to each participant.

IV. Children Playing Up

Any recreation club wishing to move a player up into an older age division must start with the oldest players in the younger league. No child is required to play up if asked. Any child playing up must be cleared through the Parks and Recreation Department.

V. All-Play Rule

1. All players in attendance must play 3 outs in the field and complete one at-bat.
2. 10U and 12U Teams - Teams will have the option of batting a continuous lineup (all kids in attendance are listed in the lineup) OR batting a "regular" lineup. IF a regular lineup is used, batting substitutions are mandatory after every player in the lineup has batted ONCE.
3. A player cannot be subbed until he has had an at-bat.
4. If a player gets sick or injured when using a continuous batting lineup, that player can be removed without the team being charged an out for his spot in the lineup; however, he cannot reenter the game.
5. Free substitutions on defense. Pitchers pulled can re-enter on defense anywhere except pitching.

VI. Extra Hitter (applies to all leagues)

- A. If a team has 10 or more players present, an EH is allowed but is not mandatory.
- B. The EH may switch with any defensive player as long as the batting order does not change.
- C. The EH can be subbed and the re-entry rule applies.

VII. Mercy Rule

- For 10U:
 1. Mercy rule, 10 runs after 3.5 innings or 15 runs after 3 innings.
 2. Once a team is ahead by 8 or more runs, that team may only advance runners on a batted ball or a pickoff attempt.
 3. Failure to comply:
 1. First Occurrence - runner returns to the base and a warning
 2. Each Occurrence after the first will result in an out.
 4. If a team is ahead by 10 or more runs after 2 innings, there is a five run limit per inning.
 5. There will be a 10-run limit per inning. If a team is ahead by 10 or more runs when coming to bat, they may not send more than 9 batters (10 if EH is used) to the plate in that inning.
- For 12U and 15U:
 1. Mercy rule, 10 runs after 4.5 innings or 15 runs after 3 innings.
 2. Once a team is ahead by 8 or more runs, that team may only advance runners on a batted ball or a pickoff attempt.
 3. Failure to comply:
 1. First Occurrence - runner returns to the base and a warning
 2. Each Occurrence after the first will result in an out.
 4. There will be a 10-run limit per inning. If a team is ahead by 10 or more runs when coming to bat, they may not send more than 9 batters (10 if EH is used) to the plate in that inning.
 5. 12U – If a team is ahead by 10 or more runs after 2 innings, there is a five-run limit per inning.

VIII. League Rules

- A. Before games begin, a maximum of two (2) practice sessions per week, at one and ½ hours per session may be held.

- B. A week starts on Monday and ends on Sunday.
- C. After games begin, one or two practice sessions per week, at one and ½ hours per session and one or two games are possible per week. A maximum of three events per week are permitted.
- D. One or two umpires will be assigned to 10U games. Two umpires will be assigned to 12U games. One umpire shall be sufficient to play a 12U game.
- E. If any player is benched for disciplinary reasons, the opposing coach and the official scorekeeper must be notified prior to the start of the game.
- F. A team must have nine (9) players to play a game.
- G. All players should wear proper safety equipment (i.e. boys should wear a cup).
- H. Teams will be given ten (10) minutes after the scheduled start time to produce the minimum number of players to begin the game. The 10-minute waiting period counts towards the time limit. After this waiting period, the game will be declared a forfeit.
- I. Each team must be supervised by a coach of at least 21 years of age at all times during practice and games.
 - 1. Only the head coach and two assistants will be allowed in the dugout during games. These coaches must be listed on the roster submitted to the league.
 - 2. Bat boys are not allowed.
 - 3. One parent will be allowed to fill in as dugout coach should the third coach not be in attendance.
- J. No jewelry is to be worn during a game except for medical ID's or break-away necklaces. An ID should be secured to prevent injury to others.
- K. Concessions are provided at each high school field. One water cooler per team may be kept in the dugout. The cooler must be brought in by a team coach. No other food or drinks will be allowed through the gate at any game site.
- L. The Recreation Department will handle all makeup games.
 - 1. Games will only be rescheduled for school functions or inclement weather.
 - 2. The Recreation Department requires at least one week's notice in order to reschedule games caused by conflicts with school functions.
 - 3. Failure or refusal to play will result in a forfeit.
 - 4. No coaches are allowed to reschedule their games.
- M. Any game called early because of inclement weather or other act of God will be considered a complete game when:
 - 1. 10U and 12U - when both teams have batted four times, or three times when the home team is leading.
 - 2. Tie games are allowed in all divisions where a score is kept, providing both teams have batted an equal number of times and the minimum number of innings has been played.
 - 3. Tie games will count as ½ a win for both teams.
 - 4. Games not meeting the minimum requirements will be resumed from the point of termination the next time the two teams play.
- N. Game cancellations will be made by 3pm on weekdays and 7:30am on weekends.
- O. Game schedules and league standings can be obtained at www.pittsylvaniacountyva.gov/recreation.

IX. Game Play – 10U

- A. General
 - 1. Game time will be 1 hour and 20 minutes and the current inning will be finished.
 - 2. Home team will not bat if they are leading after 1 hour and 20 minutes. New inning begins when the last batter is out from the previous inning.
 - 3. No new inning may begin after 10 p.m. Sunday-Thursday during the school year. Suspended games will be completed the next time the two teams play.
 - 4. Infield fly will be in effect.
 - 5. 60-foot base lengths.
 - 6. 46-foot pitching distance.

7. No metal cleats allowed.
- B. Batting/Base Running
1. All eligible players should be listed on the line-up for each game. 9 or 10 (with EH) players will comprise the batting order OR a team may choose a continuous batting lineup.
 2. Lineups should be given to the official scorer 15 minutes prior to the start of the game. If a player in attendance is inadvertently left off the lineup card, the player is still eligible to play.
 3. Batter may not run on third strike.
 4. Walks are dead balls once the player touches first base. Runners already on base may advance until then.
 5. Leads are allowed when the ball **leaves the pitcher's hand**.
 6. No stealing unless a wild pitch or passed ball comes to rest outside the "steal circle" around home plate.
 7. On a pitched ball that does not leave the "steal circle", there is no advancement on overthrows to the pitcher.
- C. Defense
1. A maximum of 9 defensive players are allowed on the field at a time.
 2. Each player is required to play at least one (1) complete inning (3 outs) on defense. Free substitutions on defense.
- D. Pitching
1. Pitchers are only allowed to pitch three (3) innings in a game.
 2. Pitchers are allowed to pitch no more than six (6) total innings in a week.
 3. If a team plays 3 games in one week (M-Sun), a pitcher can pitch no more than 9 innings.
 4. Throwing one pitch constitutes an inning pitched.
 5. A pitcher removed from the game can re-enter at any position except pitcher.
 6. No balks will be called; however, a runner cannot be picked-off as a result of a balk.

X. Game Play – 12U

- A. General
1. Game time will be 1 hour and 45 minutes and the current inning will be finished.
 2. Home team will not bat if they are leading after 1 hour and 45 minutes. New inning begins when the last batter is out from the previous inning.
 3. No new inning may begin after 10 p.m. Sunday-Thursday during the school year. Suspended games will be completed the next time the two teams play.
 4. Infield fly will be in effect.
 5. 70-foot base lengths.
 6. 50-foot pitching distance.
 7. No metal cleats allowed.
- B. Batting/Base Running
1. All eligible players should be listed on the line-up for each game. 9 or 10 (with EH) players will comprise the batting order OR a team may choose a continuous batting lineup.
 2. Lineups should be given to the official scorer 15 minutes prior to the start of the game. If a player in attendance is inadvertently left off the lineup card, the player is still eligible to play.
 3. Batter may run on third strike.
 4. Walks are dead balls once the player touches first base. Runners already on base may advance until then.
 5. There are no restrictions on lead-offs or base stealing in this age division.
- C. Defense
1. A maximum of 9 defensive players are allowed on the field at a time.

2. Each player is required to play at least one (1) complete inning (3 outs) on defense. Free substitutions on defense.

D. Pitching

1. Pitching limitations are as follows:
 1. One inning or less – no rest
 2. 2 innings – 1 calendar day
 3. 3-4 innings – 3 calendar days
 4. 5-7 innings – 4 calendar days
 5. For example: A player who pitches 4 innings on Monday is not eligible to pitch again until Friday (3 calendar days, Tuesday thru Thursday)
2. Throwing one pitch constitutes an inning pitched.
3. A pitcher removed from the game can re-enter at any position except pitcher.
4. Balks CAN be called.

XI. Game Play – 15U

A. General

1. Maximum length of games will be two hours or 7 innings. If the score is tied at the end of 2 hours or 7 innings, the game will end in a tie.
2. No new inning will begin with 5 minutes or less remaining in the game UNLESS a team trails by 5 runs or less.
3. No new inning may begin after 10 p.m. Sunday-Thursday during the school year. Suspended games will be completed the next time the two teams play.
4. Infield fly will be in effect.
5. 90-foot base lengths.
6. 60' 6" pitching distance.
7. Metal cleats are allowed.

B. There is no All-Play Rule in this league.

C. Batting/Base Running

1. All eligible players should be listed on the line-up for each game. 9 or 10 (with EH) players will comprise the batting order.
2. Lineups should be given to the official scorer 15 minutes prior to the start of the game. If a player in attendance is inadvertently left off the lineup card, the player is still eligible to play.
3. Bat restrictions will follow VHSL guidelines which states that all bats must be BBCor certified.

D. Pitching limitations are as follows:

1. One inning or less – no rest
2. 2 innings – 1 calendar day
3. 3-4 innings – 3 calendar days
4. 5-7 innings – 4 calendar days
5. For example: A player who pitches 4 innings on Monday is not eligible to pitch again until Friday (3 calendar days, Tuesday thru Thursday)

XII. Slide Rule

On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. EXCEPTION – A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

XIII. Mandatory Speed-Up Rules

- A. When two outs, the catcher must have a courtesy runner. The pitcher may also have a courtesy runner but this is optional and must be done before the first pitch to the next batter. The same player cannot be the courtesy runner for the pitcher and catcher.

B. Intentional Walks – coach will notify the umpire and the batter will be sent to first. No pitches will be thrown.

XIV. Player or Coach Misconduct

Player or coach misconduct will be considered on a case-by-case basis with possible disciplinary actions of probation, game suspensions or season suspensions. If a player or coach is ejected from a game, he must leave the field immediately. Failure to do so will result in a forfeit.

XV. Tiebreaker Policy

A. Overall win/loss record will determine league champion. In the event of a tie, the following tiebreakers will determine the division champion:

1. Head to head.
2. Run differential.
3. Fewest runs allowed.

XVI. Postseason Play

A single elimination tournament will be played immediately following the end of the regular season. All teams in the league will participate. All tournament games will abide by these bylaws, including the championship game.

XVII. Protest

The baseball league will adhere to the VHSL rule regarding protests which states that there shall be no game protests with the exception of ineligible players.

XVIII. Player Suspension from School

Any player suspended from school will not be permitted to practice or play once the child has been notified of the suspension and cannot return until the day he/she returns to school.

1. The player is responsible for notifying the head coach. Failing to notify the head coach OR the head coach choosing to play the suspended player despite the suspension will result in a player and/or coach suspension determined by the league.
2. This is applicable for all practice and game sites.

XIX. Lightning Policy (per NFHS)

- When thunder is heard or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately. Avoid all metallic objects like bleachers, fencing, flag poles, etc.
- Observe the thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
- Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.
- In Pittsylvania County, the site supervisor will make the final determination of game status.