

THE BLOOMINGTON  
ATHLETIC ASSOCIATION  
(Since 1954)

# **BASEBALL RULES**



**2017**



**READ & KNOW THE 2017 RULES**

**NO SMOKING  
and  
NO ALCOHOLIC  
BEVERAGES**

**at any  
BAA Baseball Game**



# Bloomington Athletic Association (BAA) 2017 Baseball Rulebook

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**I. BAA INFORMATION AND NUMBERS**

|  |           |                  |              |
|--|-----------|------------------|--------------|
| Webpage & Weather Cancelations: <a href="http://www.BAAonline.org">www.BAAonline.org</a> |           |                  |              |
| <b>BASEBALL COMMITTEE</b>  |           |                  |              |
| City Baseball Director   |           | Kent Lindell     | 952-830-1292 |
| Mini-Mites Director  | City-Wide | Stacey Forrester | 952-210-5128 |
| Instructional Directors  | Mon./Wed. | Einer Rasmussen  | 612-801-0837 |
|  | Tue./Thu. | Dan Cagley       | 952-842-9199 |
| Mites Directors  | Mon./Wed. | Kyle Dahlen      | 952-270-2429 |
|  | Tue./Thu. | John Frein       | 651-246-0404 |
| Cubs Directors   | Mon./Wed. | Todd Abeln       | 612-916-6169 |
|  | Tue./Thu. | Chris Ebinger    | 952 220-4472 |
| Midgets Director   | City-Wide | Steve Halpin     | 952-905-0740 |
| Bantams Director   | City-Wide | Tim Grams        | 952-201-6279 |
| Majors Directors   | City-Wide | Alan Redding     | 651-238-6889 |
|  |           | Jim Sakara       | 612-978-1250 |
|  |           | Randy Macey      | 952-237-6172 |
|  |           |                  |              |
| City Scorekeeper & Field Scheduler   |           | Julie Vavrosky   | 952-884-0971 |
| Umpire Hotline ( <i>Rings Chief &amp; Coordinator</i> )                                  |           |                  | 612-564-UMPS |
| Chief Umpire   |           | Grant Gartland   | 612-564-8677 |
| Umpire Coordinator   |           | Jackie Gartland  |              |
| Assistant Chief Umpire   |           | Bryant Broderick | 612-207-4337 |
| Equipment Directors  |           | Robert Biehn     | 612-257-4341 |
|  |           | Chris Nicholson  | 612-363-2875 |
| Event Support  |           | Kim Chroup       | 952-831-0485 |
| BAA Administrative Assistant   |           | Karen Aber       | 952-649-1415 |

## **II. BAA BEHAVIORAL PHILOSOPHY**

All players, coaches and spectators are expected to act responsibly and demonstrate sportsmanlike behavior at all BAA games and practices. A primary goal of BAA is to help our children grow and mature with integrity through participation in Baseball. Winning and losing, and learning to deal with each, can be an important part of this goal, but wins and losses cannot be allowed to override our most important purposes. At all activities we want the players to have fun and be put in positions where they can improve their skills, experience success, learn and exhibit good sportsmanship.

## **III. BAA BASEBALL PARTICIPATION AGREEMENT**

As a player/coach of BAA Baseball, I understand and agree to the following expectations:

- I will abide by all the rules and regulations of BAA.
- I will not destroy or abuse BAA property or equipment.
- I will treat others with respect. This includes all teammates, coaches, umpires and opponents.
- I will not berate, make derisive remarks or verbally or physically abuse any umpires/officials at any time.
- Coaches are responsible for their behavior and that of the assistant coaches, players, parents, and spectators. Upon request of the officials the coaches have the authority to remove any spectator who is disrupting the game.

*BAA BASEBALL PARTICIPATION AGREEMENT*

- I will strive to attend all practices, games and tournaments. If I am unable to attend, I will notify my coach well in advance of the event. I will inform my coach of any extended absences due to family vacations, etc.
- As parents, we agree to set a good example and be supportive.
- It is the intent of BAA to provide a safe and enjoyable environment to all of its members. It is a privilege to participate in the BAA program. Coaches, Sports Directors and the Executive Board will deal with any member who is physically or verbally abusing another member or their property.
- Coaches, players and parents agree to read the rulebook and the behavioral guidelines and know all the rules pertinent of the sport you are participating in.



## **IV. GENERAL RULES**

The *INTENT* of a BAA Baseball Rule, as the BAA Baseball Committee determines it, takes precedence over all other rule interpretations.

The most current High School Federation Rules apply unless superseded by a BAA rule.

### **KNOW THE RULEBOOK**

*NOTE: The rulebook has a playing rules section that applies to all BAA baseball programs and specific rules for each baseball program. Each baseball program is covered by both the general rules and its specific rules.*

## **V. ETIQUETTE: COACHES, PLAYERS, FANS**

- A. All offensive players, except the base runner(s), batter and the man on deck, must remain seated on the bench at all times, except when warming up the pitcher.
- B. Only coaches are to confer with the umpires. All disputes are to be handled by the coach, with a minimum of delay and in an appropriate manner.
- C. Coaches are responsible for the conduct of the team at all times and for the conduct of the fans when so ordered by the game's umpire.
- D. No one, including spectators outside the playing area, will be allowed to badger or make derogatory remarks to umpires, players, or coaches.

*TEAM SELECTION: DRAW AND DRAFT*

*NOTE: Riding, derisive remarks, or abuse of the umpires will not be tolerated, and will be dealt with sternly by the umpires and the Baseball Committee.*

- E. Unsportsmanlike conduct - applies to ALL coaches, players, and fans.
  - 1. Profanity or the use of obscene gestures will not be allowed at any time. The umpire may choose to remove players, coaches, or fans using profane language. If it was a minor offense, the umpire may choose to warn the individual.

*NOTE: The Baseball Committee shall deal with umpires who use profanity or obscene gestures.*

- 2. Dangerous play, fighting and/or malicious use of equipment (i.e. throwing helmets, hitting bats against backstop, etc.) will result in immediate removal from the game, plus a 1-game suspension.
- 3. **Second offense** (profanity or dangerous play): Immediate removal from the game and review by the Baseball Committee before the offender may participate again in the BAA Baseball Program.

***NOTE: BAA reserves the right to prohibit a player, coach or fan from attending BAA events for multiple conduct offenses.***

## **VI. TEAM SELECTION: DRAW AND DRAFT**

- A. Instructional teams are drawn, at random, by the respective Division Directors.
- B. The BAA Baseball Committee draws mite teams, at random.
- C. To fairly distribute players at the Cub, Midget, Bantam and Majors levels, there will be a 5-player draft for each

team. If a coach has a child on the team, that player will represent one of the draft choices.

1. After the 5-player drafts, the balance of the teams will be determined by a blind draw.
2. Only 2-coaches per team will be allowed at the time of the draft and draw.
3. The BAA Baseball Committee will supervise the draft and draw.

## **VII. PLAYING EQUIPMENT and UNIFORMS**

- A. Coaches are responsible for the equipment that is issued by BAA to the teams.

*Note: ALL required BAA equipment and uniforms must be returned to the Equipment Director after the completion of the season, at the scheduled return time. This does not include T-shirts and caps.*

- B. Coaches must make sure that only BAA conforming uniforms are used during games unless exempted in the following rules. Failure to comply will result in players not playing until uniforms comply with BAA.

*Note: Players may use their own bats, gloves, and certified little league catcher's equipment and batting helmets.*

- C. BAA equipment is only to be used for BAA practices and games.
- D. All batters, base runners and on-deck hitters must wear batting helmets, which meet Little League or NOCSAE specifications at all times. Running helmets are not allowed at any time.

*Note: All safety equipment must be in place and secured, in their intended manner, at all times. This includes facemasks for Cubs.*

*PLAYING EQUIPMENT and UNIFORMS*

- E. Catchers must wear all protective gear provided by the BAA, at all times, while on the playing field. This includes mask, helmet, throat protector, chest protector and shin guards.

*NOTE: A protective groin cup must be worn by all male players (Mite and older) while practicing and playing BAA Baseball.*

- F. Baseball shoes with steel or sharp cleats/spikes will not be allowed, except at the Majors level.

*NOTE: Players wearing illegal shoes will be ejected from the game and suspended from the team's next game. A second offense will result in the player being suspended until reinstated by the Baseball Committee.*

- G. White or gray fielders' glove cannot be used at the pitcher's position.

- H. Use of an illegal bat.

1. **First offense by team:** Bat is removed from the game, batter/batter-runner is out (NFHS 7-4-1a), and Head Coach is restricted to dugout. (NFHS 4-3-3b PEN.)
  - i. Majors: Additionally, the batter/runner is ejected.

*NOTE: A second offense by the same batter/runner in the season will be cause for a review by the Baseball Committee before the offender may participate in the BAA Baseball Program again.*

2. **Second offense in same game by same team:** Bat is removed from the game, batter/batter-runner is out (NFHS 7-4-1a), and Head Coach is ejected. (NFHS 4-3-3b PEN.)
3. **Third offense in same game by same team:** Game is forfeited by offending team.

- I. Each team must have 4 of the special batting helmets for each game. In the event that 1 or both of the teams have less than 4 such helmets, teams will share helmets.

It is the responsibility of the head coach to notify the Equipment Director within 2-hours of the end of the game in order to remedy the situation.

*INTENT:*

- *Discourage sharing of helmets.*
  - *Minimize spread of contagious disease.*
  - *Expedite return/replacement of lost or damaged helmets.*
  - *Not penalize a team because it has less than four helmets.*
- J. All jewelry must be removed. Any new piercing must be covered by flesh tone tape. Exceptions to this rule see NFHS 1-5-12.
- K. Compression sleeves may be worn at any position, including pitcher. They shall not be majority white or grey and may not be distracting to the batter, in the judgement of the umpire.

## VIII. PLAYING RULES

- A. **BALKS** – Bantams and Majors only. NFHS 6-2-4.

*NOTE: Balks will NOT be called during exhibitions. Time will be called and the infraction identified, but no awards made.*

- B. **BATTING** – The batting lineup will consist of all players at the start of the game.
1. All players will bat in rotation, whether they are in the field or on the bench.
  2. Late arrivals must be inserted at the bottom of the batting order, on the lineup card. The scorekeeper must note the inning that the player arrives.
  3. No player may be added to the game lineup AFTER THE START of the 4th inning.
  4. A player unable to continue or leaving the game for any reason other than Ejection (BAA VIII.I.1) shall NOT be cause for automatic out in the batting order.

*NOTE: In a continued game, a player not present for the original game may be added (per BAA VIII.B.2 above) to the lineup at the resumption of the continued game.*

- C. **BENCH/DUGOUT DESIGNATION** – The Home Team has the Third Base bench/dugout. Visiting Team has the First Base bench/dugout.
- D. **BUNTING** – Bunting is not allowed at the Instructional, Mite, and Cub levels.

If in the umpire's judgment, a player has shown intent to bunt, time shall be called and "no pitch" will be ruled.

- E. **CATCHERS** – All teams will have their catchers for the next inning ready to play after two outs in the current inning unless the batter due up is scheduled as the catcher.

*INTENT: To stop delays and keep game moving.*

*NOTE: See also Substitute Runner (BAA VIII.CC)*

- F. **COMPLETE GAME** – A game that has finished in either a win/loss or tie.

*NOTE: See also Official Game (BAA VIII.T) and Regulation Game (BAA VIII.W)*

- G. **CURFEW RULE** – No inning will start after 8:40PM; except for games scheduled for fields with operating lights and where approved by the Baseball Committee. No inning will start after 10:00PM on lighted fields. Lights out at 10:30PM.

*NOTE: See also Official Game (BAA VIII.T) and Regulation Game (BAA VIII.W)*

- H. **DANGEROUS PLAY** – ANY player, who demonstrates behavior that appears to have intent to harm another player, shall be considered dangerous play. This includes, but is not limited to, a base runner intentionally running into a fielder, a pitcher throwing at a batter, throwing any equipment (including the ball) without regard for the safety of others. (BAA V.E.2)
- I. **EJECTIONS** – Anytime the umpire removes a player, coach or fan from the field.

*PLAYING RULES*

1. In the event that a player is ejected, that player's at-bat will be considered an out, each time that player's turn comes up in the rotation.
2. Should a player, coach or fan choose not to leave the field/park in a timely fashion after an ejection the umpire may choose to warn and then, after given adequate time, forfeit the game.

J. **FIELD DIMENSIONS** – Refer to back cover of rulebook.

K. **FIELDER OBSTRUCTION** – NFHS 2-22-1

*NOTE: A fielder who is not fielding or in possession of the ball may not obstruct the runner's attempt to advance. The umpire will award the runner(s) the base(s), which in the umpire's judgment they would have achieved had the obstruction not occurred.*

L. **FIELD AND SAFETY CONDITIONS** – Field and safety conditions supersede all other considerations with regard to the commencement and/or continuance of a game.

*EXAMPLE: The field is not playable due to water and one team has an insufficient number of players. Field conditions take precedence. The game is postponed and will be rescheduled. There is no forfeit.*

*NOTE: If a paid umpire is present it is ultimately their decision to call the game or not.*

M. **FORFEITS** – A forfeit occurs when a team is unable to field (or bat when on offense) a minimum of 8 players. Each team is allowed 15 minutes after the scheduled start time to field 8 players.

*NOTE: Should a forfeit be declared, coaches are encouraged to loan players and scrimmage in an abbreviated game.*



- N. **GROUND RULES** – All ground rules are to be agreed upon between the umpires and coaches before the start of the game. Should an event occur which was not covered by the pre-game ground rules, the umpires shall discuss with the coaches the correct ruling.
- O. **INCOMPLETE GAME** – An incomplete game is a game called by the umpire(s) prior to be coming official. Typically this is in the case of rain or darkness. It will be resumed at a later date from the point of interruption.
- NOTE: See also Official Game (BAA VIII.T)*
- P. **INFIELD FLY RULE** – Does not apply to Instructional, Mites, or Cubs.  
  
Midgets, Bantams and Majors, the Infield Fly Rule will be called (NFHS 2-19-1).
- Q. **INJURED PLAYER** – A player removed from the field due to injury may return anytime up to their next scheduled at-bat or their team returns to defense, which ever occurs first. At that time the player or coach must decide if the player will remain in the balance game. Removal for injury does not count as a “bench” in the rotation.
- R. **LATE ARRIVALS** – Late arrivals must be inserted at the bottom of the batting order on the lineup card. The scorekeeper must note the inning that the player arrives. No player will be added after the start of the 4th inning.

*NOTE: See also Batting (BAA VIII.B)*

## S. MINIMUM PLAYING TIME

1. No player can sit-out a second inning until all players have sat 1-inning. No player can sit-out a third inning until all players have sat out 2-innings, etc. Any injured player is exempted from this rule.

*NOTE: This rule applies progressively throughout the game and includes extra innings.*

2. 13-players or fewer at the game:  
A player must play in the field a minimum of every other inning during the entire game. No player may sit on the bench for 2 consecutive innings unless that player is injured (BAA VIII.Q)
3. More than 13-players at the game:  
Players must play half the game in the field.

## T. OFFICIAL GAME –

1. **Except Majors:** A game is considered official if 4-innings have been completed (end of the 4<sup>th</sup> inning) or 3-1/2 if the home team is ahead (middle or bottom of the 4<sup>th</sup> inning).
2. **Majors:** a game is considered official if 5-innings have been completed (end of the 5<sup>th</sup> inning) or 4-1/2 if the home team is ahead (middle or bottom of the 5<sup>th</sup> inning).
3. If an Official Game is called prior to becoming a Regulation Game (BAA VIII.W) the score will reset to the end of the last complete inning, unless in the game is in the bottom of an inning and the home team is leading or tied.

*NOTE: See also Curfew Rule (BAA VIII.G) and Regulation Game (BAA VIII.W)*

**U. PLAYER ROTATION**

1. Mites, Cubs & Midgets
  - i. No player will be allowed to play more than 2-innings in a row in the infield or outfield.
  - ii. A player cannot play at the catcher position more than 3-innings per game.
  - iii. Any individual playing the catcher position must also rotate through at least 1 infield position (1B, 2B, 3B, SS or pitcher) and 1 outfield position (LF, LCF, RCF or RF) each game.
2. Bantams
  - i. Each player must play at least 1 infield and 1 outfield position by the end of the 4th-inning.
3. If a team has ONLY 8-players, then the catcher is considered an outfield position.

*INTENT: Rotate the players so skill development and an equal learning opportunity are available to all players at the various positions. This rule continues to apply in games that go into extra innings.*

*NOTE 1: See also Minimum Playing Time (BAA VIII.S) and Rotation Examples (BAA XIX).*

*NOTE 2: Should a rotation exception be needed for the safety of a player with special needs, the BAA City Baseball Director will issue written approval to be presented by the coach.*

4. Procedure in case of infraction (each time):
  - i. The offensive coach will request time.
  - ii. The defensive coach will present his/her Player Rotation Sheet to the umpire.

*PLAYING RULES*

- iii. If an infraction has occurred:
  - a. The player(s) who are the cause of infraction will be moved to an appropriate position.
  - b. A run will be given to the offensive team.
  
- 5. Should a team be unable to field a legal rotation, the game will be forfeited.

*NOTE: This rule is not retroactive. A coach will not be able to use this rule to change a play that has already occurred.*

- 6. Coaches will exchange completed player rotation sheets at (or prior too) the pre-game conference, including player numbers, player names and positions.

*PENALTY: The offending coach will be restricted to the dugout for the remained of the game and will still need to provide a rotation sheet.*

*NOTE: Mistakes occur. Help each other so everyone plays and has fun!*

- V. **PREGAME** – For Mites and older pregame timing is as follows:

| <b>Time to Start</b> | <b>Event</b>                         |
|----------------------|--------------------------------------|
| 1:00:00-0:40:00      | Home: Batting cage (if available)    |
| 0:40:00-0:20:00      | Visitor: Batting cage (if available) |
| 0:30:00              | Home: Infield practice               |
| 0:20:00              | Visitor: Infield practice            |
| 0:10:00              | Infield clear for inspection         |
| 0:08:00              | Umpires/Coaches meeting at Plate     |
| 0:03:00              | Home takes the field                 |
| 0:00:00              | First pitch                          |

*NOTE: Intent of this rule is to allow time prior to the game for the umpires' and coaches' to review ground rules.*

*NOTE: See Instructional Rules for game timing*

#### W. **REGULATION GAME** –

Instructional – No inning shall begin after 45-minutes  
 Mites, Cubs, Midgets, and Bantams – 6-innings  
 Majors – 7-innings

1. **Single Game:** No inning may begin after 2-hours & 10-minutes from the scheduled start of the game.
2. **Double-header:** No inning of either game may start after 1-hour & 50-minutes. After 2-hours the game is over.
3. If enough innings have been played, in order to qualify the contest as an official game, and the score is tied when the time limitation has been reached, the game is considered complete.

*NOTE: See also Curfew Rule (BAA VIII.G) and Official Game (BAA VIII.T)*

- X. **RUN LEAD RULE** – A game is over, and considered complete when a team has had a number of at-bats greater-than or equal-to the leading team.

AND...

1. Trails by 15-runs or more after completing a minimum of 4 at-bats (Cub-Majors).  
OR
2. Trails by 10-runs (15-runs for Mites) or more after completing a minimum of 5 at-bats (Mites-Majors).

*NOTE: For games called in 4-innings, teams are encouraged to scrimmage for 5<sup>th</sup> inning.*

#### Y. **RUNNER INTERFERENCE** – NFHS 8-4-2

*PLAYING RULES*

*NOTE: The runner must yield to the fielder who is attempting to field a batted or thrown ball.*

Z. **SLIDE RULE** – This applies to all ages of play in BAA.

1. If a base runner is involved in a PLAY at a base/plate and did NOT slide; PLAY IS DEAD at the time of interference and the runner is OUT (NFHS 5-1-1e).

*NOTE: This rule does NOT apply between home and first base.*

*NOTE 2: For the purposes of this rule a PLAY is defined as the runner and fielder being in proximity of one another and the fielder is in the act of catching, or in possession of, the ball.*

2. A base runner will be awarded 1-base when, in the judgment of the umpire, the base runner is forced to slide due to a fielder faking a play or tag.
3. Should a fielder attempt to tag the runner in an area not within a reasonable sliding distance from the base/plate the runner must attempt to avoid the tag without leaving the base path.

*NOTE: For clarification see NFHS 2-32-1 & 2-32-2*

AA. **STEALING** – Second Base stealing is allowed at the Cub level. All Base/Plate stealing is allowed at the Midget level and above.

BB. **STRIKE ZONE** - The strike zone is the armpits to the knees. When any portion of the ball passes over any portion of the plate from the armpits to the knees, when the batter assumes his/her natural batting stance, it is a strike.

*NOTE: Umpires should always call both looking and swinging strikes, as it teaches the player the strike zone and speeds play.*

- CC. **SUBSTITUTE RUNNER** - A substitute runner may be used for an injured player, or after 2-outs in the current half-inning, for the scheduled catcher, if he/she reaches base. The only player allowed to be a substitute runner is the player who recorded the last offensive out.

*NOTE: Have the runner ready with helmet prior to asking the umpire for time to substitute runners.*

DD. **TIME** -

1. **Calling Time – Instructional-Midgets:**  
Time will be called when in the judgment of the umpire the play is completed.  
This occurs when the ball is controlled in the infield (the infield is defined by the baselines running to and from 2<sup>nd</sup> base) and runners are not advancing, and/or the fielder with the ball appears to have no intent of making a play on a base runner.
2. **Awarding Bases – Instructional-Cubs:**  
If, when time is called, the base runner is more than halfway to the next base, the base runner will be awarded the base that he is more than halfway to. This is in the judgment of the umpire.

*NOTE: An adult pitcher is not considered an infielder and players should be taught not to throw to the adult pitcher until time has been called.*

*INTENT: Prevent excessive advancement on the part of the runners, which, at that point, would become base stealing.*

3. **Bantams and Majors:** Time will be called by the umpire, if needed, when runners are no longer advancing and the ball is controlled by an infielder

*PLAYING RULES*

- EE. **TIME BETWEEN INNINGS** – Teams will be given 2-minutes from the last out of the previous half-inning to complete their warm-ups, return all extra balls to the dugout and be ready to start the next half-inning.



## IX. PITCHING RESTRICTIONS

- A. **APPLICATION** – Restrictions apply to player-pitch levels (Cubs-Majors)
- B. **PER GAME INNING RESTRICTIONS** –
1. See each level for specific inning counts.
  2. If a pitcher throws 1-pitch it is considered a full inning.
  3. Majors only: All pitching must be consecutive.

*NOTE (Majors): Consecutive pitching does not allow a player to return to pitcher after any other teammate has pitched.*

- C. **PER WEEK INNING RESTRICTIONS** –
1. See each level for specific inning counts.
  2. A week begins on Monday and ends the following Sunday.
  3. Exemptions to this rule are limited to BAA Weekend and Tournament play.
  4. Restrictions apply to any innings of any completed or incomplete games in that week.
- D. **PENALTIES** –
1. Violation(s) of this rule require that the game in which the violation(s) occur be automatically forfeited.
  2. If the violation(s) occur in a game that resulted in defeat, the most recent victory prior to the violation will be declared a loss, without affecting that opponent's record.
- E. **COACHES' TRIPS TO THE MOUND** – Coaches may make only 1 trip to the mound per inning, per pitcher,

## *PARTICIPATION*

to confer with the pitcher. On the second trip the pitcher must be removed as pitcher, and replaced with another eligible player from the **infield (Cubs-Bantams) or on the field (Majors only)**. No max number of trips to the mound per game.

## **X. PARTICIPATION**

- A. Any child, who lives in Bloomington, or has received approval from the BAA Baseball Committee, is eligible to participate in the BAA program. Any child playing BAA baseball must be signed up or registered for that particular season.
- B. Players are encouraged to attend every practice and game. For frequent unexcused absences, the Division Director may determine that the player not be allowed to play in a game(s) or be dropped from the team.
- C. The use of an ineligible player in a scheduled game will result in automatic forfeiture of all games in which the ineligible player participated.

*NOTE: If both teams used ineligible players in a scheduled game, both teams will be charged with a loss and the game will not be replayed.*

- D. Any player using an assumed name, giving an incorrect grade, or playing with a team other than the one with his/her placement, will be suspended for the season.
- E. A coach knowingly using ineligible players will be suspended from coaching in BAA Baseball. This will be forwarded to the BAA Executive Board for action.

*NOTE: The rule against the use of an ineligible player will be enforced with or without a formal protest.*

## **XI. POSTPONEMENT - Instructional and Mites**

- A. All games are to be played as scheduled. However, the BAA Baseball Director may approve a postponement for a valid reason with 48-hours notice.
- B. Postponed and incomplete games must be completed within 14-days of scheduled game date. Arrangements are to be made through the Division Directors.
- C. The BAA Baseball Director shall have authority to postpone games due to weather or field conditions up to 2-hours before game time.
- D. A coach from each team and umpires will confer to postpone a game if conditions become dangerous and hazardous prior to game time or during the game.

*NOTE: Coaches must notify their Division director of the decision ASAP.*

## **XII. POSTPONEMENT – Cubs and above**

- A. If the City Baseball Director does not call the game prior to 4pm the umpire will call the game at the field, if necessary.
- B. Postponements will be handled along to this timeline:
  - 1. First postponement of the week
    - i. Is rescheduled for Friday night, same time, same field (verify with City Scheduler).
    - ii. UNLESS coaches can agree to another night and notify the City Scheduler by 10pm Thursday night.

*POSTPONEMENT – Cubs and above*

2. Second postponement of the week
  - i. Is rescheduled for Saturday morning, 9:00am, same field (verify with City Scheduler).
  - ii. UNLESS coaches can agree to another night and notify the City Scheduler by 10pm Friday night.

### XIII. PROTESTS

- A. The umpire will decide all questions and disputes at the time the dispute arises.
  - 1. Any decision involving the umpire's judgment **CANNOT** be protested.
  - 2. Any decision involving any umpire's interpretation of a baseball rule may be protested.
  
- B. Steps in filing a protest:
  - 1. The coach of the team wishing to protest must notify the umpire in charge of his/her intent to protest at the time of the incident and before the next pitch.
  - 2. The umpire will inform the opposing coach and the scorekeepers. Notations will be made, on the score sheet as to the nature of the incident that caused the protest and the current game situation (runners, count, etc.).
  - 3. The PROTESTING COACH must file a written protest with the Chief Umpire within twenty-four (24) hours of the completion of the game being protested.
  - 4. The protesting team must be able to prove conclusively the charges made concerning the protest.

*NOTE: Compliance with all the proper steps in filing the protest is the sole responsibility of the protesting team and its coaches.*

## **XIV. INSTRUCTIONS TO SCOREKEEPERS**

- A. An official scorekeeper will score all games. The home team supplies the scorekeeper.

*NOTE: Both teams should have a scorekeeper present at all games.*

- B. Scorekeepers should be present at least 15-minutes before the start of the game.
1. 10-minutes before game time obtain the lineups from the coaches and enter them on the score sheet.
  2. Count the number of players on each team at game time and enter that number on the upper left-hand corner of the score sheet.
  3. Write the names of the umpires in the assigned place on the score sheet. If you have a paid umpire have them sign the score sheet prior to the start of the game.
  4. Write team names and division in assigned place on score sheet.
- C. In the event of confusion as to the proper order of the lineup, the scorekeeper shall immediately request "time" of the umpire and play shall not resume until the lineup is in proper order (NFHS 7-1-1 & NFHS 7-1-2).
- D. In the event of a protest, the scorekeeper will make notations on the score sheet as to the nature of the incident that caused the protest and the current game situation (runners, count, etc.).
- E. Immediately upon completion of the game the scorekeeper will complete the score sheet totals.

- F. The winning teams' score information must be turned in to the League Score Keeper that night via the BAA Website.
1. **First offense:** Call from your director.
  2. **Second offense:** Automatic forfeit of the game.

## **XV. INSTRUCTIONS TO UMPIRES**

- A. Umpires are expected to arrive at the field 20-minutes prior to game time. Allow yourself adequate time to inspect the field for hazards, inspect and adjust umpire equipment, conduct a pre-game meeting with the coaches, scorekeeper, and other umpires.
- B. Umpires are responsible for enforcing BAA and NFHS rules. Read and know the rules. To do otherwise is a disservice to the players, coaches, fans and other umpires.
- C. Set the example for good sportsmanship. Look and behave like a caring baseball fan and arbiter.
- D. Never lose your temper.
1. Attempt to resolve conflicts in a cooperative manner. Unless the situation is severe/malicious and reason dictates that the drastic action of ejecting someone from a game must happen immediately, give the parent, coach or player a warning - and the opportunity - to correct the inappropriate behavior.
  2. Remember, every call you make will usually get the support of only 50% of those on hand; that is the nature of the game, do not get defensive. Protests can and do happen.

*INSTRUCTIONS TO UMPIRES*

- E. All of the protective umpiring equipment must be worn by all home plate umpires (**paid and volunteer**) for all Cub games and higher. Baseballs and bats do not discriminate between faces, heads and bodies of adults or youths.

*NOTE: Report defective, missing and damaged BAA umpire equipment to the team coach (volunteer umpires) or to the Equipment Director (paid umpires).*

- F. Work with your umpiring partner as a team. Hold your judgment unless it is your call. Be prepared to offer your view of the call **ONLY** if asked.
- G. Be alert at all times. Be in position to make the call. Hustle. Keep the game moving.
- H. If dangerous weather and/or lightning represent any threat, suspend play and take cover until the threat no longer exists. Lightning can and does kill. Always err on the side of safety. Wait at least 30 MINUTES to see if you may be able to resume your game.
- I. Prior to the pregame conference, all umpires (paid and volunteer) are to sign each team's scorecard. Paid umpires are to put their shirt number on the scorecard, as well.
- J. Report any problems to the Chief Umpire. Your questions and suggestions are always welcome.
- K. When using volunteer umpires the home team will designate an adult to be the home plate umpire. The home plate umpire will count pitches and help the batters and catchers of both teams. The visiting team will designate an adult to be the field umpire.



## XVI. FIRST AID

- A. Call the Bloomington Police Department for emergency first aid or assistance.

### **EMERGENCY PHONE NUMBER: 911**

- B. First Aid Kits are supplied to each coach as part of their team equipment.
- C. Handle all injuries with concern. After an injured person is taken care of, call your BAA Division Director for information about insurance and to notify him/her of injuries to players or others, **but FIRST take care of the injured person.**
- D. A player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The bloodied portion of the uniform must be properly disinfected or the uniform changed before the athlete may participate.

## **XVII. PROGRAM SPECIFIC RULES**

- A. Each baseball program has a set of specific rule designed to help meet the goals of those respective programs.
- B. **GRADE LEVELS** – The participant’s current grade at the start of each season determines the PROGRAM LEVEL.

**Instructional** – Kindergarten and 1st Grade

**Mites** – 1st and 2nd Grade

**Cubs** – 3rd and 4th Grade

**Midgets** – 5th and 6th Grade

**Bantams** – 7th and 8th Grade

**Majors** – 9th through 12th Grade

### **INSTRUCTIONAL**

*Instructional Program consists of Kindergarten and 1st Grade children, based on their current grade at registration.*

- A. Instruction in the game of baseball is the emphasis of this specific program.
- B. Each Instructional night will be 1-hour and 30-minutes in length. The first 30-minutes will be a practice, with the home team in the outfield and the visitors in the infield. The remaining 1-hour will be a game, with no inning starting after 45-minutes.
- C. 11-players will play in the field at one time. Only 13-players will be placed on each team. 5-players will play in the outfield.
  - 1. The tenth and eleventh players must play in the outfield.

*INTENT: To allow a tenth and eleventh player to participate as an outfielder on defense. The outfield is defined as the area beyond the grass line of the infield. It is further the intent of this rule to limit, but not restrict, outfielders from fielding from an infield position.*

2. While BAA baseball usually requires a minimum of 8-players for a team to compete in a game; for the Instructional League, the Baseball Committee encourages the teams to have a "fun" game if a minimum number of players are not present.
  3. Teams having less than 11-players in a game must fill the (fielding) pitcher and catcher positions.
- D. Each team will have 4-coaches.
1. 1-coach will pitch to the children, encouraging and helping the children with their batting.
  2. 2-coaches will help the children with their fielding and will be in the outfield to help the fielding team.
  3. 1-coach will help on the bench, organizing both the batting order and where the players are to play in the inning.
- E. No scores or standings will be kept.
- F. A player cannot play in the infield or outfield 2-innings in a row. The catcher's position is exempt from this rule.

*NOTE: Players available will be taken into consideration for this rule to apply. Also refer to Rotation Examples in the back of the rulebook.*

*INTENT: Encourage coaches to give all players the opportunities to play all positions.*

- G. When a team is at bat, the side is out when all players have batted; **three outs will not end the inning**. The

*INSTRUCTIONAL*

team is retired (out) and play is dead when **ALL** players have batted in their half-inning.

- H. All players will bat in rotating order: Based on the written order at the start of the game.
1. **1st Inning:** Batting order is players 1 through 13.
  2. **2nd Inning:** Batting order is players 5 through 13, and 1 through 4.
  3. **3rd Inning:** Batting order is players 9 through 13, and 1 through 8.
  4. This rotation continues through the end of the game.
- I. Each batter is allowed **7-pitches**. The batter is walked if the seventh pitch is not hit. There are no strikeouts. The batter may continue to foul off the last pitch until it is missed or put into play.
- J. Pitching will be done by the coaches or by persons, other than a player, designated by the coaches. Pitching will be no closer than 35 feet and no further than 42 feet. Pitching distances can vary with each pitch. Pitching can be either overhand or underhand, as determined by the coach/pitcher.

*INTENT: To allow each batter an opportunity to hit the ball and the players in the field to make the defensive play.*

1. If the adult pitcher catches/fields a batted ball, or is hit by a batted ball, the ball will be ruled dead immediately and the action ruled "no play". The batter will not advance to first and the base runner(s) are to return to the base(s) occupied at the time of the pitch. The pitch will NOT count

- towards the batter's 7- pitches. The pitch MUST be remade.
2. The designated pitcher may give verbal instructions from the playing field.
- K. The team in the field will have a designated fielding pitcher, who will fill the pitcher position. The player will be placed at the pitching distance of 40-feet and must be within 5-feet to the right or left of the adult pitcher.
- L. Bats must not exceed a length of 28" and must bear a "Little League", "Youth Baseball", or "USSSA" permanent marking.
- M. There is no advance other than by a batted ball.
1. No leading off or stealing is allowed. However, a relaxed step is permitted after the ball crosses the plate.

*PENALTY: Runner is returned to his/her original base.*

- N. Time – See BAA VIII.DD
- O. Batters/runners may not advance more than 2-bases on any hits to the outfield.
- P. Runners putout by a defensive play, must be retired to the bench.

*INTENT: To teach players all aspects of the game of baseball, including those that maybe difficult.*

- Q. Minimum playing time – See BAA VIII.S
- R. When games are played on grass infields, the defense may not "set up", prior to the pitch, any closer to the plate than the edge of the infield grass. If play occurs

*INSTRUCTIONAL*

on an infield without grass, the defense may not "set up", prior to the pitch, any closer to the plate than three feet inside the baseline.

## MITES

*Mites consist of 1st and 2nd grade children, based on their current grade at registration.*

### A. Pitching –

1. Each batter is allowed **seven (7) pitches**.
2. There are no walks.
3. There will be no **CALLED** strikes. A batter can only strike out by swinging strikes (3 swings).
4. The batter may continue to foul off the last pitch until it is missed or put into play.
5. Pitching will be overhand from one of the coaches, or by persons, other than a player, designated by the coaches.
6. The Adult Pitcher will be 40-feet from home plate with a player, the “designated fielding pitcher”, within 5-feet on either side of them.

*INTENT: To have players swing at the ball*

7. If the adult pitcher catches/fields a batted ball, or is hit by a batted ball, the play is dead immediately and the action is ruled “no play”. The batter will not advance to first and the base runner(s) are to return to the base(s) occupied at the time of the pitch. The pitch will NOT count towards the batter’s seven (7) pitches and MUST be remade.
  8. If the adult pitcher catches a thrown ball, time will be called immediately and play is stopped. Base runners will be placed according to the time out rule.
- B. 10-players will play in the field at one time. The tenth player must play in the outfield.

## MITES

*INTENT: To allow a tenth and eleventh player to participate as an outfielder on defense. The outfield is defined as the area beyond the grass line of the infield. It is further the intent of this rule to limit, but not restrict, outfielders from fielding from an infield position.*

*NOTE: Teams having less than ten (10) players in a game must fill the (fielding) pitcher and catcher positions.*

- C. Each team will have 4-coaches.
  - 1. 1-coach will pitch to the children, encouraging and helping the children with their batting.
  - 2. 2-coaches will help the children with their fielding and will be in the outfield to help the fielding team.
  - 3. 1-coach will help on the bench, organizing both the batting order and where the players are to play in the inning.

*NOTE: The adult pitcher shall remain in/around the pitcher's mound during live-ball action, not moving around the diamond coaching.*

- D. Bats: Bats must not exceed a length of 28 inches and all non-wood bats must bear a "Little League", "Youth Baseball", or "USSSA" permanent marking.
- E. There is no advance other than by a batted ball.
  - 1. No leading off or stealing is allowed. Runners must remain in contact with the base until the pitched baseball has crossed the plate.
  - 2. The batter is automatically out on a dropped third strike. No runners are allowed to advance.
  - 3. When the advance is due to a batted ball, base runners may advance additional bases in accordance with baseball rules.



- F. The team at bat is retired and play is immediately dead when:
1. 3-outs have been made according to baseball rules
  2. OR in the first 5-innings, when the team at bat has scored 7-runs.
- G. When games are played on grass infields, the defense may not "set up", prior to the pitch, any closer to the plate than the edge of the infield grass. If play occurs on an infield without grass, the defense may not "set up", prior to the pitch, any closer to the plate than three feet inside the baseline.

## CUBS

*Cubs consist of 3rd and 4th grade children, based on their current grade at registration.*

- A. To help encourage the coaches to develop more pitchers:
  - 1. The maximum number of innings that a player is allowed to pitch per day, or per game, is 2-innings.
  - 2. A pitcher is not allowed to pitch more than 4-innings per week.

*NOTE: See also Pitching Restrictions (BAA IX.B and IX.C).*

- B. 10-players will play in the field at one time. The tenth player must play in the outfield. Teams having less than 10-players in a game must fill the infield positions first.

*INTENT: The purpose of this rule is to allow a tenth player to participate as an outfielder on defense. The outfield is defined as the area beyond the grass line of the infield. It is further the intent of this rule to limit, but not restrict, outfielders from fielding an infield position.*

- C. Bats: All bats must be no longer than 30 inches and all non-wood bats must bear a "Little League", "Youth Baseball", or "USSSA" permanent marking.
- D. Stealing of second base ONLY is allowed after the pitched ball has crossed home plate.

*NOTE: The effectiveness of this rule change will be evaluated halfway through the season and maybe changed at anytime.*

*NOTE 2: No other runners may advance during an attempted steal.*

- E. Leading off is not allowed. Base runners will be called out, by the umpire, for leading off.

- F. Walked batters may NOT advance to second base on the same pitch.
- G. Batter is automatically out on a dropped third strike.
- H. The team at bat is retired and play is immediately dead when:
  - 1. 3-outs have been made according to baseball rules
  - 2. OR in the first 5-innings, when the team at bat has scored 5-runs.
- I. The pitcher, catcher or coach will signal intentional walks. Batter will advance without pitches being thrown (NFHS 2-4-3).
- J. No game will be rescheduled for lack of BAA umpire. If no BAA umpire shows:
  - 1. A volunteer (no pay) umpire from EACH team will be recruited to 'call' the game.
  - 2. The volunteers will rotate between the plate and field umpire positions each FULL inning

*NOTE: A full inning is both the top and bottom of the inning. See also Instructions to Umpires (BAA XV).*

- K. When games are played on grass infields, the defense may not "set up", prior to the pitch, any closer to the plate than the edge of the infield grass. If play occurs on an infield without grass, the defense may not "set up", prior to the pitch, any closer to the plate than three feet inside the baseline.

MIDGETS

## **MIDGETS**

*Midgets consist of 5th and 6th grade youth, based on their current grade at registration.*

- A. To help encourage the coaches to develop more pitchers:
  - 1. The maximum number of innings that a player is allowed to pitch per day, or per game, is 2-innings.
  - 2. A pitcher is not allowed to pitch more than 6-innings per week.

*NOTE: See also Pitching Restrictions (BAA IX.B and IX.C).*

- B. Bats: All bats must be no longer than 32 inches and all non-wood bats must bear a "Little League", "Youth Baseball", or "USSSA" permanent marking
- C. Stealing is allowed only after the pitched baseball has crossed home plate.
- D. Leading off is not allowed. Base runners will be called out, by the umpire, for leading off.
- E. Stealing home on a passed ball is allowed.
- F. Walked batters may advance additional bases according to baseball rules.
- G. Batters have the right to first-base on a dropped third strike (NFHS 7-4-1b).
- H. The team at bat is retired and play is immediately dead when:
  - 1. 3-outs have been made according to baseball rules

2. OR in the first 5-innings, when the team at bat has scored 6-runs.
  - I. The pitcher, catcher or coach will signal intentional walks. Batter will advance without pitches being thrown (NFHS 2-4-3).
  - J. If no BAA umpire shows, the game will be rescheduled. Unless a volunteer (NO PAY) umpire can be recruited to "call" the game.

## **BANTAMS**

*Bantams consist of 7th and 8th grade youth, based on their current grade at registration.*

A. Pitching restrictions:

1. The maximum number of innings that a player is allowed to pitch per day, or per game, is 2-innings.
2. A pitcher is not allowed to pitch more than 6-innings per week.

*NOTE: See also Pitching Restrictions (BAA IX.B and IX.C).*

- B. Bats: All bats must be no longer than 33 inches and all non-wood bats must bear a "Little League", "Youth Baseball", "USSSA" or "BBCOR" permanent marking.
- C. The team at bat is retired and play is immediately dead when:
1. 3-outs have been made according to baseball rules
  2. OR in the first 5-innings, when the team at bat has scored 7-runs.
- D. The pitcher, catcher or coach will signal intentional walks. Batter will advance without pitches being thrown (NFHS 2-4-3).
- E. If no BAA umpires show, the game will be rescheduled.

## MAJORS

*Majors consist of 9th–12th grade youth, based on their current grade at registration.*

A. Pitching restrictions:

1. The maximum number of innings that a player is allowed to pitch per day, or per game, is 3-innings.
2. A pitcher is not allowed to pitch more than 9-innings per week.

*NOTE: See BAA IX.B and IX.C for additional information*

B. Bats: All bats must be no longer than 36 inches and all non-wood bats must bear a "Little League", "Youth Baseball", or "BBCOR" permanent marking.

*NOTE: The "USSSA" certification is NOT accepted at the Majors level.*

- C. The pitcher, catcher or coach will signal intentional walks. Batter will advance without pitches being thrown (NFHS 2-4-3).
- D. If no BAA umpires show, the game will be rescheduled.

## VIII. ROTATION EXAMPLES (Mites-Midgets)

- A. **Legal:** Player has 1 outfield and 1 infield position by the 6th inning and is not more than 2 infield or outfield positions in a row when catcher and bench are removed from consideration.

|   |   |   |   |    |    |    |    |
|---|---|---|---|----|----|----|----|
| C | C | B | C | CF | 2B | 2B | CF |
|   |   |   |   | CF | 2B | 2B | CF |

- B. Remove "C" and "B" to determine consecutive positions.

|   |    |    |    |    |    |   |   |
|---|----|----|----|----|----|---|---|
| P | C  | B  | CF | 2B | 1B | C | C |
| P | CF | 2B | 1B |    |    |   |   |

- C. **Illegal:** Player has 1 outfield and 1 infield position by the 6th inning, but has more than 2 infield positions in a row when catcher and bench are removed from consideration.

|    |    |   |          |   |    |    |    |
|----|----|---|----------|---|----|----|----|
| 1B | 1B | B | P        | C | CF | CF | 2B |
| 1B | 1B |   | <b>P</b> |   | CF | CF | 2B |

|   |   |    |           |    |   |    |   |
|---|---|----|-----------|----|---|----|---|
| P | C | 1B | 2B        | CF | B | 1B | C |
| P |   | 1B | <b>2B</b> | CF |   | 1B |   |

- D. In the above examples, the lower row is used to determine the rotation in accordance to the rotation rules.
- E. Catcher and Bench are not considered infield or outfield positions.
- F. Remember no player can play catcher more than 3 innings per game, through the Midget Level.



- G. The above examples do not include the interpretation for an 8-player rotation. In the event you have an 8-player rotation the catcher is considered an outfield position.

## **XIX. RULE CHANGES AND ADDITIONS**

*NOTE: All rule changes and additions are noted in highlighted text.*

VII.K (page 9): Compression sleeves are allowed, provided they are not majority white or grey.

VIII.X (page 17): Added 15-run rule in 4-innings.

IX.3.Note (page 21): Clarified consecutive pitching.

IX.E (page 22): Clarified replacement pitchers for Majors.

XV: Removed requirement for umpire facemasks at lower levels.

Removed listed exceptions to NFHS Rules.

(page 46) Added Heat Policy graphic.



## BAA Baseball Heat Policy

**Heat Index  
Under 81°**

**WHITE**

Minimal danger

No special measures taken.

**Heat Index  
81°-97°**

**YELLOW**

Low danger

Coaches & parents to keep players safe and hydrated.

**Heat Index  
98°-105°**

**ORANGE**

Elevated danger

Catchers may only play 2 innings in succession.

Half innings longer than 15-mins. will take a water break.

**Heat Index  
106°-110°**

**RED**

High danger

Instr. & Mites: Games reduced to 5-innings.

Cubs-Majors: No new innings after 1-hour and 50-mins.

**Heat Index  
Over 110°**

**BLACK**

Maximum danger

All activities cancelled until Heat Index is below 110°.

- Each level implements the measures of the previous levels as well.
- Heat Index from MSP Airport as reported by NWS Twin Cities is to be used.



**BAA**  
**IS ON THE**  
**INTERNET**

**[www.baaonline.org](http://www.baaonline.org)**

**Find coaching links,  
team standings, sign-up  
dates & more!**



# BASEBALL RULES SUMMARY CHART

| <b>2017</b>           | <b>Instr.</b>                          | <b>Mites</b> | <b>Cubs</b>          | <b>Midgets</b> | <b>Bantams</b>         | <b>Majors</b>   |
|-----------------------|--|--------------|----------------------|----------------|------------------------|-----------------|
| <b>Grades</b>         | K & 1                                  | 1 & 2        | 3 & 4                | 5 & 6          | 7 & 8                  | 9-12            |
| <b>Field Size</b>     |  |              |                      |                |                        |                 |
| Bases                 | 60'                                    |              |                      | 75'            | 90'                    |                 |
| Pitching              | >35'                                   | 40'          | 45'                  | 52'            | 60' 6"                 |                 |
| Home-2nd              | 84' 10"                                |              |                      | 105'           | 127' 3-3/8"            |                 |
| <b>Pitcher</b>        | Coach                                  |              | Player               |                |                        |                 |
| <b>At Bats</b>        | No K's                                 | 3 swings     | 3 Strikes            |                |                        |                 |
|                       | 7 pitches                              |              | 4 Balls              |                |                        |                 |
| <b>Pitcher Limits</b> |  |              |                      |                |                        |                 |
| day/game              | N/A                                    |              | 2                    |                |                        | 3               |
| week                  |  |              | 4                    | 6              | 6                      | 9               |
| <b>Game</b>           |  |              |                      |                |                        |                 |
| Regulation            | 1-hour                                 | 6 innings    |                      |                |                        | 7 innings       |
| Official              | 4-innings (3-1/2 if Home is ahead)     |              |                      |                |                        | 5 (4-1/2)       |
| <b>Run Lead</b>       | N/A                                    |              | 15-runs & >4 at-bats |                |                        |                 |
|                       | N/A                                    | 15 & >5      | 10-runs & >5 at-bats |                |                        |                 |
| <b>Max Runs</b>       | N/A                                    | 7-runs       | 5-runs               | 6-runs         | 7-runs                 | N/A             |
|                       |  | 5 innings    |                      |                |                        |                 |
| <b>Infield Fly</b>    | No                                     |              |                      | Yes            |                        |                 |
| <b>Stealing</b>       | No                                     |              |                      | Yes            |                        |                 |
| <b>Leading Off</b>    | No                                     |              |                      |                | Yes                    |                 |
| <b>Players</b>        |  |              |                      |                |                        |                 |
| Field (Max.)          | 11                                     | 10           |                      | 9              |                        |                 |
| Minimum               | 8                                      |              |                      |                |                        |                 |
| <b>Bats</b>           |  |              |                      |                |                        |                 |
| Max Length            | 28"                                    | 30"          | 32"                  | 33"            | 36"                    |                 |
| Certifications        | Little League, Youth Baseball or USSSA |              |                      |                | LL, YB, USSSA or BBCOR | LL, YB or BBCOR |