



# BURNABY MINOR BASEBALL ASSOCIATION

## Abercromby Cup – Official Regulations

### General rules of play:

1. All players turning 8 or 9 in the current year (or younger) are eligible to play.
2. Before a game, each head coach must give a copy of his batting line-up to the opposing team and the home plate umpire.
3. Home Team will be the official scorekeepers and pitch counter for each game. Winning team must report score to the Concession Stand after each game.
4. During a game, coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team or umpire. There will be warning and if this continues, the coach will be ejected.
5. The BC Baseball Code of Conduct applies.  
*[Bad mouthing umpires will not be tolerated by parents or coaches. If there is a problem, both coaches can talk to the umpire in a non-threatening way. The umpire's decision will be final. If an umpire misses a rule call, both coaches are to wait till the end of an inning to go and discuss call with the umpire (they're learning too).]*
6. No new inning shall be started later than 1 hour and 45 minutes from the start of the game.  
*[Except Semi-Finals and Championship Game]*
7. The length of a legal game is 4 complete innings but no more than 6 innings of baseball.  
*[Except Semi-Final and Championship Games will not end in tie]*
8. 9 players allowed on the field per inning.
9. You must have a minimum of 8 players starting the game.
10. You can only dress 14 players per game, although you may carry as many spares as you like.
11. 3 outs or a maximum of 2 runs per inning (for pitched play), then 4, 4, and the last inning of play having a (8 run) maximum limit.
12. All players must play the infield for a minimum of 2 innings and the outfield for a minimum of 1 inning per game.
13. No player may play more than 2 innings in one position with the exception of the catcher who may play a maximum of 3 innings per game.
14. All players must sit once before another player sits twice.  
*[Rules 12, 13 and 14 are the "Fair Play" rules which are there for the benefit of the kids. Coaches must strive to adhere to them (it's not that hard). If a team inadvertently violates these rules, the opposing coach should point out the issue to make sure the violating coach is aware. If a coach blatantly violates the rules in a tournament, in an attempt to gain an advantage, an ejection and potentially a forfeit will result at the discretion of the tournament committee.]*
15. The home team will only take their last bats if the run differential is less than 8, if the run differential is 9 or more then the mercy rule will apply. If in their last at bat the home team goes ahead by 9 or more runs, the game will end.
16. When at bat, any team may pull their catcher off the bases to dress for the next inning when there are 2 outs. Only the last player out may replace them.
17. Everyone bats.
18. A Hardball OLAB level to be used. (Team to provide one dozen at team registration)

19. Base paths are set at 60 feet.

**Pitching:**

20. Pitching shall be from 42' (players may pitch from 46' but it is not mandatory. If a player elects to pitch from 46' feet, they must start and finish that inning from 46').

21. All players may only pitch 1 inning per game.

22. Pitchers can only pitch 6 innings per pitching week.

23. The pitching week is from Monday 12:01 a.m. to Monday 12:00 a.m. (Midnight).

24. Any pitcher who delivers 1 pitch to a batter shall be considered to have pitched one inning.

25. The pitcher may pitch from the "set position" without coming to a full stop before delivery. No "balk balls" will be called against the pitcher.

26. Pitcher usage scoresheet must be submitted with scoresheet to the concession at the end of each game.

27. Previous pitching usage records must be submitted to umpire and opposing coach prior to each game. For the final, the tournament coordinator will verify which pitchers will be allowed to pitch in the game prior to starting.

**\*\*Failure to comply with pitching record rules will result forfeit of the game\*\***

28. Pitchers will be used for the first 3 Innings only, the remainder of the game will utilize the Pitching Machine. From the 4th inning, batters may let the 1st pitch only pass without it being called a strike. Batters receive three (3) strikes. The plate umpire will call strikes or "no pitch" (no walks).

29. 1 trip to the mound by coaches per inning – per player. Pitcher is to be removed on a 2nd trip to the mound by coaches. The pitcher removed due to this rule may not return as a pitcher in the same game or in a later inning.

30. If a batter is hit by a pitched ball, the batter is awarded first base. If a batter is hit by a ball from the machine, the pitch is declared a no-pitch and the batter is not awarded first base.

31. Any pitcher that hits 3 batters must be removed from the pitching mound.

32. The pitching machine will be positioned at a distance of 42' from home plate. The speed shall be approximately 35 mph [Power lever (foot bar) at 6].

33. If a batted ball hits the pitching machine, the ball will declared dead and the batter will be awarded 1<sup>st</sup> base and only any forced base runners will advance one base.

## Base Running:

34. No advancing any base on a missed throw back to the pitcher (no stealing).
35. Runners may advance a base on an overthrow attempt to make the out. Exception is third base – the runner may not advance on an overthrow and must be batted home.
36. Base runners must not advance to the next base once an infielder has control of the ball. However, the base runner may advance, at their own peril, if they have already rounded the base prior to the infielder gaining possession of the ball.
37. Any base runner that overruns another base runner is declared out.
38. Leadoffs are not allowed. The ball must cross home plate before any runner(s) can leave the base(s).
39. Stealing is only allowed from 2<sup>nd</sup> to 3<sup>rd</sup> base. Players can not steal any other base.
40. No head first sliding allowed. The runner will be called out.
41. The slide or avoid rule is in effect.
42. The umpire will call obstruction on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.
43. Bunting is allowed. A bunt is considered a strike if missed or fouled. A batter that fouls a bunt on strike 3 is out.
44. Batter cannot run on a third strike dropped by the catcher.
45. Catcher interference rule is in effect. No pitch is to be called. One warning is to be issued to the catcher and if interference occurs again the batter will be awarded 1<sup>st</sup> base (per batter).
46. Players will be called out for throwing their bat.  
***[There will be 1 warning per team, any thrown bat after the team warning will result in that batter being called out, if the batter is called out, no base runner will advance.]***
47. If a player leaves a game because of an injury or an emergency, that player will be scratched from the line-up and the team will not be penalized.
48. Players who arrive late will be added to the bottom of the line-up and umpire and opposing coach must be notified.