**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 their batting line-up including last names and jersey numbers to the opposing team and the home plate umpire.
3. Home 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 a 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).]***

1. 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]***
2. 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]***
3. 9 players allowed on the field per inning.
4. You must have a minimum of 8 players starting the game.
5. You can only dress 14 players per game, although you may carry as many spares as you like.
6. Player pitchers to be used in the first 3 innings of play. Remaining innings to use pitching machine.
7. Maximum run limit of 4 runs per inning, with the last inning being ‘open’ with a 10 run maximum limit. After a complete inning, if the game is within 20 minutes of the time limit, the umpire will declare the next inning to be an open inning. If the open inning finishes before the time limit expires, then an additional open inning shall be declared.
8. Mercy rule of 10 runs after 4 innings
9. All players must play the infield for a minimum of 2 innings and the outfield for a minimum of 1 inning per game.
10. 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.
11. All players must sit once before another player sits twice.

***[Rules 13, 14, 15, and 16 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.]***

1. If time has expired and the home team is ahead, they will not take their final bats
2. 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.
3. Everyone bats.
4. Level 5 Ball to be used - teams to supply at registration and umpires will supply to game.
5. Base paths are set at 60 feet.

**Awards:**

1. MVP awarded to one player per team, per game
2. Coaches will decide which player from the opposing team will be awarded the MVP medal
3. A player not receive more than one MVP medal per trournament
4. 15 medals will be awarded to 3rd Place (Bronze) 2nd Place (Silver) and 1st Place (Gold)

**Pitching:**

1. Pitching shall be from 42’
2. All players may only pitch 1 inning per game.
3. Any pitcher who delivers 1 pitch to a batter shall be considered to have pitched one inning.
4. 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.
5. 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.
6. If a batter is hit by a pitched ball, the batter is awarded first base.
7. Any pitcher that hits 3 batters must be removed from the pitching mound.

**Pitching Machine:**

1. Pitching machine will be set with front stabilizer bar approx. 6 inches ahead of pitching rubber
2. When the pitching machine is in use, each batter will receive 5 pitches. If the 5th pitch results in a foul ball, the batter will receive an additional pitch until they ‘strike-out’ or make a successful hit.
3. At the umpire's discretion, they can declare a ‘Wild-pitch’ due to an obviously wild pitch from the machine. In this case the batter receives a replacement pitch. In this case, runners may not advance/steal on the called ‘Wild-pitch’.
4. Pitching machine to be set by BBA prior to tournament start - no adjustments will be made by teams except for the micro-adjustment knob
5. If a batter is hit by a pitching machine pitched ball, the ball/play is declared dead and the batter receives a replacement pitch
6. Catcher to return pitched ball to the player in the pitcher position
7. If a batted ball hits the pitching machine or pitching machine operator, the play is declared dead and the batter is awarded 1st base. Only forced runners will advance.
8. Batting team will supply pitching machine operator

**Base Running:**

1. No advancing any base on a missed throw back to the pitcher (no stealing).
2. 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.
3. 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.
4. Any base runner that overruns another base runner is declared out.
5. Leadoffs are not allowed. The ball must cross home plate before any runner(s) can leave the base(s).
6. Stealing is only allowed to 2nd and to 3rd base. Players can not steal any other base. Player cannot steal on a walk
7. No headfirst sliding allowed. The runner will be called out.
8. The slide or avoid rule is in effect.
9. 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.
10. Bunting is allowed. A bunt is considered a strike if missed or fouled. A batter that fouls a bunt on strike 3 is out.
11. Batter cannot run on a third strike dropped by the catcher.
12. 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 1st base (per batter).
13. 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.]***

1. 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.
2. Players who arrive late will be added to the bottom of the line-up and umpire and opposing coach must be notified.