

Belton Youth Baseball Association
Standing Rules
Amended January 17, 2017

I. General Rules

- A. All concession rules and ground rules will be adhered to as voted on.
- B. Alcoholic beverages will not be permitted at any time on practice and/or playing fields.
- C. Profanity will not be used by anyone on practice and/or playing fields. Offenders will be removed from the field/park.
- D. Smoking will not be permitted on playing fields while games are in progress.
- E. Jewelry: Due to the potential safety hazard, Players shall not wear jewelry during games. This includes items made of either metal or of a soft material. For persons wearing a medical alert bracelet/necklace, these shall be taped prior to game time.
- F. If anyone (Coach, Player or Spectator) is ejected from the field or baseball complex for misconduct, then that individual is not eligible to play, coach or attend the next scheduled league game.

II. Selection of Players and Player Agreement

- A. No player may play in two (2) different BYBA divisions in any one season.
- B. Brothers/sisters, stepbrothers/stepsisters will be assigned to the same team. Siblings of a drafted or protected player will fill the lowest draft slot the team has available. A sibling may not, however, take the place of the team's last round pick unless it is the only slot the team has remaining.
- C. In initial selection of players not assigned to a team, players will be selected from the entire group eligible to play in such league, rather than by age group.
- D. All residents must sign up by the last registration date in order to be guaranteed to play.
- E. All players must have a valid birth certificate at the time of registration.
- F. Players that sign up after Play Day become a hat pick at draft unless returning to the same team.
- G. Order of draft selection:
 - 1. Eligible team members: All registered, eligible players will be placed on teams by means of a draft conducted each year prior to the beginning of league play. An eligible team member is defined as:
 - a) An individual who has not yet been assigned to a team in the league.
 - b) An individual who has requested the Player Pool.
 - 2. Teams will draft in the reverse order of winning percentage from the prior season. This will permit the last place team to have the first draft status. In the event of a tie for place status, the tied teams' coaches will determine first draft by the toss of a coin.
 - 3. Newly established teams will pick first with no coin flip unless the league incorporates more than one new team in any given year.
 - 4. Each team will select a player in the last round of the draft.
 - 5. Each team will select a player in the first round of the draft with each team's protected players being drafted beginning in round two. Exception: Required hat picks and last round pick will take precedence over first round pick.

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6. Head coaches whose son/daughter plays on the team must be listed as a protected player except if player is returning to team from previous year where parent was not coaching.
 - a) The only stipulations to this rule will be if there is a domestic problem and a parent has turned in a written request that states the child cannot be coached by the parent, or if the player pool rule is in effect.
 - b) A coach may protect a player that does not reside in the same household of the coach with written consent from the child's parent(s) stating that it is okay for the coach to protect their child. This written consent must be submitted on or before Play Day.
 - c) All protected players must be announced before Play Day begins for that age group.
7. A team may only have three protected players on a team in any given year. This means if three players were protected last year and those players are still eligible in the same age division; the team may not protect any more players. This rule must remain in compliance with all intents of the player pool rules. All three coaches must be on the field during the games.
8. Player Pool: Allows any player the opportunity to go to another team without penalizing the player or his current team. To be eligible for the player pool, a player must meet the following requirements:
 - a) All released players must be at Play Day. Any player not at Play Day will become a hat pick with or without protected status.
 - b) Requests for releases may be initiated by the parents of the player and not by a coach.
 - c) All releases must be done by the last day of player registration, as set by the Board of Directors.
 - d) No player released to the draft may be drafted by the team that released him/her.
 - e) If a player is released for the purpose of his/her own parent to become the head coach or assistant of another team, that player is designated with protected status and must be selected in the designated draft round for protected players.
9. Players will be added to teams in the following priority.
 - a) Protected players returning to team from previous year
 - b) New protected players
 - c) Players without protect status returning to team from previous year
 - d) Brothers/Sisters of returning players that are moving up
 - e) Last round pick
 - f) Hat picks
 - g) First round pick
 - h) Any remaining open draft picks until team roster is filled
10. In the event a team has more than 8 maximum age players when all protected

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and returning players are combined, then maximum age players will be released from the team and returned to the player pool in the reverse order that they were drafted onto the team the previous year (not including hat picks) until the number of maximum age players is reduced to eight (8). This action must be taken before Play Day is held to allow the released player the opportunity to participate in the Player Pool and avoid hat pick status.

11. Hat Picks: All eligible players must go through both sections on play day (fielding and hitting) to remain eligible for the draft. If they do not attend both sessions the player will be a hat pick. Hat picks are assigned in the following manner:
 - a) The draft board shall be created to reflect all open draft slots. Open draft slots are here defined as available draft slots on a team after all obligations for last round picks, new declared protects, and returning players/siblings have been posted to the draft board.
 - b) The first hat pick shall be assigned to the team with the last (latest round and lowest draft order) open draft slot on the board. Additional hat picks will then be assigned to teams in reverse order of draft until every team has received one hat pick.
 - c) No team shall receive a second hat pick until each team has received a first hat pick. Exception: If a hat pick comes with a sibling, that team shall take both players if the team has an additional open draft slot, but will be exempted from the next hat pick round. In the event that the team does not have an open draft slot to accommodate the sibling, the hat pick will be redrawn. A hat pick may not take the place of a team's last round pick.
 - d) Once every team has received one hat pick, the process will repeat until every hat pick player has been assigned.
12. Eligible players will be drafted until each team's roster is filled. Remaining players will be placed on a waiting list.
13. Team Roster size will be set at the Board of Directors discretion based on the total number of players who sign up to play and the total number of available coaches. The goal of the Board is to set team rosters at a minimum of 10 players per team and a maximum of 12, but in order to accommodate all players who register to play the board may set the roster size at more or less than this number as necessary.

III. Coaches

- A. Coaches will be elected by application and approval of the governing Board.
- B. Claims for teams are awarded according to the following hierarchy:
 1. Returning head coach
 2. Returning assistant coach
 3. Parent of child returning to team
 4. Board member

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5. General membership

In cases where two or more people of equal priority wish to claim the same available team, the team will be awarded by random draw.

- C. In cases where there are more people requesting to coach teams than there are teams available, the Board of Directors reserves the right to vote on who shall be awarded a team based on, but not limited to, factors such as:
 - 1. Prior years serving as a coach
 - 2. Prior years serving as a Board Member
 - 3. Other service to the league, but under no circumstances shall any monetary figures have any bearing in any decision on awarding teams
 - 4. Any past experience with said person regarding behavior in the park during games
- D. All coaches are expected to set good examples for their players and spectators. See coach's agreement.
- E. If a person signs up as head coach and places his son/daughter on a team and the following year that team gets a new head coach, the past head coach may be an assistant on any following year and may fill in for the head coach during his/her absence. There will be no penalty imposed for stepping down as head coach. A head coach may not switch to another team as head coach unless moving to the next age division.
- F. When a head coach is approved at the first of the season by the Board of Directors and he/she quits, then only the Board of Directors will find and approve a new head coach.

IV. Game/Ground Rules

- A. There will be a one hour and thirty minute time limit on all Sr. Midget games. Freshman and Sophomore division games are one hour and forty-five minutes. Machine Pitch division games have a one hour and ten minute time limit. T-ball division games have a fifty-five minute time limit. A new inning will not be started after the time limit has expired.
- B. Each player on the roster, including the EH (extra hitter), must play at least six (6) outs on defense and bat at least once in all full games. In the event of a ten (10) run rule game or game cut short by time limit, the player(s) that did not play six (6) outs on defense and bat at least once MUST START and play six (6) outs on defense and bat at least once in the next game. Failure to abide by this rule will be an automatic forfeit of all games with violations of this rule.
- C. Batter, base runner, and on-deck batters must wear a helmet that covers the ears and top of head at all times. If the batter intentionally throws his helmet off, he is automatically "OUT".
- D. The infield fly rule will be used in all leagues except T-ball and Machine Pitch.
- E. Only two (2) coaches allowed on the field when on offense, except for Machine Pitch when an additional coach is required to feed the pitching machine.
- F. A coach, field rep or any player may coach bases. If a player coaches, he must wear

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- a helmet.
- G. For T-ball, Machine Pitch, Sr Midget, and Freshman divisions, a maximum of seven (7) runs will be allowed per inning. The half inning will be over after seven (7) runs or three (3) outs, whichever comes first.
 - H. During league play all Divisions (except T-ball) shall have the following run rules: 15 runs after 2 ½ or 3 innings, 10 runs after 3 ½ or 4 innings, 8 runs after 4 ½ or 5 innings. In T-ball the run rule will be fifteen (15) runs after 2 ½ or 3 innings and 8 runs after 3 ½ or 4 innings.
 - I. An injured player can be substituted. A pulled player can return to the game for an injured player if all players on the team roster have played.
 - J. When a player is being disciplined for any reason, the opposing coach must be notified and given the reason before the start of the game. If a coach has a player who is not going to play in a game for any reason, he/she shall not be put on the line-up or sub list and will not play at all.
 - K. Each player, with the exception of the catcher, must wear caps and their shirttails must be tucked in.
 - L. All equipment, such as bats, gloves, etc. must be off the playing field at all times. The on deck batter can have a warm up bat but it must be in his possession at all times.
 - M. Only the batter and the on-deck batter (who must remain in the on-deck circle), may be on the playing field when on offense. All other players must remain in the dugout.
 - N. Sportsmanship: All players, coaches, and fans must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No heckling or taunting of opposing players will be allowed by players, parents, or coaches. Excessive noise being created by base runners, either verbal or by excess hand clapping, with the sole intent to distract pitchers or other players will not be tolerated. Each individual player will be given one warning from the umpire and any subsequent activity will result in removal from the game. Players are permitted and encouraged to shout or chant encouragement to their own teammates while on the field or bench; however, players are not permitted to make comments and chant against opposing players and teams.
 - O. No regular scheduled game may be postponed without the approval of the league President or the next director in charge.
 - P. Rain out games will be rescheduled at the next opening that does not require a team to play on successive days, even if it has to be an early game.
 - Q. Games can only be rescheduled by the league President or the next director in charge.
 - R. A team will consist of at least seven (7) players. If a team cannot field at least seven (7) players, it will forfeit, regardless of the reason.
 - S. A courtesy runner may be inserted for the catcher. This player must be someone not currently in the batting order or the player who made the last out in divisions where all batters are in the lineup. (Not applicable to T-ball)

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- T. The number of non-players allowed in the dugout will be limited to three (3) coaches and either a scorekeeper or a bat boy. Any more persons than this will be removed by the umpire.
- U. Limit warm up pitches between innings to five (5) pitches or three (3) minutes whichever comes first. Limit a new pitcher's warm up to eight (8) pitches with no time limit. Time starts at the time the last out is made. Consequences of rule violation: umpire will call a strike every thirty (30) seconds if the offense is not ready to bat and a ball every thirty (30) seconds if the defense is not ready. This rule is necessary to speed up the game and prevent the last game of the day from starting behind schedule.
- V. There will be an Extra Hitter (EH) put in the line-up for all Pitch Games (does not apply to machine pitch). This means each team that has ten (10) or more players must turn in a line-up of ten (10) batters. The EH will not be allowed to substitute out of the batting line-up and the substitutes will not be allowed to enter the game or play as an EH. The EH will be allowed to take the place of any defensive player's position but must still stay in his/her original batting position. It will be mandatory that the EH play two (2) innings in the field as referred to above under Game/Ground Rules (Section IV, Item B). The penalty for not complying with this rule will be forfeiture of that game. Any board member can check this at any time during the year.
- W. All offensive players must remain in the dugout during pitching changes with the exception of the batter and on-deck batter.
- X. If a player leaves the game or is ejected from the game, and there is no eligible substitute to put in the game, that position in the batting order is considered an out.
- Y. If an injury occurs and there is no eligible sub, then the batting order can collapse. That position in the batting order is not considered an out.
- Z. If a player is ejected (not "removed") from a game, then the player is not eligible to play the next scheduled league game.
- AA. Playoff Tie Breaker Rules: to determine the division champion and runner up in the event that there are teams tied for first and/or second place, the head to head records of teams involved in the tie will determine each place.
 - 1. Example 1: if two teams are tied for 1st or 2nd place, the league President will examine the head to head records of Team A and Team B regardless of how many times the two teams have played each other. If Team A holds a 1-0 head to head win advantage over Team B, then Team A is awarded the higher place and Team B is awarded the next appropriate place.
 - 2. Example 2: if two or more teams are still tied after the examination of head to head win/loss records against each other, then the league President will order a one game playoff between the teams.
- BB. Coaches must clean up the dugout area after each game and ask team parents to utilize the trash cans available near the stands to remove trash from the stands.
- CC. Water jugs and water will be made available for teams during each game.
- DD. All rules not covered in the BYBA standing rules are covered in the TTAB rule

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book. In addition, any rule changes passed by TTAB that invalidate any of the BYBA Standing Rules shall be changed in the Standing Rules and communicated to the membership at the next general membership meeting.

EE Protest made due to ineligible player will exact rule in TTAB Rule Book (H)

FF While coaching a base the coach may not exceeded 3 feet of the coach's box before a pitch is thrown and once the ball is in play they may not pass the half way point.

V. Midget (Coach Pitch)

- A. The league can use up to (2) umpires to call bases. (1) Coach is authorized to throw pitches while his team is batting. The coach must maintain one foot on the pitching rubber while pitching.
- B. The pitcher must be at a distance of forty-six (46) feet from home plate. This is the standard distance on a midget field.
- C. Use a standard infield. The player playing in the pitcher's position must have one (1) foot on the clay or painted circle, equal to or behind the rubber (left or right).
- D. If the ball hits the pitcher it is a dead ball base hit. All runners advance one base.
- E. Bunting or stealing will not be allowed in this league.
- F. There will be no walks allowed. The batter shall receive a maximum of five pitches or three swinging strikes. If the batter does not hit the ball fair within these 5 pitches or 3 swinging strikes, he/she is out. However, if the fifth pitch or subsequent pitch is hit foul, the batter will remain at bat as long as they continue to foul the pitch.
- G. All players in this division will be required to bat, as in T-ball.
- H. For League Play, once the Pitcher has been selected for that team no substitutions can be made without both team managers' approval. The umpire may elect to remove the pitcher if it is warranted.
- I. The Pitcher must be eighteen (18) years of age or older. If the coach attempts to field the ball, it is a dead ball and the batter is out. The pitcher may not coach, direct, or speak to the batter in any way.
- J. Except for the above rules, regular league and TTAB rules will apply. All machine pitch rules apply to coach pitch.

VI. T-Ball

- A. If in the judgment of the head coach and the plate umpire, a child is ill or injured, said child will be removed from the game entirely. This includes removal from the batting order. There will be no penalty when the said child comes up to bat. Said child will not return to the game in progress for any reason.
- B. During league play, a batter may only advance one base past first base in the event of an overthrow if there is no one on base prior to the hit and the over throw reaches the fence area.
- C. During league play, a T-ball team may use a fourth outfielder who must be in the grass outfield area.

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VII. Pre T-Ball

- A. There is a maximum of twelve (12) players per team. If someone quits, inform the league President so that others may sign up to play.
- B. The bases are set sixty (60) feet apart.
- C. No scores are kept in this league. This is a non-competitive league utilized for summer activity and as a learning experience.
- D. All Pre T-ball players receive a trophy after the last scheduled game.
- E. There is a ten (10) foot semi-circle in front of home plate. Any time the ball is hit off of the batting tee and does not go outside of the semi-circle, the ball is considered foul.
- F. There is a six (6) foot circle surrounding the pitcher's rubber. The ball is blown dead when the pitcher has control of the ball within the circle with either 1 or 2 feet inside the circle.
- G. Game time is 55 minutes or 2 innings.
- H. All players on a team play the field at the same time. No players can be in front of the imaginary line from 3rd base through the pitcher's rubber to first base. Each team will utilize a catcher.
- I. All team players bat once each inning. There are 2 complete innings per game. The last batter ends the inning. (Suggestion: alternate your batters so that the same player does not always bat last)
- J. If or when a batter or base runner is put out, they must leave the field or play.
- K. Coaches act as umpires for their own team. Field reps may help if they desire. The offensive coach places the ball on the tee for his/her players.
- L. Two (2) coaches or parents may assist the players when they are on defense. You are not allowed to touch the ball, just to direct the players.

VIII. Amendments

The Association may amend the Standing Rules by a majority vote at any general membership meeting after being taken to the Rules Committee for proper wording. Mail all rule suggestions or rules changes to BYBA at PO Box 1111, Belton, TX 76513, ten (10) days prior to the general meeting.

IX. Protesting Games

All BYBA league officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: should a manager, official scorekeeper, league official, or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play; the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred.

A protest shall be considered only when based on the violation of, or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment, which does not meet specifications, must be

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removed from the game and shall not be the basis of protest.

The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager, or acting manager, may not leave the dugout until receiving permission from the umpire.

- A. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that he is playing the game under protest.
- B. Following such notice, the umpire shall consult with his partner umpire. If he is convinced that his decision is in conflict with the rules, he shall reverse his decision. If, however, after consultation he is convinced that his decision is not in conflict with the rules, he shall announce to the field director and the official scorekeeper that the game is being played under protest.
- C. The official scorekeeper, after receiving notice from the umpire-in-chief that the game is being played under protest, shall make note in the official scorebook: the exact time, player positions, base runners, count on the batter, and any other facts required.
- D. Protest made due to the use of an ineligible player may be considered only if made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game and the game shall be continued under protest or not, as the protesting manager decides.
- E. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league President within 24 hours. The umpire-in-charge shall also submit a report immediately after the game being protested is over.
- F. If it is held that the protested game violated the rules, the decision to replay the game will be made by a three (3) member protest committee.