

2019 BAC Summer Baseball – Mites, Squirts Code of Conduct

All players, coaches, and spectators are expected to act responsibly and demonstrate sportsmanlike behavior at all BAC and partner organization In-House Summer Baseball games, practices or other activities. A primary goal of the In-House Summer Baseball Program is to help our children grow and mature through participation in baseball. At all activities we want the players to have fun, to get as much playing time as possible, to be put in positions where he or she can improve and experience success, and to learn and exhibit good sportsmanship.

BAC PARTNER ORGANIZATIONS AND LEAGUE LEVELS

AGE LEVEL	BAC	VAA	PLAY	EAGAN	EASTVIEW
Mites (K-1 Grade)	•				
Squirts (2-3 Grade)	•	•			
Minors (4-5 Grade)	•	•	•		
Majors (6-7 Grade)	•	•	•	•	•
Ponies (8-9 Grade)	•	•	•	•	•
Seniors (10-12 Grade)	•	•	•	•	•

PLAYER CONDUCT

Any player who:

- ◆ Demonstrates poor sportsmanship through language, gestures, or other displays intended to degrade the activity or participates including use of profanity or verbal assaults.
- ◆ Intentionally throws equipment (bat or helmet).
- ◆ Intentionally disregards a Summer Baseball rule(s).
- ◆ Verbally abuses an umpire, coach or other players. Players are not allowed to confront umpires on calls.

Shall:

- 1st offense – player receives a warning from the umpire or players head coach.
- 2nd offense – player is ejected for remainder of game. Ejection is to be reported to the League Commissioner and Chief Umpire. Present and future ejections will be reviewed and may result in suspension/expulsion.

Any player who physically abuses an umpire, coach, or other players, or uses tobacco, alcohol or illegal drugs:

- 1st offense – player is ejected for remainder of game (no warning required). Player is not allowed to participate further until the player, his/her parents, and coaches meet with the commissioner or designee to discuss past behavior and future involvement, which may include expulsion from the league.
- 2nd offense – player is ejected for remainder of game. Ejection is to be reported to the League Commissioner and Chief Umpire. Present and future ejections will be reviewed and may result in suspension/expulsion.

Note – these offenses are cumulative throughout the entire baseball season. Depending on severity of behavior, steps may be omitted.

COACH CONDUCT

Coaches are expected to maintain a good example for both players and adults. Verbal abuse of umpires, other coaches, or players **WILL NOT BE** tolerated. Coaches are not allowed to use tobacco on or within site of the playing field or be under the influence of alcohol or illegal drugs at games or practices.

- 1st offense – Coach receives a warning from the umpire or League Baseball Committee member present.
- 2nd offense – Coach is ejected for remainder of game. Ejection is to be reported to the League Commissioner and Chief Umpire. Present and future ejections will be reviewed and may result in suspension/expulsion.
- 3rd offense – Coach is removed until he/she meets with the commissioner and a committee designated representative to discuss further involvement.

Note – depending on severity of behavior, steps may be omitted.

TEAM CONDUCT

Any team involved in two or more ejections of players, coaches, or spectators over 2 or more games within a single season will be subject to review of further participation by the commissioner or his designee. Teams that are repeatedly warned of inappropriate behaviors not necessarily resulting in ejections are also subject to review. Coaches are responsible for behavior of players and expected to control and take appropriate actions against players repeatedly violating rules of conduct. After review, sanctions may include team suspension, removal of players, or removal of coaches from participation. If a coach is removed and a suitable replacement is not available, the team will not be allowed to participate in future games.

SPECTATOR CONDUCT

If a spectator demonstrates unsportsmanlike behavior directed towards umpires, coaches, or players the following will take place:

- Initial offense – umpire will notify both coaches of the problem. Coaches are expected to take the appropriate action.
- If behavior continues – umpire will give warning to the spectators' team head coach.
- If the behavior still continues – umpire will declare a forfeit on spectators' team.

It is the policy of BAC that no spectator may use tobacco, alcohol, or illegal drugs at games/practices.

Note – depending on severity of behavior, steps may be omitted).

Enforcement of these conduct rules and omitting steps are at the discretion of the umpires or BAC Summer Baseball Committee members present at the game. Any game ejection will result in a one game suspension in accordance with Minnesota State High School rules. The BAC Commissioner will review all game ejections.

BAC IN-HOUSE BASEBALL

“Spirit of the Game”

In an effort to make Baseball an enjoyable experience for all participants, the In-House Baseball Directors have developed a “Spirit of the Game” philosophy.

BAC In-House Baseball should be an enjoyable and learning experience at all levels. Every effort should be made to play all games when players from both teams are present. Should circumstances prevail that dictate forfeiture (i.e., not enough players from one or both teams), an effort should be made to play, call it a scrimmage if you like.

Treat other participants with respect, cooperate with officials, coaches and fellow participants. Support all players, fans and coaches who teach and display good sportsmanship.

Sportsmanship is contagious! If coaches and parents exhibit good sportsmanship, players will do the same.

This is all in the “*Spirit of the Game*”.

The BAC In-House Baseball Committee

The National Federation of High School rules govern the baseball program of the BAC. The only exceptions are contained in the following special rules.

LEAGUES

Grades apply to the school year at the time of registration.

1. MITES Kindergarten and 1st Grade
2. SQUIRTS 2 2nd Grade
3. SQUIRTS 3 3rd Grade
4. MINORS 4 4th Grade
5. MINORS 5 5th Grade
6. MAJORS 6th and 7th Grade
7. PONYS 8th and 9th Grade
8. SENIORS 10th, 11th and 12th Grade

TEAM ROSTERS

1. Each team roster consists of a minimum of 10 players, but no more than 13 players. All other exceptions must have the approval of the Baseball Commissioner and of the respective Area Director.
2. Teams will be formed geographically within the various areas. Every effort will be made to assign players to teams within their own neighborhoods. However, availability and location of coaches, number of registrants, late registrations, etc. may result in players being assigned to other teams in other geographic areas.

PARTICIPATION OF PLAYERS

1. Each eligible player in attendance must appear at bat in every scheduled game. The batting order is continuous for all divisions. All players present bat in order throughout the game. If 13 players are present, then all 13 bat in rotation, while only 9 players are in the field at any one time (10 for MITES-division).
2. For MITES and SQUIRTS, each eligible player in attendance must play at least 4 full innings in the field for each 6-inning game, at least one of which must be any infield position of 1b, 2b, 3b, shortstop, pitcher or (SQUIRTS-only) catcher. A full inning is defined as three consecutive outs. The innings need not be played consecutively. This rule does not apply to called games, discipline actions (must alert umpire/coach BEFORE game,) when a player is injured either prior to or during a game, or when the 12-run rule is invoked in the SQUIRTS division. Parents and/or players are encouraged to contact the appropriate Division Director if a coach is not enforcing playing time. Violations of this rule shall be dealt with and adjusted at the time of the infraction. All infractions of this rule shall be reported to the league director after the game. An offending coach will be warned of any complaints and that any subsequent violations, either reported by a parent, player, coach, or committee member, will result in a GAME FORFEIT of future games played in violation of this rule.
3. When a player is removed from the game because of an injury, the home plate umpire AND the opposing coach must be notified at the time the injured player is removed. If the situation changes and the injured player is able to return to the game, both the home

plate umpire and the opposing coach must be notified that the injured player has returned to his original spot in the batting order. The participation rule is amended for that player to the number of innings played plus the number of innings outlined in 2 above, whichever is less.

4. Substitutes present for any game **MUST** play, subject to participation rules up to a maximum of 11 players (10 players for playoffs and tournaments).

EXAMPLES:

- a. If 10 regular team members are present, 1 substitute may play, but may not start the game on defense. (not allowed in playoffs)
- b. If 9 regular team members are present, up to 2 substitutes may play, but may not start on defense. (1 sub in playoffs)
- c. If 8 regular team members are present, up to 3 substitutes may play, but only one may start on defense. (2 subs in playoffs)

SUBSTITUTES

1. Coaches are **REQUIRED** to use substitutes from a lower BAC In-House Baseball division (see rule 2) when conditions are such that violations of the following rules are possible:
 - a. A game shall be forfeited to the opposing team when a team cannot provide 8 eligible players within 15 minutes of game time.
 - b. A game shall be forfeited to the opposing team when a team cannot provide 8 players to finish a game.
2. Substitutes may not play in two consecutive games for the same team. SQUIRTS 3 are limited to SQUIRTS 2 substitutes.
3. Substitutes must wear their own current team uniforms (***BAC IN-HOUSE BASEBALL ONLY – traveling players are not permitted.***)
4. Substitutes are not eligible to pitch, but may play any other position.
5. In all cases where substitute players are involved – please remember “THE SPIRIT OF THE GAME”. Coaches must advise each other as to intentions ***PRIOR TO PLAYING!***
6. PENALTY FOR VIOLATION OF SUBSTITUTE RULES: GAME FORFEIT.

GROUND RULES

1. The distance to the backstops, outfield boundaries and location of player benches are dictated by the limitations of the available fields.
2. The home team shall occupy the dugout on the first base line and the visiting team shall occupy the dugout on the third base line.
3. Special ground rules for each field are determined by the two opposing coaches prior to the game with the approval of the umpire.
4. Coaches are responsible to ensure that equipment used in games is safe and complies with equipment regulations. Umpires may verify equipment compliance and may disallow use on non-conforming equipment or require repair of equipment before play can resume.
5. The Division Umpire Coordinators are responsible for scheduling umpires. Two umpires are scheduled for each game through SQUIRTS division. Rotation of umpires is normal during the regular season or playoffs, i.e. the umpires will work half the game at the assigned position (plate or bases) and then switch positions for the remainder of the game unless an injury to one of the umpires occurs. This allows less-experienced umpires to work both positions on a regular basis.
6. Fields are not scheduled for practices. Fields are available for practices on a “first come, first served” basis. A team coach must be present to have a valid first claim on a field for practice. Scheduled games or make-up games have precedence over practice.
7. In cold weather/rain conditions, **BOTH** head coaches must agree to postpone a game. Home team coach must inspect the field and contact the opposing coach **BEFORE** contacting his team. If the opposing coach cannot be reached, **BOTH** teams are expected to show up at the fields and mutually agree to postpone the game. After the first pitch is thrown, the umpire and **NOT** the coaches must postpone the game. **NOTE: Leaving a message on a voice mail or with another person is considered “NOT REACHED”.**

GAME CONDUCT

A Code of Conduct (printed on the back cover of this handbook) has been developed which applies to all participants. In addition to the Code of Conduct rules, the following game conduct rules apply.

1. The umpires or any Baseball Committee Member/Area Director in attendance at a game has the authority to enforce the conduct rules.
2. When a dispute or a question of rules arises, only the team’s **HEAD** coach may confer with the officials/umpires.
3. The head coach is responsible for the conduct of assistants, players, parents and spectators. Upon request of the officials, he/she will take whatever action is necessary to allow the game to continue.
4. Spectators, players and coaches are **NOT** allowed behind the backstop during the course of the game, with the exception of fields where there are bleachers behind the backstop. In this case, spectators are allowed behind the backstop.
5. Coaches, players and spectators will not interfere with or harass umpires. The head coach will ensure the enforcement of this rule for his/her team.
6. All players, when not in the field or at bat must be on the bench, except for the on-deck batter who must not interfere with the home plate area.
7. All equipment must be behind the bench/backstop in an orderly manner and not on the field of play.
8. Only coaches and roster players are permitted in the bench/dugout areas during the games. The head coach will ensure enforcement of this policy for his/her team. Upon request of the officials, he/she will take whatever action is necessary to allow the game to continue.
9. Coaches may not mutually agree to suspend any rule(s) for any given games.
10. Alcoholic beverages are **NOT** permitted at or near practices or games.
11. The use of tobacco products by anyone during a practice or game is not allowed.
12. Electronic rule books are not permitted on the playing field. Use of electronic devices for rule interpretation by coaches or players will result in ejection from the game. The use of electronic scorekeeping devices is permitted.
13. Profanity and racial comments are not permitted and will not be tolerated. We strive to create a family environment at our events and this behavior shall not be permitted. There are no warnings required prior to an ejection occurring. Coaches may be ejected if the offending player cannot be identified. Umpires will be instructed to enforce a ZERO-TOLERANCE policy in this regard.

STANDINGS

Standings will be kept for the SQUIRTS division throughout the season. Standings will be calculated by providing each team 2 points for a win, 1 point for a tie, and 0 points for a loss. Any unplayed regular season games shall constitute a loss in the standings. The tiebreakers for teams with the same point total at the end of the season are: 1) team with the most wins; 2) Head to head, if tied the run differential between the two teams in head to head 3) if still tied after (more than two teams tied), winning percentage of head to head games of tied teams. If after the two tiebreakers the standings remain equal, the tiebreaker will be the least defensive runs allowed averaged for total games played.

POSTPONED GAMES – REGULAR SEASON

1. The umpire-in-charge may call any game when conditions, in his/her opinion, become hazardous or unplayable. Such conditions are, but not limited to rain, hail, lightning, darkness and/or sound of city sirens. See guidelines in this rule book for lightning disturbances. Games may be postponed or cancelled in their entirety if weather conditions support the decision.
 - a. A game in which 2 complete innings have not been completed will be replayed in its entirety at a mutually agreed date and time. Upon completion of 2 full innings or more, a game which is suspended will be continued from the point it was stopped. For continuance, coaches and umpires are required to initial a Score sheet to establish: last batter's order, pitch count, current pitcher and number of outs. If the Score Sheet suspended game pitcher does not start at game continuation, an inning will count against that pitcher's weekly inning count maximum. Upon game continuation, the recorded batter in the order will begin the game with the recorded pitch count, and recorded number of outs. The intent of this rule is to continue a game as if no interruption had occurred and to minimize incentives to prematurely suspend a game.
2. If at the point of a postponement a game IS NOT a legal game and does not have 2 complete innings, then it must be rescheduled and completely re-played at a later date.
3. If at the point of a postponement a game IS NOT a legal game and does have 2 complete innings or more, then it must be rescheduled and the continuation of the suspended game is played at a later date
4. If at the point of a postponement a game IS a legal game, then the score at the end of the last completed inning determines the winner.
5. If at the point of postponement a game IS a legal game and the score is tied, then it is considered a tied game in the standings. Innings pitched in such a game count toward per week pitching restrictions.
6. Postponed games must be re-scheduled by contacting the league director and/or division umpire coordinator. Games must be rescheduled within one (1) week of the postponement. If the game does not get rescheduled and played, both teams forfeit and the game will be recorded as a LOSS for both teams.
7. If re-scheduling is needed for any other reason but weather, the coach requesting the change shall be responsible for the field and umpire coordination. NO GAMES CAN BE POSTPONED/RESCHEDULED WITHIN 72 HOURS PRIOR TO A SCHEDULED GAME unless field/weather conditions dictate a postponement on the date of the game. A team unable to provide enough players must forfeit the game. Games may be rescheduled prior to 72 hours with mutual consent of the coaches and notification of the umpire coordinator prior to 72 hours before the game.

SPECIAL RULES – ALL DIVISIONS

1. Runners who intentionally charge into any fielder are out. If in the judgment of the umpire, intentional and significant contact was made in an effort to dislodge the ball or interfere with the fielder's ability to receive the ball, the runner will be ejected.
2. A fielder without the ball is not allowed to block the base or baseline at a spot preventing the runner from running or sliding into the base ("obstruction"). The runner shall make efforts to avoid charging into the player, and be called safe on fielder interference. (Example – a catcher waiting to receive the ball cannot block the baseline at a spot that would prevent a slide into the base.)
3. All bats (including wood bats) must have a grip. Softball bats may **NOT** be used. All bats must be in compliance with MYAS bat regulations at each age level.
4. A bat may be swung during a game only while in the on-deck circle or in the batter's box. The first offense will be a warning; the second offense will result in the player being ejected from the game. This does not have to be the same player as the original offense. A maximum of two offensive players (batter and on-deck batter) shall be permitted to swing bats on the field.
5. To help speed up the pace of the games, if possible batters must keep at least one foot in the batter's box at all times. *Penalty: A strike may be called for each unforced violation (at the discretion of the umpire).*
6. The appeal play for base running infractions does not apply. The umpire, in his/her judgment, may call a runner out for failure to touch a base after all playing action has ended (delayed dead ball).
7. A batter-runner who reaches first base safely and over runs or over slides may immediately return to the base without liability of being put out provided he does not attempt or feint an advance to second base. This is a judgment call by the umpire.
8. No head-first sliding is permitted. *Penalty: This is a delayed dead ball play. At MITES and SQUIRTS divisions, runner who used the head-first slide is called out after play has stopped.*
9. For SQUIRTS division, a ball that goes out of play (according to the ground rules set prior to the game), the runner will be awarded 1 + 1 from the time the ball goes out of play if the player was halfway to the next base.
10. NO MODIFICATION CAN BE MADE TO THE LEAGUE-ISSUED UNIFORM WITH THE EXCEPTION OF NAMES ON THE BACK OF THE JERSEYS. For example, SLEEVES CANNOT BE CUT OFF. A Player with a modified uniform will not be allowed to play in the game. This rule is enforceable by the umpire, or if prior to the game, by a BAC committee member. Names on jerseys must be consistent with the BAC Code of Conduct.
11. Protective safety equipment issued by the League to include catcher's helmets, throat guards, chest protectors, shin guards, and batting helmets MUST be properly worn during games and practices. Batting helmets are to be worn by batters, on deck batters, runners and players coaching a base. Issued safety equipment for catchers is to be worn at all times while in that position.
12. Any baseball used must be issued from the League for that specific age level.

13. Starting pitcher may re-enter the game one time only. No other pitchers may re-enter the game at any time.

SPECIAL RULES – MITES

1. MITES level is an instructional league. No standings are kept, and there are no post-season playoffs.
2. All games are played by having the batters face underhand pitching by the coaches.
3. Any ball that goes out of play (e.g. overthrow), the runner will not be awarded the next base.
4. The play is stopped when the ball is returned to the infield. The infield is defined as the gravel or dirt. Control is not required to stop runners from advancing. This is a judgment call and **NO PROTESTS ARE ALLOWED**.
5. No new inning may start after 90 minutes from schedule start of game.
6. A maximum of 10 players are to be played on defense. The extra fielder is to be in the outfield (Left, Left-Center, Right and Right-Center).
7. Rules applicable to batting:
 - a. Bunting is not permitted.
 - b. The home coach will draw an arc, in fair territory, 10 feet from home plate. A batted ball must proceed beyond this arc to be playable. If it doesn't it is considered a foul ball.
 - c. Players not batting must be on the bench with their helmets on, unless they are on deck, in which case the player will be in the on deck circle.
 - d. Until May 31st:
 - i. Batters will have 8 pitches to hit the ball into fair play. If the batter does not hit the ball into fair play within 8 pitches, it will be considered a walk and the batter will take first base.
 - ii. Teams will have continuous batting with all batters having an at bat each inning.
 - iii. Players can remain on base even if the play resulted in an out.
 - e. After May 31st:
 - i. Batters will have 8 pitches to hit the ball into fair play. If the batter does not hit the ball into fair play within 8 pitches, the batter will be called out. There are no walks.
 - ii. Teams remain at bat until 3 players are out or until all players have been at bat, whichever comes first. The batting order will pick up where it left off in the next inning.
 - iii. Players must return to the bench if called out on any base.
8. Rules applicable to coaches:
 - a. Coaches are encouraged to rotate players as much as possible regardless of ability. No player is to play the same position for more than 2 innings.
 - b. While hitting: the coaches must be pitching, in the bench area, or in the base-coaching box.
 - c. While in the field: a maximum of 2 coaches may be in the field of play during the game and only for the purpose of instructing the players.
 - d. Pitching is in an underhand fashion from a minimum of 28 feet from home plate. Only coaches or assistant coaches may pitch and only to their own teams.
 - e. Coaches must make every effort not to interfere with either team when the ball is in play.
 - f. The official ball is the "Soft Touch" ball provided by the BAC. No other ball is permitted.

SPECIAL RULES – SQUIRTS

1. SQUIRTS are considered an instructional and competitive league. Standings are kept during the season, and there is a post-season playoff and championship game.
2. For all SQUIRTS 2 games played before June 1, one coach may be on the field while his/her team is on defense to instruct/coach the defensive players. After June 1, the coach must coach from the bench. This rule does not apply to SQUIRTS 3 games.
3. SQUIRTS division is also an instructional league for umpires. This is the first level where younger umpires work, and coaches are *expected* to help in their development also.
4. Only coaches or assistant coaches may pitch, and pitch only to their own team. Coaches must make every effort not to interfere with the opposing team after the ball is in play.
5. All games are to be pitched in an overhand fashion from a minimum of 35 feet from home plate in SQUIRTS 2 (2nd Grade). SQUIRTS 3 (3rd Grade) pitching distance is 38 feet from home plate.
6. SQUIRTS 2 ONLY - When a batter takes (looks at) the third strike, the umpire warns the batter. The batter is called out if he takes the fourth strike. If the batter swings and misses at the third strike, he is out.
7. The balk rules, infield fly rule and drop third strike rule **DO NOT** apply.
8. A walk and hit-by-pitch **DO NOT** apply.
9. SQUIRTS 3 (3rd Grade) is player (kid) pitch for the entire season. Each batter will use a normal 4-ball, 3-strike baseball count. Walks will occur after 4 balls or a hit batter. Strike outs will occur after 3 strikes regardless if it is a pitch that is swung on and missed or a called strike 3. A batter does not strike out on a third strike foul ball and intentional bunting is not allowed. Strike 3 warnings will not be given. All base runners may not lead off, steal or leave until the batter has made contact with the ball. Pitchers will not be able to pitch more than 2 innings per game and 6 innings per week. If a pitcher is visited twice at the mound within the same inning, that pitcher must be removed on the second visit. The pitching distance will be a minimum of 38' measured from the tail of home plate to the front of the pitching rubber.
10. A team remains at bat until 3 players are put out or until 6 runs have been scored, whichever comes first.
11. Bunting is not permitted. If a batter intentionally bunts, the batter will be called out.
12. A dead ball is called when the ball is in control of an infielder as defined by the baseline. At that time a runner cannot advance beyond the base he is running to. If the runner is beyond a base he can continue to the next base at his own risk. The fielder is also able to

make a play on the runner if he chooses. This rule is to encourage and teach the correct base running play, as well as give a clear definition to the umpires, base coaches, and players of when the play is dead.

13. TO ENCOURAGE PLAYERS TO MAKE BASEBALL PLAYS. Any over throw to a base that stays in play, all runners may advance only one additional base at their own risk, regardless of any further over throws or put out attempts. (Base + 1 = The base the runner is headed to plus the next base is as far as any base runner can advance under this rule). The play is complete once the runners have advanced safely, an out is made or the ball is controlled within the infield defined by the base paths. This is a judgment call and the umpires RULING IS FINAL.
14. Regular season league games will end after 6 innings regardless of ties.
15. No inning may be started more than 2 hours after the scheduled start of the game. On fields where there is another game following the game in progress, the time limit is 1:45 for a new inning, and 2 hours hard stop to allow the next game to begin on time. The score would revert to the final COMPLETED inning.
16. Coaches are encouraged to rotate players as much as possible according to ability. No player is to play the same position more than 3 innings in a game.
17. Any ball that goes out of play, the runner will be allowed to advance one base. This rule excludes a ball thrown by the pitching coach.
18. A defensive player must be in the pitchers position and be positioned with 10 feet of the coach pitching.
19. At SQUIRTS 3, any combination of walks or hit batters in an inning equaling six (6) incidents requires removal of the pitcher. If the starting pitcher is being removed for this reason, he/she may not re-enter the game as the pitcher. Coaches may have some leeway on this rule in the case of two outs or two strikes on the batter. Coaches are encouraged to monitor pitchers and make changes necessary to maintain speed of play.

SPECIAL BASEBALL RULES BY DIVISION

<u>TYPE OF RULE</u>	<u>MITES</u>	<u>SQUIRTS</u>
GRADE	K & 1 ST	2 ND (SQ2) + 3 RD (SQ3)
LENGTH OF REGULATION GAME	6 INNINGS	6 INNINGS
LEGAL GAME	4 INNINGS	4 INNINGS
LENGTH OF BASES	60 FT	60 FT
PITCHING DISTANCE	MINIMUM OF 28 FT	MINIMUM OF 35 FT (SQ2); 38 FT (SQ3)
PITCHING RESTRICTIONS (PER-GAME)	DOES NOT APPLY	2 INNINGS (SQ3)
PITCHING RESTRICTIONS (PER-WEEK, SUN → SAT)	DOES NOT APPLY	DOES NOT APPLY
SHOES (ONLY ATHLETIC TYPE)	NO STEEL CLEATS	NO STEEL CLEATS
BASE STEALING	NO STEALING	NO STEALING
WHEN RUNNER CAN LEAD OFF	WHEN BALL IS HIT	WHEN BALL IS HIT
PENALTY – LEAVING BASE TOO SOON	WARNING FIRST TIME, OUT SECOND TIME	RUNNER IS OUT
DROPPED THIRD STRIKE	DOES NOT APPLY	DOES NOT APPLY
INFIELD FLY RULE	DOES NOT APPLY	DOES NOT APPLY
BALK RULE	DOES NOT APPLY	DOES NOT APPLY
PITCH LIMIT PER BATTER	8 MAXIMUM	DOES NOT APPLY
RUN RULE ("MERCY RULE")	DOES NOT APPLY	DOES NOT APPLY
RUN LIMIT PER INNING	DOES NOT APPLY	6

BAC IN-HOUSE BASEBALL
GUIDELINES ON HANDLING CONTESTS DURING LIGHTNING DISTURBANCES

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning. Player and participant safety should be the overriding decision criteria for weather-related matters. The BAC guidelines are derived from the National Federation of State High School Associations (NFHS) guidelines, and differ primarily in the time delay requirements for suspension of play.

Prior to the start of the game, the coaches are responsible for decisions regarding weather-related postponements and cancellations. Following the start of the game, the umpires assume the responsibility for weather-related decisions.

1. Monitor local weather conditions before and during events.
2. Criteria for suspension and resumption of play:
 - a. As soon as lightning is seen or thunder is heard, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. For facilities with multiple ball diamonds, coordinate activities with the adjacent teams and/or umpire crews when possible to maintain consistency in actions taken.
 - c. 30-minute rule: Once play has been suspended, wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming play.
 - d. Any subsequent thunder or lightning after the beginning of the 30-minute count should reset the clock and another 30-minute count should begin.
 - e. Games may be postponed or cancelled in their entirety if weather conditions support the decision.
 - f. Note – tournament and Championship Weekend guidelines may vary. If different, these will be posted or announced for each event.
3. Additional notes:
 - a. Lightning is one of the most consistent causes of weather-related deaths and injury in the US. According to the National Severe Storms Laboratory, there are approximately 100 lightning-related deaths and over 1000 injuries yearly.
 - b. The National Weather Service (NWS) issues storm watches and warnings during times of severe weather. A watch means that the conditions are favorable for severe weather to develop, while a warning indicates severe weather has been reported and appropriate precautions should be taken. It's important to note that any thunderstorm poses a risk of injury, even if not deemed "severe" by the NWS.
 - c. People who have been struck by lightning do not carry an electrical charge. Therefore, it's safe to perform CPR, if needed. Ideally, injured persons are moved into a safe shelter. Lightning-strike victims who show signs of cardiac or respiratory arrest need emergency help.
4. References:
 - a. NFHS Sports Medicine Handbook, Fourth Edition, May 2011
 - b. NFHS Guidelines on Handling Contests During Lightning Disturbances