

Burkburnett Baseball League Inc.

2026 Rules and Regulations

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Amendments and Changes highlighted

Section 1: Boundaries

The boundaries of Burkburnett Baseball League are open to all Texoma area children.

Section 2: League Divisions

The League's divisional structure shall be as follows based on grade and/or age:

- Modified Coach Pitch - 4 years old by 5/1/2026 through kindergarten
- Machine Pitch - 1st & 2nd Grade
- Minors - 3rd & 4th Grade
- Majors - 5th & 6th Grade
- Seniors - 7th & 8th Grade

Section 3: Code of Conduct

Player Conduct

- It is always expected that players, coaches, and parents will be respectful and courteous to each other.
- Control of the game is the responsibility of the umpire.
- Players and coaches shall not commit unsportsmanlike behavior. This includes, but is not limited to the following:
 - Disrespectfully addressing an official
 - Attempting to influence an official's decision
 - Using profane or inappropriate language or obscene gestures
 - Disrespect to opposing team
 - Inciting undesirable crowd reactions
- Plate umpire has full ability to eject players, coaches or parents for violation of the code of conduct.

Spectator Conduct

- Coaches are responsible for the conduct of their teams' spectators. Officials do have the authority to eject spectators. However, it is the team's head coach that is responsible for controlling this behavior. If a coach fails to address unruly spectators, the umpire has the authority to call the game. The offending team will be credited with the loss.
- If a coach attempts to remedy the situation and cannot, the coach, in consultation with the umpire, will request a board member to assist. At this point the spectator will be ejected and banned for the season from attending the games.
- If necessary, police will be called to escort the individual from the grounds.
- Any stoppage of a game by a spectator will result in a run awarded to the opposing team and no additional time will be provided.

Coaches Conduct

- IF for any reason a coach is ejected from a game the minimum penalty is 1 game. The incident will be reviewed by the board. The Board of Directors may, in addition, impose any of the following penalties: verbal warning, game suspension, and loss of future consideration as coach or manager, or disbarment from league.
- Coaches are expected to set an example for the team and spectators on conduct and always show respect to the officials.
- THERE WILL NOT BE ANY TOLERANCE FOR ARGUING WITH THE OFFICIALS.
 - Officials have the final say and their call will not be overturned.
 - The board will back the call from the officials.
 - Do not ask for a board member to come and overturn a call by the officials, if this is done a run will be awarded to the other team.
 - We understand that not all calls will be correct.

Physical Threats or Assault

- Any threat made by any player or coach to another player or coach will be grounds for immediate expulsion, and if a coach you will be banned from the league.
- Physical assaults, as defined by the penal code, will result in notification to the local police by the board.
- Sec. 22.01. ASSAULT. (a) A person commits an offense if the person:
- (c)(2) a Class B misdemeanor if the offense is committed by a person who is not a sports participant against a person the actor knows is a sports participant either: While the participant is performing duties or responsibilities in the participant's capacity as a sports participant; or in retaliation for or on account of the participant's performance of duty or responsibility within the participant's capacity as a sports participant

Background checks

- Background checks are mandatory. Coaches will not be allowed on the field or given a roster if a background check is not completed
- If an individual participates in a game that has not completed a background check the offending team will forfeit the game, and the head coach will be suspended for 1 game.
- The board reserves the right to request a new background check at any time during the season.

Tobacco

The baseball complex is city property. As such there is an ordinance against smoking on the premise. This includes all fields and parking lots. Per the ordinance:

- Smoking is not allowed within 20 ft of a city park.
- This includes all forms of smoking, even E-Cigarettes.
- Any instance witnessed of this occurrence will result in a warning issued by a member of the BBL Board.

Failure to comply will result in Burkburnett Police Dept. being informed and disbarment from property

Section 4: RULES**General Rules**

With only the exceptions below we follow USSSA rules edition dated August 1, 2025. Where a conflict exists between USSSA and the rules below, the rules committee will decide if the rules below will be followed or the USSSA rules.

While we do not expect to change rules during the season, the board reserves the right to make modifications if needed to improve the functionality or play of the league.

Formation of Teams

We are moving to a compromise for team formation that will use a combination of drafting and player retention in the form of Waivers. This is our attempt at both fair play and recognizing that we allow out-of-town teams to form without a draft which puts Burk teams at a disadvantage. Therefore, the following rules have been adopted.

Machine Pitch and Modified Coach Pitch

- Each team is allowed to fill their roster up to 12 players max per team
- Any roster spot not filled will be filled via random draw by the board

Standard Waiver Eligibility**For All Kid Pitch**

- Each team is allowed to grandfather up to 9 players from the previous year's team using a waiver in the draft for each player.
- The team must have the same name and at least one of the coaches registered the year before.
- The 9 waivers are inclusive of coach's kids.
- The remaining positions on the team will be filled using the draft.
- A team does not have to use all 9 of their waivers and can fill their roster from the draft if they choose.
- This is regardless of whether a team stays in a division or is moving up. Only 9 players are guaranteed to stay on the team for the next year.

Alternative Waiver Eligibility *Starting 2026 Season*******For All Kid Pitch**

- As an alternative to the standard 9 grandfather waivers, a team may choose one of the following structures only (no exceptions) for waivers:
 - Standard waiver of 9 grandfather waivers (GW)
 - 8 (GW) plus 1 outside BSD waivers (OW)
 - 8 (GW) plus 1 inside BSD waivers (IW)
 - 7 (GW) plus 2 outside BSD waivers (OW)
 - 7 (GW) plus 2 inside BSD waivers (IW)
 - 6 (GW) plus 2 outside BSD waivers (OW) plus 1 inside BSD waivers (IW)
 - 6 (GW) plus 1 outside BSD waivers (OW) plus 2 inside BSD waivers (IW)
 - 5 (GW) plus 2 outside BSD waivers (OW) plus 2 inside BSD waivers (IW)
- Waiver number of players cannot exceed 9 players
- Teams must declare waiver structure prior to the draft

Waiver Restrictions

- (OW) players cannot become (GW) eligible in future seasons unless they physically move into the BSD district area
 - If they do not relocate into BSD boundaries, they remain (OW) every year they are selected
- (IW) players can become (GW) eligible in future seasons if they play for the same team the next season.
- (GW) players are eligible only under this waiver if they play for the same coach/team the following season, regardless of division

Draft

- All players not waived will enter the draft and go through a tryout.
- Waived players will not go through the draft or tryouts.
- All other players will be placed on a team using the draft system outlined below.
- Waivers will be communicated directly by the head coach with the board member in charge of team formation.
- The draft for majors and minors will be conducted on **TBD**
- Players will have to be present on **TBD** to demonstrate skill. If a player is present and does the workout, coaches will have the opportunity to draft the player onto their teams.
- PLAYERS THAT DO NOT SHOW UP FOR DRAFT WILL NOT BE DRAFTED TO A TEAM. THEIR NAMES WILL BE PUT IN A HAT AND DRAWN BY COACHES AT RANDOM TO BE PLACED ON A TEAM.
- Draft order will be as follows:

- The FIRST team to draft will be the team with the FEWEST players from the waiver system. If there is a tie for FEWEST players, order will be set by coin flip.
- This will determine the order in which the snake draft will be set for the remainder of the draft. (1-10, 10-1, 1-10, etc.)
- This continues until all teams are full (max 12 players per team), as a team fills it will be dropped from the draft.
- All players signed up will be placed on a roster even if a new team needs to be formed. No child will be turned away.

Team Size

- Modified Coach Pitch has 12 max players
- Machine pitch and Minors
 - Limited to 12 players MAX
 - NOTE: If more kids sign up than available spots, then we will make our best effort to recruit more coaches.
- Majors and Seniors
 - Limited to 12 players MAX
 - NOTE: If more kids sign up than available spots, then we will make our best effort to recruit more coaches

Playing Up ***Starting 2026 Season***

- Players will be able to play up one division
- The board reserves the right to evaluate all players moving up and decide on whether they can remain up or go down to their age group. This decision is final for the remainder of the season.
- There will be no appeals on playing up at all.
- A player who is not waived onto a team will have to enter the draft. If this player is not drafted by a team, they will be placed on a team of their age group. This will be for the remainder of the season.

Batting

Coach Pitch/Machine Pitch

- Must bat all players on the roster, no exceptions

Minors

- Must bat all players on the roster
 - If the opposing team only has 9 players on the roster, then the coach has the option to bat 9 or their roster.
 - This holds true for 10 or 11 players.
 - If each team has 12 players, then they are required to bat all 12, no exceptions.

Majors and Seniors

- Can bat 9, 10 or the lineup
 - Must clarify before the game starts and it will remain this way the entire game.

During the playoffs:

- Minors, Majors, and Seniors divisions can bat 9,10, or the lineup
 - Must clarify before the game starts and it will remain this way the entire game.
- Machine Pitch and Modified coach pitch must continue to bat the lineup

Game Lengths and Ending the Game

- Tee Ball – 1 hr
- Machine Pitch – 1 hr & finish the inning
- All Kid Pitch Games are 1hr and 25 min long
- Games are called by the umpire as follows:
 - Time expires; the inning is finished regardless of score. It can end in a tie during the regular season.
 - During end of season tournaments there will be no ties, and games will be played until a winner is determined
 - If time expires while home team is batting the game will be called.
 - Game will be called if time expires and the visiting team is outside of the max runs in an inning to either tie or win.
 - If at any point after 1:15 of play the game becomes out of reach in the current inning the run rule takes effect and the game is over.

Mercy Rule

6 inning games

- Run differential after 3 innings 15 runs
- Run differential after 4 innings 8 runs

7 inning games

- Run differential after 3 innings 15 runs
- Run differential after 4 innings 12 runs
- Run differential after 5 innings 8 runs

Managers and Coaches

- In all leagues except modified coach pitch, coaches must remain off the field

Age Specific Rules

Tee Ball *Starting 2026 Season*****

- Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- The catcher shall wear a dual ear-flap catcher's helmet with mask or a full helmet catcher's helmet
- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- Defensive coaches shall not be allowed on the field of play and shall coach from the dugout
- The infield Fly Rule shall not be in effect at any time
- The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order
- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
 - If the team only has nine (9) players, then the ninth (9th) position will be declared an out each at bat
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- Teams may use free substitution on defense, but the batting order shall remain the same.
- Bunting shall not be allowed.
- The batter shall receive a MAX of three (3) swings to put the ball into fair play
 - If the batter fails to do this they will be declared out.
 - If the batter records two (2) foul balls within their first three (3) swings, the batter will be granted up to five (5) swings to put the ball in play
 - Under no circumstances may a batter exceed five (5) total swings
- A player may only be intentionally walked once per game by announcement from the defensive team
- Runners shall not lead off or steal bases. A runner is out if leaving the base before the ball is hit
- A team may score a maximum of seven (7) runs per inning
- Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all the runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Machine Pitch

- Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted).
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- Pitching Machine: The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate
- Recommended pitching machine speeds: 39 M.P.H. – 42 M.P.H. out of the machine
- 6 innings, 7 runs per inning, 6 pitches per batter or 3 swings.
- Umpires will control the pitching machine. If an umpire is not available, the coach of the hitting team will control the machine pitch while a coach from the visiting team will determine outs at the bases.
- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- The Infield Fly Rule shall not be in effect at any time.
- A coach, on the field team, may stand behind the catcher to help the flow of the game.
- Overthrown balls: if a ball is fielded and thrown to a base and the ball is overthrown the runner may only advance to 1 base and the play immediately called dead.
- An overthrown ball is specifically limited to balls hitting the foul fence line and running down the line.
- There is no overthrow possible at 2nd base or Home Plate.
- No Walks
- No Infield Fly
- No Stealing Bases
- No Leadoff
- Must use a catcher in catcher gear.

Kid Pitch

- We will follow the USSSA rules dated August 1, 2025, section 7.05 The pitcher for rules on max innings in a day or max innings in a week as well as rest days

- Consult 7.05.A – For rules on removing pitcher (starter or relief pitcher)
- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
- The runner shall be called out and may be ejected from the game at the discretion of the Umpires.
- A runner who jumps over a player will be called out whether contact is made with the defensive player or not.
- This is for Minors, Majors and Seniors.
- Feinting/Faking a bunt and swinging away is allowed in all ages 9 and up.
- Catchers and fielders may not block base paths. This is at the discretion of the umpire and may result in the runner being safe. This must take place before the next live play or inning change.
- We highly recommend teaching players playing kid pitch how to slide and when to slide.

Minors ***Starting 2026 Season***

- Regular baseball rules apply to pitchers with some exceptions.
 - Coaches will be warned of the balk and given the chance to correct it
 - If the pitcher continues to balk (discretion of the umpire), a balk will be upheld
 - During the regular season we will do our best to help educate pitchers and not call as many
 - End of season tournaments balks will be called more frequently
 - We highly recommend teaching pitchers what balking is and how to avoid them
- Regular baseball rules apply to runners
- 7 runs per inning, 6 inning games
- All USSSA rules in section 7 apply with some above and below exceptions

Majors

- Regular baseball rules apply to pitchers and runners.
- 7 runs per inning, 6 inning games
- All USSSA rules in section 7 apply with some above and below exceptions

Seniors

- 7 runs per inning, 7 inning games
- All USSA rules in section 7 apply with some above and below exceptions

Double first base ***Starting 2026 Season***

- White side (inside, fair territory):
 - Used by defensive team (first baseman) on force plays and for holding runners
- Orange side (outside, foul territory):
 - Used by the batter-runner when running through first base on a force play

Common play situations

- Routine ground ball/force at first:
 - Fielder steps on white
 - Runner runs through orange
- Overthrow or play coming from foul side:
 - Runner may use white if avoiding a collision
- Pickoff or tag play:
 - White base only is used by both runner and fielder
- Runner returning to first (after overrunning):
 - Runner must return to the white base
- Extra-base attempt (turning for second):
 - Runner touches white, not orange

Section 5: End of Season Tournament

- End of season tournament will be held after the conclusion of the regular season on **TBD**
- Modified coach pitch will not have an end of season tournament
- Every team makes the tournament; the regular season determines the seeding of the playoffs.
- EOST are single elimination
- The seedings will be determined by the standings from the regular season. The brackets will be standard brackets in each division, the seedings determined by the league standings.
- If two (2) teams are tied for the same position, the first tiebreaker will be head-to-head competition during the regular season. If they had the same record against each other (i.e. winning one game each), it will be determined by points scored in the regular season. If they have the same number of points, then it will be determined by a coin flip.
- If three (3) teams or more are tied for the same position, the first tiebreaker will be head-to-head competition among the teams involved. If this is a tie, then the tie breaker will be season runs the above doesn't resolve the issue the BBL board will determine the seedings.

Section 6: Practice/Games/Player Attendance

- No players are allowed to attend more than three (3) team-related baseball activities per week: Two (2) weekday events and one (1) weekend event per week. The initial game schedule will not have games scheduled on Wednesdays or Sundays, though makeup games could be played on those days. Baseball activities include games, practices and team meetings at batting cages and/or other practice facilities. Also, practices should generally not exceed the length of what the time limit would be for a normal game.

Section 7: Dress Code

- Shorts will not be worn by players in the games. Shorts are not recommended for practice sessions. Managers and Coaches must wear appropriate footwear. Open-toed shoes will NOT be allowed.

Section 8: Uniforms

- All teams will be responsible for providing their own uniforms. Players will be responsible for appropriate baseball pants, socks and belts matching color determined by coach. In the Spring Season Sponsor names are optional on the back of all players' jerseys. Also, there can be NO alterations or additions to uniforms (vests, warm-up shirts, etc.) unless approved by BBL.

Section 9: Equipment

- All teams and individual players are responsible for providing their own equipment. If unable, BBL does have limited stock of catching gear and other items that can be issued by a board member if deemed necessary by the board.

Section 10: Game Rescheduling

- The League President or duly appointed representative is responsible to reschedule any game that is postponed by the league. Games will only be postponed due to poor weather or other acts of God. The games will be rescheduled at the soonest open date available in the order that they were postponed, weather permitting or unforgiving circumstances.
- Coaches that need to reschedule will notify the league at least 72 hrs. of the game. The coach will also be responsible for contacting the opposing coach and rescheduling. If a time cannot be found, the board will assist in finding a new time. If no time can be found the canceling team will forfeit.

Section 11: Game Balls

- BBL will provide game balls for each game.

Section 12: Umpires/Scorekeepers

- Scorekeepers will be provided by each team for each game. If at game time a team has not provided a scorekeeper 1 run will be awarded to the other team. If no scorekeeper is provided the team forfeits.
 - The Home team and Visiting team shall provide a scorekeeper
 - NOTE: scorekeepers cannot be a coach and cannot be on the field or in the dugout) for each game.
 - The scorekeeper will maintain the batting order and outs in the league-issued scorebook or score sheets, assist the umpire with outs and notify the umpire when seven (7) runs have been scored to end an inning.
- The official score book will be the home team. After each inning both scorekeepers are to verify the score with each other.
- Scorekeepers should remain behind the backstop for easy access for the umpire and both coaches.
- Umpire assignments will be made by the BBL.
- The umpire is positioned behind or in an area near the catcher and determining safe/out calls at each base and home plate.
- In the league-issue scorebooks or score sheets, the following information must be completed for each game - scorekeeper's name, date, teams, and players. The acting umpire must sign the scorebook/score sheet at the end of each game, and the final score should be clearly indicated on the sheet.

Section 13: Courtesy Rosters

- Each Manager will furnish one (1) courtesy roster to the Umpire-In-Chief for the official scorekeeper and one (1) courtesy roster to opposing team manager.

Section 14: Dugouts

- During the game, Coaches and/or Team Parent are responsible for keeping all team players in the dugout when not on the field. Players may be excused for quick trips to the restroom if necessary. Only Managers and Coaches will be allowed in the dugout/field during a game.
- **NO ONE UNDER THE AGE OF EIGHTEEN (18) IS ALLOWED IN THE DUGOUT OR ON THE FIELD, WITH THE EXCEPTION OF THE PLAYERS AND ANY JUNIOR UMPIRES.** All adults encountering players **MUST** fill out a Volunteer Application/Background. Managers and Coaches may not leave the dugout during a game without permission from the Umpire-In-Chief unless to take their normal position (coach's box) when their team is at bat.

NOTE: BRING YOUR OWN TRASH BAG: Each team will be responsible for cleaning out the trash from their dugouts after the game. **REMEMBER**, our children are always

watching so please help them to help us keep our fields clean and safe. Please dispose of any trash before you leave your dugout.

Section 15: Protests and Forfeit *Starting 2026 Season*****

- All Burkburnett Baseball Officials, including scorekeeper, are urged to take precautions to prevent any Manager from making a decision, which could cause forfeiture of a game.
- There will be no protests permitted after the game is concluded. All protests must be brought to the umpire in chief (behind the plate ump). They will have the final call. If they cannot make the call, then the League President will resolve the issue on the spot and that decision is final.
- Protests must be declared to the Umpire-in-Chief and then to the League / Tournament President before the next pitch following the dispute.
- Protests shall be allowed for age and pitching violations or rule interpretations only.
- Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player.

Section 16: Rules Board

The Rules Board shall consist of: BBL President and two members of the BBL board. The Rules Board will interpret any misunderstanding of the rules to the coaches and the umpire in chief. The umpire in chief will then make his call from the interpretation of the rule. It is not the Rules Board or the BBL board job to overturn a call on the field. Their job is to only interpret the rules for all parties involved and allow the umpire to make his best call.

Section 17: Pets

Pets will not be allowed in or around the ball fields and surrounding area. This is for the safety of the pet as well as the safety of our children. Registered Service Animals with proper ID and vest will be the exception.

Section 18: Bad Weather

The WeatherBug app will be used to determine the distance of lighting. If lightning is within ten (10) miles of the fields all players need to be removed from the fields. If the lightning has stopped for thirty (30) minutes play will be allowed to resume. If the late game is stopped due to lightning, and 2 2/3 innings haven't been played then the game will be called and rescheduled.

Section 19: Registration Refund Policy

Burkburnett Baseball League will issue Registration Refunds up to three (3) days after Registration is closed. No refunds will be given after that date.

There will be a service charge for all refunds of \$40.00.