

BANNOCK BASEBALL RULES & REGULATIONS-12/18/2022

SECTION 1 – LEAGUE ORGANIZATION

The City of Pocatello Parks and Recreation operates Bannock Baseball with the assistance of a League President who can appoint other League Officers as necessary to run the league.

SECTION 2 – OFFICIAL BASEBALL RULES

The Official Baseball Rules found at mlb.com, as amended annually, govern the playing of baseball games unless otherwise superseded as follows: The special rules of Pony Baseball, Inc., have been adopted by Bannock Baseball which may modify the Official Baseball Rules for use in games sponsored by Bannock Baseball. League administration has modified some rules and regulations which supersede the rules of professional baseball and Pony Baseball, Inc.

SECTION 3 – COACHING

- 1) Team Sports/League Administration shall review applicants for coaching positions. Head coaches shall be selected on a yearly basis for each playing season unless removed for disciplinary reasons. Head coaches shall be appointed by the League President and Team Sports. All coaches will be required to submit and pass a background check through the City of Pocatello's designated background check service each season.

- 2) New coaches, or coaches changing divisions, approved by the league administration, shall receive teams by lottery drawn out at random. If there are more coaches applying than there are available teams, coaches will be assigned teams on a first come, first serve basis. **All interested parties should contact the Team Sports office as soon as possible, to provide the necessary information as it pertains to the first come, first serve policy. * If a new coach has a child who is a second-year player on a team, the new applying coach will be given preference for a team, upon League President & Team Sports approval.

- 3) Team names shall be assigned to coaches by Team Sports. Second year in a division coaches will be given the same team's name unless a change is requested in a timely matter of the current playing year. **Any request depends upon manufacturer availability. *
- 4) Uniforms (Jerseys, Hats, & Socks) will be ordered by Pocatello Team Sports and made available to coaches for distribution to their individual teams.
- 5) Coaches shall be responsible for all equipment assigned to them for the season. The coach shall account for all equipment checked out to them at the end of the season. Failure to do so can result in a coach needing to reimburse Team Sports/City or Pocatello Parks and Recreation for significant financial loss, and possibly the loss of coaching privileges the following season.
- 6) The home team coach shall be responsible for providing an official scorekeeper & clock operator for the game, and for reporting final game results/scores to the game Umpire(s).
- 7) Coaches and their players shall be responsible for cleaning out their dugouts and the bleachers on their side of the field following each game.
- 8) Both coaches are responsible for notifying Bannock Baseball/Team Sports of any field condition issues that need immediate attention, (i.e., holes in the outfield, leaking sprinklers, etc.).

SECTION 4 – REGISTRATION

- 1) The player birthdate cutoff is April 30th – May 1st. Age Groups are: **6U – 5 & 6, 8U – 7&8, 10U- 9&10, 12U – 11&12, 15U – 13-15.**
- 2) The seasonal registration fee in all divisions must be paid in full to City of Pocatello for each player on the roster of each team prior to the start of the season. A player shall not be permitted to play in any division until the registration is paid. Any player registering late may be charged a late fee as set by the City of Pocatello Parks and Recreation Department.

SECTION 5 – TRYOUTS AND DRAFTING PROCEDURES

- 1) Tryout and drafting dates shall be set each season by Team Sports. 6U and 8U will not hold tryouts.
- 2) Any second-year player requesting a team release must submit the reason for the release in writing to the President of Bannock Baseball. The request will then be taken under consideration by the league administration. If approved, the player will be placed back on the draft as a second-year draft choice.
- 3) Children of head coaches playing on the team their parent coaches shall automatically be on their parent's team.
- 4) If a child is drafted in a round, and they have a sibling, the sibling must be drafted in the next round automatically. If a second-year player's sibling registers for the League and same division that player shall be placed on the same team as a "returning player". The new sibling will not count as a draft pick.
- 5) If a team is dropped from the league, all returning players from that team will re-enter the draft. A team will be dropped when only 1 player returns.
- 6) New teams will automatically be given first pick in the draft. If more than one team is new, then it will be by blind draw between the new teams.
- 7) Players who do not attend tryouts shall be picked by lottery at random in the last round of the draft, along with all remaining last round draftees.
- 8) Draft selection shall be determined by the position of the teams' regular season league standing in the previous year. The last place team will receive first pick and the first-place team last pick.
- 9) Standing will be determined by win/loss percentage. In case of a tie, the first tiebreaker is a head-to-head meeting, the second tiebreaker is the run differential, the third tiebreaker is record in head-to-head play versus common opponents. This tiebreaker system will be used to determine final standings, which will be used to determine draft positions for next year and tournament seeding for this year.

- 10) All teams will draft in every round until they have 7-8 players, at which time they will sit out until the final rounds of the draft. All teams will draft in the final rounds, which are reserved for the drafting of players not seen at the tryouts and those remaining to be picked. In each round, the coach may pick either a first or second-year player, but at the end of the draft all teams shall be as equal as possible with the number of second-year players. Coaches will be notified as to how many second-year players each team needs to balance out the draft. This rule is designed to encourage coaches to call all their prior year players to have them sign up by the deadline. To provide some flexibility in this rule, the Board will address special cases only as they arise.

15 YEAR OLDS PLAYING IN 15U DIVISION

- 1) 15-year-olds applying for Bannock Baseball will not be accepted if they are currently playing for a high school or American Legion Baseball team.
- 2) Returning 15-year-olds will return to the previous year's team unless that team has been dissolved.
- 3) After draft night, players may be assigned to teams from a waiting list to a maximum of 12 players per team if numerically possible. It is the intent to have 12 players per team after draft picks are made and these rosters are final.

SECTION 6 – PLAYING RULES

- 1) All teams must begin and end each game with at least eight players, or a forfeit will result. There will NOT be an automatic out if playing with eight players. All players must bat the entire game; all players must also play defense a minimum of three innings per game. Therefore, no player shall sit out more than two consecutive innings unless injured or extenuating circumstances exist.

****Exception**:** If a team member misses more than one practice per week before games start or one practice per after games have started without an acceptable excuse provided to the coach, the coach may decrease play time of the player. This play time exception must be applied unilaterally no matter the player's ability. The player would still bat in the game but not play in the field. A player not attending practice can be a safety concern as well as impact the experience of other players negatively. A coach must monitor this closely and fairly. **ALL COMPLAINTS will be investigated thoroughly. If a coach is not applying this exception fairly, the league can impose discipline.**

- 2) Bats up to 2 & 5/8 inches in diameter at the thickest part and not more than 40" inches in length are acceptable. No bat shall be used if dented, cracked, modified, or misshaped. Bats manufactured for use in T-Ball, shall not be used when a ball is pitched by a player, coach, or pitching machine. Wood bats are legal for use in all Bannock Baseball games.
- 3) It is the coaches' responsibility to see that all male catchers are wearing an athletic supporter with a cup and protective head gear while warming up the pitcher, playing a game, or practicing.
- 4) All catchers must wear a mask while warming up the pitchers, catching in a game or practicing. This applies to players only, not adult coaches. Note: **Catcher speed up** – In an effort to speed up the games, catchers are allowed to have a courtesy runner if they reach base in an inning. Applies to 10U, 12U, and 15U divisions.
- 5) All base runners are required to wear helmets. The umpire shall not allow a player to enter the batter's box without proper equipment.
- 6) **ABSOLUTELY NO METAL CLEATS ALLOWED IN ANY DIVISION.**
- 7) There shall be no negative chatter and/or comments by players or especially coaches at any time, for any reason. Cheering for your team and players is always encouraged.
- 8) **15U Division Pitchers** shall pitch a maximum of 7 innings per game and 10 innings per week. If they pitch more than 3 innings in one game, 50 hours of rest is required before pitching again. **12U Division Pitchers** shall pitch a maximum of 4 innings per game and 8 innings per week. **10U Division Pitchers** shall pitch a maximum of 3 innings per game and 6 innings per week. **Substitute Pitchers** must face a minimum of 3 batters or pitch to the end of a half inning before being pulled unless they sustain an injury or illness. **For Tournament Play**, the same per game maximums shall apply, but there shall be no weekly maximum. ****During the regular season, innings pitched by a player in out-of-league games, including scrimmages and super league games, shall be counted towards the players weekly maximum. ****
- 9) A base coach at either 1st base or 3rd base may not have foreign objects, other than a line-up card, in their hands while in the coach's box.
- 10) Coaches must report substitutions to the official scorekeeper.

- 11) Coaches must submit a batting order to the scorekeeper and other coach at least 15 minutes prior to their scheduled game time.
- 12) Home team – 3rd Base dugout – Away team – 1st Base dugout.
- 13) There will be 10 minutes of infield allowed for each team.
- 14) Warm-up pitches – Start of the game or substitute pitcher 8 pitches or 2 minutes. In between innings 5 pitches or 1 min.
- 15) Coaches will use their best efforts to play the game at a brisk pace without unnecessary delays between innings. No new inning shall start after 1 hour 45 minutes from the start of the game for 12U & 15U divisions. The 10U division will have no new inning start after 1 hour 30 minutes. The Home Plate Umpire shall designate the game's starting time to the scorekeeper. All started innings shall be played and completed even after the time limit is reached. Games cannot end in a tie unless it is too dark to continue. If a game is tied after the completed time limit or regulation innings, the last out will be placed on 2nd Base with one out for a chance to win the game. Both teams will have a chance to win the game. If the game is tied after the extra inning, then the last two outs will be placed on second and third base with two outs for a chance to win the game, both teams will have a chance to win the game, until the tie is broken.
- 16) Runners will be called out if they intentionally remove their helmet while running bases.
- 17) Each team will be allowed two base coaches.
- 18) Only one on-deck batter will be allowed in the on-deck circle at one time.
- 19) Other than the batter, on-deck batter, and base coaches, all coaches, players, and equipment shall remain off the field, and in the dugout, or behind the fences. A coach may stand or sit in the dugout entryway.
- 20) All base runners must slide at home plate. Runners advancing to second base or third base, must allow the infielder to make a defensive baseball play. It will be at the umpire's discretion as to calling a runner "safe" or "out".
- 21) There is a non-aggression rule for all base runners. **This is an umpire's judgment call.** If, in the umpire's opinion, a base runner intentionally makes contact or tries to make

contact with a defensive player, he is in violation of this rule. Penalties will range from warning the player, to calling the player out and imposing the interference rule if applicable, to ejection of the player from the game, depending on the severity of the offense.

- 22) Defensive players may not block the base path without possession of the ball. The runner will be called safe if the defensive player is deemed to have blocked the base path without possession of the ball.
- 23) Regulation games shall be seven innings in duration in 12U and 15U League. 10U games shall be six innings in duration.
- 24) **RUN RULE 10U, 12U, AND 15U:** If a team is leading it's opponent by at least 20 runs after 3 innings (or 2 and $\frac{1}{2}$) have been played and the home team is ahead, the game shall be terminated and the team in front is declared the winner. If a team is leading by at least 15 runs after 4 innings (or 3 $\frac{1}{2}$), and the home team is ahead, the game shall be terminated and the team in front is declared the winner. If a team is leading by 10 runs after 5 innings (or 4 $\frac{1}{2}$), and the home team is ahead, the game shall be terminated and the team in front is declared the winner.
- 25) Mercy Rules: It is the intent of these rules to prevent "running up" of the score.
- 26) **12U or 15U** teams may not score more than 10 runs in one inning, except for the last inning. **10U** teams may not score more than 7 runs in one inning, except for the last inning.
- 27) If a game is to be called for any reason, only an authorized league official or umpire may call the game.
- 28) If a game is to be protested, it shall be properly communicated at the time of the perceived error. The coach presenting the protest must inform the umpire, opposing coach, and the scorekeeper, in that order. The protest NEEDS and must be marked on the scoresheet at the time of the protest (that at-bat) for record purposes. The making of a protest will not be permitted to hold up the game nor should time be taken to look up the rules. The game will continue from the time the protest is made. All protests must be filed in writing (email accepted) with the League President or with the Team Sports Office within 48 hours from the time the game started. The League President and elected officers in the league will rule on the protest within 5 days after receiving the protests, excluding weekends and holidays. Any appeal of the League President's decision must be filed in writing with the Team Sports Office. Team Sports will render

its decision within 5 days excluding weekends and holidays. All protest and appeals must be in writing. Note: A protest cannot be made in a judgment call. There will be a non-refundable \$25 fee for all protest to field.

- 29) Any player with a cast or splint must provide medical clearance from their health care provider stating the player is able to participate. All casts or splints must be padded. Braces with exposed hard surfaces must be padded. The Umpire in Chief in conjunction with the City of Pocatello will make the final decision on whether a cast, splint, or brace is acceptable for player participation, taking into account the safety of all participants. A player with a diagnosed injury needs to provide medical clearance from their health care provider before they will be able to return to play.
- 30) Coaches may utilize the defensive “squeeze play” in all player pitched divisions, but if in the opinion of the umpire the strategy is being used in a situation where it could be considered unsafe for players of out of what one would consider “normal”, The opposing coach may protest this to the umpire. At this point the umpire will make this call at his own discretion. In either event, the umpire shall make a ruling as to the safety of the players.

SECTION 7 – 10U RULES AND REGULATIONS

- 1) There is not a penalty for a balk in 10U. The opposing coach can bring it to the attention of the umpire, the umpire will stop the game and show the pitcher what he is doing wrong. A quick pitch or an illegal pitch with the bases unoccupied shall be called a ball unless the batter reaches 1st base on a hit, an error, a base on balls, a hit batter, or otherwise. Runners may advance at own risk.
- 2) A batter cannot advance to 1st base on a dropped 3rd strike. Base runners may advance at own risk.
- 3) Runners may steal bases but may not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the batter. Once the pitcher has stepped on the rubber with the ball in his possession, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
- 4) Once a base runner makes a move to retreat to the base they currently occupy, they must return to that base, unless they are already involved in a rundown, in which case the rundown play shall be completed.

- 5) Regulation games shall consist of 6 innings in 10U, games cannot go past 9 innings. Each team will bat each inning until they have a maximum of 7 runs or 3 outs, whichever comes first. The 6th inning or extra inning will be played in accordance with the Pony Baseball Rules and Regulations. No player can sit more than 2 consecutive innings and must play at least two innings per game unless a shortened game occurs.

SECTION 8 – 6U LEAGUE PLAYING RULES AND REGULATIONS

6U LEAGUE FOCUSES totally on instruction of beginning players and is a developmental skills league that works to familiarize 5-6-year-old players not just in the game of baseball, but to give them an introduction to the kind of play they will experience in the 8U (machine-pitch) league. 6U is about developing baseball skills and having fun. Competitiveness is a natural part of the game but in 6U it is not our driving force.

6U LEAGUE RULES AND PROCESS

Below are the rules and process that we follow in the Bannock Baseball 6U League. Rules are a combination of Pony Baseball Rules and best practices that have been developed specifically to Bannock Baseball.

- 1) **UMPIRES** – The offensive (Homeplate) coach shall act as the umpire for play, but all coaches are encouraged to be fair and participative in this exercise.
- 2) **HITTING TEES** – Each coach is encouraged to teach the proper mechanics of a baseball swing by using the hitting tee. Research suggests the hitting tee has shown to develop a player's swing more effectively than other techniques with correct coaching.
- 3) **6U USES TEE BALLS** – 6U baseball works to familiarize players to what they will experience in 8U (pitching-machine) League. We use regulation Pony Rules 6U baseballs which are soft balls intended to provide for player safety.
- 4) **TEE ADJUSTMENT/REMOVAL** – Coaches will adjust and set tees for their own team. Only coaches will operate or remove the hitting tees during the game.
- 5) **EVERYONE BATS** – The entire roster of players present for the game shall bat in rotation all three innings. The half inning is over when the last batter's at-bat is complete.
HITTING FROM THE TEE Players hitting from the tee will be given 6 swings at the ball.
HITTING A PITCHED BALL A player may choose to hit a pitched ball. A coach (adult or

mature teenager) throws the ball to the batter. Underhand pitches can be thrown with an arc to reduce speed. Overhand pitches can be thrown from one knee on the ground to put the pitcher at the same level as the batter. If the player is unable to hit the

pitched ball after 5 good pitches, the ball is placed on a tee and the at-bat continues for 3 strikes.

BATTED BALL STRIKE/ARC RULE – A 10-foot arc will be painted in front of home plate, arcing from the first baseline to the third baseline. Any batted ball which does not travel beyond the 10-foot arc line will be ruled as a foul ball strike. The batter cannot be called out if this happens on a 2-strike count.

BATTING RESTRICTIONS – Batters are not permitted to bunt at the ball on a batting tee. The batting tee shall be placed on Homeplate. The Umpire/Coach is responsible for removal prior to any play at Homeplate. The batter will not be allowed to adjust the tee or take practice swings.

- 6) **BASERUNNING** – Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. **PENALTY:** If a runner is off the base and the ball is hit, the runner is out, and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

BASERUNNERS AT END OF BATTING ORDER – Runners on base after the completion of the last batter's at-bat will be allowed to run the bases to Homeplate in order to permit coaches to teach base running.

BASERUNNERS AT THE END OF AN INNING – Baserunners are cleared at the end of the inning.

- 7) **PLAYER POSITIONING/EVERYONE PLAYS THE FIELD** – With +/- 12 players it gets crowded in the field, but all players should be in the field. Only one player may assume the pitcher position.

PLAYER LOCATION – It is recommended that traditional infield & outfield positions be used in 6U.

OUTFIELDER & INFIELDER RESTRICTIONS – No outfielder may cross into the infield until the ball is hit. No infielder may cross the 10-foot line until the ball is hit.

CALLED TIME – When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to Homeplate.

PITCHING – Players are not permitted to pitch.

CATCHER POSITIONING – The catcher shall stand away from the plate until the batter swings, then field the position defensively.

- 8) NO SCORES ARE KEPT – For some of the kids, this is a challenge but remember our primary purpose in 6U is to develop skills. Competitiveness is part of the game, but it is not the driving force for 6U.
- 9) THREE INNINGS – The game is over after each team completes three at-bats.
- 10) GAME CANCELLATION – Cancelling games due to weather should be done by coaches on the field the day of the game.
- 11) GAME RESCHEDULING – it is VERY IMPORTANT that if you cancel a game and decide to reschedule it that you contact the Team Sports Office with the new proposed date so that the Alameda field can be reserved for that date.

SECTION 9 – 8U LEAGUE RULES AND REGULATIONS

8U LEAGUE FOCUSES on the development skills that work to familiarize 7-8-year-old players, not just to the game of baseball, but to give them an introduction to the kind of play they will experience in the 10U (player-pitch) League. 8U is about developing baseball skills and having fun. Competitiveness is a natural part of the game, but in 8U it is not our driving force.

8U LEAGUE RULES PROCESS

Below are the rules and process that we follow in the Bannock Baseball 8U League. Rules are a combination of Pony Baseball Rules and best practices that have been developed specific to Bannock Baseball.

- 1) PITCHING MACHINES – each machine has a speed and a height setting. Spend some time with your pitching machine to understand how it works and use it during your practices to be familiar with it during the games. Machines are placed approximately at the pitching mound rubber for games. **The use of the pitching machine is MANDATORY in this division.**
- 2) COACHES PITCH TO THEIR OWN TEAM – only coaches will operate the pitching machines during the games.
- 3) 8U USES REAL BASEBALLS – 8U play works to familiarize players to what they will experience in 10U (player-pitch) League. We use regulation 8U Rules Pinto baseballs which are hard balls (they are not t-balls).
- 4) THE TEAM AT-BAT – supplies first and third base coaches who also act as umpires.
- 5) STEALING BASES – there is no leading-off or base stealing in 8U play.

- 6) HITS – a single is a single, a double is a double, a triple a triple, and a HR a HR.
- 7) BUNTING – there is no bunting in 8U play.
- 8) EXTRA BASES – one extra base can be taken on an overthrow. **Base coaches need to use restraint.**
- 9) WE DO NOT KEEP SCORE – for some of the kids this is a challenge but remember our primary purpose in 8U is to develop skills. Competitiveness is part of the game, but it is not the driving force.
- 10) EVERYONE BATS IN AN INNING – the inning is over when the last batter's at-bat is complete
- 11) EVERYONE PLAYS THE FIELD – with +/- 12 players it gets crowded in the field, but all players should be in the field.
- 12) NUMBER OF PITCHES – every batter should receive 6 good pitches (good pitches are up to the discretion of the pitching coach).
- 13) OUTS ARE COUNTED – an out is an out. Runners on base after three outs can remain on base. Runners are cleared at the end of the inning.
- 14) THREE INNINGS – the game is over after each team completes three at-bats.
- 15) GAME CANCELLATIONS – cancelling games due to weather should be done by coaches on the field the day of the game.
- 16) GAME RESCHEDULING – it is VERY IMPORTANT that if you cancel a game and reschedule it to let the Team Sports Office know ASAP so they can make arrangements for field reservation.
- 17) Bats manufactured for T-ball shall not be used when the ball is pitched by the pitching machine.
- 18) Metal cleats are NOT permitted in 8U. Rubber cleats are REQUIRED.
- 19) The batter, players in the on-deck batting area, and baserunners are REQUIRED to wear a helmet.

SECTION 10 – DISCIPLINARY PROCESS

- 1) A LEAGUE OFFICIAL AND/OR UMPIRE CAN END A GAME PRIOR TO ITS REGULAR COMPLETION BECAUSE OF PARENTAL HARASSMENT, FOUL LANGUAGE, AND/OR UNSPORTSMANLIKE CONDUCT. THE TEAM WHOSE PARENTS ARE CAUSING THE DISTURBANCE WILL FORFEIT WHETHER WINNING OR LOSING. IT IS THE COACHES' RESPONSIBILITY TO CONTROL THE PARENTS OF THE PLAYERS ON HIS TEAM.
- 2) Any player, head coach, manager, or assistant coach caught throwing or damaging equipment belonging to Team Sports/City of Pocatello Parks and Recreation will be suspended for the remainder of the game. This also includes in practice. An authorized league official or umpire will enforce this rule. It is the responsibility of the coaches to maintain an acceptable behavior and control over the ballplayers.
- 3) The use of tobacco in any form will not be allowed during the games on or off the field by the players, coaches, or assistant coaches. Any player or coach using tobacco in any form during the game will be suspended from that game and in the next scheduled game.
- 4) Alcoholic beverages are not permitted on the playing field or where spectators are watching the ball game. If it is brought to the attention of a league official that someone is in violation of this rule, the official will ask them to dispose of the beverage or leave the park. The game will be stopped until the violator responds accordingly.
- 5) Administered by the President of Bannock Baseball or the Team Sports Office, who shall have the authority to suspend, discharge, or otherwise discipline any person whose conduct is in violation of the rules and regulations or whose actions are considered detrimental to the best interests of Bannock Baseball.
- 6) In recognition of the difficulty of establishing specific penalties for a variety of possible violations of acceptable conduct, the following penalties will be suggested: (The Team Sports Office may impose the penalty which appears to match the severity of the offense.)
 - a. Warning: The offending person is to be advised in writing that repetition of the offense will result in more severe penalty.
 - b. Suspension: The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games or days.

- c. Dismissal: the offending person is to be advised in writing that he or she has been dismissed from further participation in the league for the remainder of the current year.
 - d. Banned: The offending person is to be advised in writing that he or she has been banned from present and future participation in the league for a specific number of years or permanently.
- 7) Individuals have the right to appeal all actions or decisions regarding such affected party provided the following procedure is followed: The appealing party must submit in writing the nature of the appeal and request for a hearing to the league administration for consideration and decision. The league administration will meet and investigate the appeal, and a hearing will be held if requested. A final decision will then be rendered by the Team Sports Office. **ALL appeals and grievances filed with the league administration, or the Team Sports Office will have a \$25 fee for services rendered. *