



## **2017 YOUTH BASEBALL BYLAWS (8U-12U)**

*All areas not specifically covered in the Copperas Cove Parks and Recreation (CCPARD) Bylaws are subject to Texas Teenage Baseball (TTAB) playing rules.*

### **TEAM & ROSTERS**

*Age as of April 30<sup>th</sup>, 2017*

<b>8U</b> (7&8 yrs old):	11-14 Player Roster
<b>10U</b> (9&10 yrs old):	11-14 Player Roster
<b>12U</b> (11&12 yrs old):	11-14 Player Roster

1. All adds & drops must be organized and approved through CCPARD
2. All Rosters will be formed via player draft (See ----)
3. CCPARD shall have the power to schedule or re-schedule any game necessary to complete season on time.
4. Management of a baseball team may consist of one head coach, and no more than two (2) assistant coaches (8U machine pitch will be allowed (3) assistants). ALL must complete and submit a background check through the City of Copperas Cove Human Resource office NO EXCEPTIONS!

### **EQUIPMENT & UNIFORMS**

1. All players on each team must wear the uniforms provided by the Parks and Recreation Department. No modifications can be made to these uniforms. (names on back of jersey are ok)
2. For the 2017 season there is no limitation on length or diameter of the bat. BBCOR bats are allowed in all age groups. All other non-wood bats must be stamped BPF 1.15 or less.
3. Pitchers (10U/12U) are prohibited from wearing wristbands.
4. Any person warming up a pitcher sitting or standing, must wear a facemask.
5. No Metal Cleats allowed
6. All participants wearing glasses MUST have a retainer strap
7. No jewelry
8. All catchers MUST wear a cup

## **PLAYER PARTICIPATION**

1. **PLAYING TIME RULES:** Every player on each roster must play at least three (3) outs on defense and one (1) at-bat. Failure to abide by this rule will be an automatic forfeit of all games with violations of this rule. EVERY DIVISION!!!

*\*\*Please remember this is a recreational league. The goal for this league is to serve as an introduction of sport for all players.*

## **PLAYING RULES (ALL DIVISIONS)**

1. Line-ups **MUST** be turned in to the official scorekeeper ten (10) minutes prior to game time with first and last names of players, shirt numbers, and positions. Manager failing to comply with this rule makes his game subject to forfeiture at the discretion of the umpire.
2. Games may be started early whenever the occasion arises, but both managers, umpires, and CCPARD staff must consent.
3. Teams must have eight (8) players to start and finish each game. A team who wins due to a forfeit must also have at least eight (8) players at the field during the time of the forfeit. In case of a double forfeiture, the game will not be played later, and each team receives a loss. Any team appearing with less than 9 players may use the shorthanded rule. A team may play with only eight (8) players with the understanding that the 9th batter will be an automatic out each time the 9th batter is at bat.
4. No infield practice will be permitted before or between games.
5. Only players, the allotted number of coaches 3, (or 4 in 8U) will be allowed in dugouts.
6. Only two (2) coaches allowed on the field when on offense, except in Machine Pitch when an additional coach is allowed to operate the pitching machine.
7. **A NEW INNING WILL NOT BE STARTED ONCE TIME HAS EXPIRED**
8. Game time begins with first (1st) home team warm-up pitch.

## **RUN RULES**

9. **RUN RULES for ALL DIVISIONS (8U-12U):** 15 Runs after 2.5 or 3 innings, 10 runs after 3.5 or 4 innings, 8 runs after 4.5 or 5 innings
10. A maximum of 7 runs per inning. After 7 runs are scored the half inning will be over.
  - 8U/10U/12U: No 7 run limit in the 6<sup>th</sup> or extra innings

## **8U PLAYING RULES**

### FIELD DIMENSIONS/PITCHING MACHINE

1. Tight Base (60ft. base paths)
2. 46' Pitching Distance from front legs of the sling arm to home plate
3. CCPARD will use "Ultimate Pitching Machine" sling arms for all games
4. The pitching machine settings must not be altered by ANYONE except CCPARD staff.
5. If a Volunteer Coach is altering the pitching machine in any way, he/she is subject to removal from operating pitching machine, or an ejection.

## LENGTH OF GAME

1. Game length will be 6 innings or 80 minute time limit (1 hour and 20 minutes)
2. Three (3) innings will be considered a complete game if play is discontinued because of rain, darkness or other causes which make further play impossible.

## BASERUNNERS

3. If a base runner leaves base before the pitched ball reaches the batter and the batter does not hit the ball, the base runner must be returned to the base occupied before the pitch was made, the ball is dead and no runner may score nor runners advance. All pitches will be counted as either a ball or strike, even though ball is called dead.
4. If the batter hits the ball fairly, the base runner leaving base before the pitched ball reaches the batter, shall be declared out. The ball is live and in play.
5. Umpires will call "time" after every play and declare a ball dead. Time shall be called as soon as the lead runner is stopped from advancing by a defensive player.
6. There will be no overthrow rule this season. All overthrown balls are LIVE unless thrown in the dugout/out of play

## PLAYING RULES

7. There is no intentional walk.
8. The Infield Fly Rule does not apply in Boys 8U Machine Pitch.
9. The front legs of the pitching machine will be placed at 46 feet.
10. Pitching speed is 37 MPH at the plate for Boys 8U Machine Pitch. Machine settings can only be altered by CCPARD staff.
11. If the batted ball hits the Pitching Machine Coach, the umpire will judge if the Pitching Machine Coach made a legitimate attempt to get out of the way, the ball becomes dead. If the umpire rules that the Pitching Machine Coach did not make the attempt to get out of the way, then the batter is declared out. No runner shall advance. Any batted ball hitting the pitching machine is dead and the hitter is awarded first base. All runners advance one base.
12. If a thrown ball hits the pitching machine, the ball is live.
13. A batter will receive a maximum of **five pitches or three swinging strikes**, whichever occurs first. 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.
14. The defensive player listed as pitcher must be no closer to the batter, than the front legs of the pitching machine until the ball leaves the machine.
15. **NO STEALING** at any time.
16. Pitching machine will be fed by a coach of the team which is batting.
17. The Pitching Machine Coach will not coach while in the pitching position, either verbally or physically. The Pitching Machine Coach cannot coach while his team is on offense. (**PENALTY:** Removal of the Pitching Machine Coach) Once the ball has been hit, the

Pitching Machine Coach must position himself/herself as not to be an obstruction to the defensive team on any play at all.

18. No bunting is allowed. Full swing must be taken. **PENALTY:** Batter attempting to bunt, ball is dead, batter is out, no runner/s may advance.
19. Teams must use an Extra Hitter (EH). Teams will bat a 10 person lineup
20. There will be no overthrow rule this season. All overthrown balls are LIVE unless thrown in the dugout/out of play
21. A player may be substituted at any time, provided the coach communicates lineup changes with official scorekeeper and umpires.

## **10U TIGHT BASE PLAYING RULES**

### FIELD DIMENSIONS

1. Tight Base (60' base paths)
2. Pitching Distance 42'

### GAME LENGTH

1. Game length will be 6 innings or 80 minute time limit (1hour and 20 minutes)
2. Three (3) innings will be considered a complete game if play is discontinued because of rain, darkness or other causes which make further play impossible.

### PITCHING RULES

*For the 2017 Baseball Season, TTAB has changed from "Computation of Innings Pitched" to an individual "Pitch Count."*

3. Pitchers cannot pitch consecutive days in league play.
4. Pitchers can pitch no more than 80 pitches per week: 10U & 90 pitches per week: 12U (typically 2 games). A week runs from Sunday-Saturday.
5. CCPARD will abide by the "Pitch Count/Rest" Rule

#### **10U "Pitch Count/Rest" Rule**

- 1-20 pitches: 0 days rest
- 21-35 pitches: 1 days rest
- 36-50 pitches; 2 days rest

**\*\*\*80 pitches per week**

6. Pitch Count will be recorded by the Official Scorekeeper. At the end of each game both team managers must sign-off on the pitch total. That total will be kept weekly and distributed to coaches publicly after each game.
7. If a pitcher is removed from the mound, or lineup during a game, he/she may not return to the mound as a pitcher for that game.

8. Mound conferences will be limited to 1 minute and 2 per pitcher. During the 2<sup>nd</sup> conference the pitcher must be substituted.
9. There will be no balks called in this division.
10. Violation of any of the above pitching rules will result in forfeiture of the game in which such violation occurred.

### BASERUNNERS

11. When a pitcher has his foot in contact with the pitcher's rubber, and the catcher is in the catcher's box ready to receive delivery of the pitch, base runners shall not leave their bases until the ball has been delivered and reached the batter.
12. If a base runner leaves base before the pitched ball reaches the batter and the batter does not hit the ball, the base runner must be returned to the base occupied before the pitch was made, the ball is dead and no runner may score nor runners advance. All pitches will be counted as either a ball or strike, even though ball is called dead.
13. If the batter hits the ball fairly or draws a base on balls, or is hit by pitch, the base runner leaving base before the pitched ball reaches the batter, shall be declared out. The ball is live and in play.
14. NO dropped 3<sup>rd</sup> strike

### PLAYING RULES

15. NO infield fly rule
16. Teams must use an Extra Hitter (EH). Teams will bat a 10 person lineup
17. A player may be substituted at any time, provided the coach communicates lineup changes with official scorekeeper and umpires.

## **12U OPEN BASE PLAYING RULES**

### FIELD DIMENSIONS

1. Open Base (70' base paths)
2. 47' 6'' Pitching Distance

### GAME LENGTH

3. 6 inning or 1 hour 30 minute time limit (90 minutes)
4. Three (3) innings will be considered a complete game if play is discontinued because of rain, darkness or other causes which make further play impossible.

### PITCHING RULES

*For the 2017 Baseball Season, TTAB has changed from "Computation of Innings Pitched" to an individual "Pitch Count."*

5. Pitchers cannot pitch consecutive days in league play.
6. Pitchers can pitch no more than 80 pitches per week: 10U & 90 pitches per week: 12U (typically 2 games). A week runs from Sunday-Saturday.
7. CCPARD will abide by the "Pitch Count/Rest" Rule

#### **12U "Pitch Count/Rest" Rule**

- 1-30 pitches: 0 days rest
- 31-45 pitches: 1 days rest
- 46-60 pitches: 2 days rest
- 61+ pitches: 3 days rest

**\*\*\*90 pitches per week**

8. Pitch Count will be recorded by the Official Scorekeeper. At the end of each game both team managers must sign-off on the pitch total. That total will be kept weekly and distributed to coaches publicly after each game.
9. If a pitcher is removed from the mound, or lineup during a game, he/she may not return to the mound as a pitcher for that game.
10. Mound conferences will be limited to 1 minute and 2 per pitcher. During the 2<sup>nd</sup> conference the pitcher must be substituted.
11. Balks will be called in this division.
12. Violation of any of the above pitching rules will result in forfeiture of the game in which such violation occurred.

#### PLAYING RULES

13. Teams must use an Extra Hitter (EH). Teams will bat a 10 person lineup
14. A player may be substituted at any time, provided the coach communicates lineup changes with official scorekeeper and umpires.
15. Dropped 3<sup>rd</sup> strike applicable

**\*\*\*ALL RULES NOT COVERED IN 12U BYLAWS WILL BE SUBJECT TO OFFICIAL BASEBALL RULES\*\*\***

#### **LEAGUE STANDINGS/TTAB DISTRICT PLAY**

1. All teams will play a nine game regular season schedule
2. The league standings after 9 games will seed you for a single elimination end of season tournament.
3. The winner of the end of season tournament regardless of league standings will receive an automatic bid to TTAB district play.
4. The top two teams in each division will advance to TTAB district play, unless a team that isn't in the top 2 of league standings wins the end of season tournament. In that case, the 2<sup>nd</sup> place team will not advance and the winner of the end of season tournament will move on to TTAB District Play.
5. The top 3 teams in each age division will receive awards based on their total season record to include end of season tournament.

