



Bluffton Youth Baseball Association

2025 League Rules

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BLUFFTON YOUTH BASEBALL ASSOCIATION

CONSTITUTION

The Bluffton Youth Baseball Association provides a summer baseball program for the youth children.

PURPOSE

Bluffton Youth Baseball Association is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation.

It is dedicated to helping youth become good and decent citizens. It strives to inspire them with a goal to enrich their lives towards the day when they must take their place in the world. It establishes for them rudiments of teamwork and fair play.

STRUCTURE

Bluffton Youth Baseball Association is comprised of two leagues:

- Farm League: Youth League ages 8-10 (8-year-olds must be approved)
- Junior League: Youth League ages 10-13 (10-year-olds must be approved – 13-year-olds will re-draft)

The following officers administer Bluffton Youth Baseball Association:

ASSOCIATION PRESIDENT - Responsible for the overall administration of the Association program for the complete league operation: *Zach Bedwell*

FARM LEAGUE PRESIDENT - Responsible for the aid of administration of the Farm League: *Zach Bedwell*

JUNIOR LEAGUE PRESIDENT - Responsible for the aid of administration of the Junior League: *Zach Bedwell*

ASSOCIATION SECRETARY - TREASURER - Responsible for the control of all receipts and disbursements of the Association: *Lindsay Dunnuck*

The Secretary - Treasurer is an appointed position with the appointment to be made by the Association President.

SECTION I- GENERAL INFORMATION

1. To add or change any rule it requires a majority vote of the Association managers (or their representatives) present at a specially called meeting with at least 60% attendance.
2. Each team has one (1) vote for all league matters. The Association President shall note to break a tie.
3. Any rule not covered by these rules will revert to the Official Little League Handbook
4. There shall be a Protest Board from each league to rule on matters concerning the opposite league. The Protest Board shall consist of the league's president and two (2) managers from that league to be appointed by each league president. The Protest Board has the authority to enforce their decisions. The protest board shall be replaced by the Board of Directors when appointed.
5. The Secretary - Treasurer of the Association will be compensated the sum of up to \$500 per year. Association President and League Presidents will receive no compensation.
6. All league coaches that step down will be asked to notify their respective league president. At that point, the Association president and that league president will appoint the new team manager. It will not be the coach that is stepping down's responsibility to do this task but they hopefully can provide a suggestion.
7. Farm and Junior league will reselect divisions each season.

SECTION II- ELIGIBILITY

Age of Players

1. **Farm League** - Youth players must be eight (8), nine (9), or ten (10) years old on May 1st of the current season. Youth eight (8) year olds must be evaluated to insure they can play safely in the league. The Association President will consult with the Minor League President if the child needs to revert. Coaches may use an 8-year-old as an automatic or coach pick without tryouts.
2. **Junior League** - Youth eleven (11), twelve (12), or thirteen (13) year olds on May 1st of the current season. Youth ten (10) years olds must try out and be approved by the majority of the coach's vote. 10-year-olds are not guaranteed to be selected by a team and revert to Farm League if not chosen. 10-year-olds may be used as an automatic or coaches pick and would not be required to try out. 13-year-olds should try out for Koufax and revert to Junior League if applicable. 13-year-olds must redraft unless being used as a coach's kid pick. 13-year-olds cannot be an automatic.

SECTION III - TEAM SELECTION

1. The team that finished last the prior season is granted the first selection. Each team will pick in the 1st round of the draft. After the 1st round, the teams with the most players will not pick until all other teams have an equal number of players. If a division champion finished the season with the same record as another team or teams, the team or teams that were not declared a division champion will select before the division champion.
2. Draft selections will process from bottom to top in all rounds.
3. The holdovers (returning players) will be placed in positions 4,5,6, etc. for the team. These positions will be determined before the selections begin by determining the number of players on each team.
4. If the Manager has a child moving into the league that child will go in the 3rd round slot. If a team needs a staffing change the manager is entitled to declare an assistant coach. If the assistant coach has a child moving into the league that child will go into the 2nd slot of the draft order. NO EXCEPTIONS. This will minimize "loading a team via coaches and staff."
5. If a team has an assistant coach's child returning to the team from the previous season and the manager chooses a different assistant coach whose child would automatically be on the manager's team, the child of the previous season's assistant coach will re-enter the draft. NO EXCEPTIONS.
6. If a holdover has a brother, he will go in the 9th position, using the example in rule 3. If a player is selected during the draft and he has a brother who is also eligible for draft, the second brother shall fill the teams last available draft selection.
7. A sponsor's child is considered a holdover and will receive an automatic bid in spot # 4.
8. As a guideline, the number of players in any one age will be limited to 60% of the entire team.
9. NO SHOWS: All "no-shows" will be drawn out a hat, one for each age group within the league. A player may be selected out of the hat as a draft pick at any point through the draft. The names of the players drawn out are not to be announced until the draft is complete. Sharing the information from a hat pick will result in termination of pick.

10. Any youth who sign-up after tryouts will be placed on a team by putting the name of the teams with the last number of players in a hat. The Association President will draw the name of one (1) team.
11. Any youth wishing to enter either league after the one-half period of the season must be approved by the respective league president.
12. Only coaches and managers may be in the draft room.
13. All 13-year-olds must re-draft in Junior League unless their coach is part of the management staff. (They would go in the 2-3 slot if applicable)

SECTION IV - GAME RULES

1. 6pm game - the home team may use the batting cage and the visiting team may use the field for batting practice. (Stay off the chalk and do not destroy the batter's area) 8 pm game - the visiting team uses the cage from 7:00 to 7:30 and the home team from 7:30 to 8:00.
2. For the second game (typically 8 pm), each team has the infield for one-half (1/2) of the time between the end of the first game and the beginning of the second game, or a minimum of five (5) minutes each, with the visiting team going first.
3. The home team will have the first base dugout and the visiting team will have the third base dugout.
4. In case of a rainout game, the home team manager will contact the League President to re-schedule the game, who will in turn, contact the Bluffton Parks Department Board. The home team manager will contact the visiting team manager and notify him of the re-scheduled game. Make up games will be scheduled during the next available date (**Farm League:** See Section IV rule 5)
5. Double-Headers (to be used interchangeably with multiple games in one day) **Farm League** - The league will not schedule double headers without the permission of the affected team's manager. After a game cancellation, if the next available date would create a double header, the game would then be scheduled to the next following available date, unless approved by the affected manager.
6. Rain Outs- They are to be scheduled by the managers and league president on the NEXT available open time/date slot. Moving previously scheduled games is prohibited due to player,

coach, and umpiring scheduling.

7. NUMBER OF INNINGS:

- a. **Farm League** - plays five (5) innings per game.
- b. **Junior League** - plays six (6) innings per game.

8. BATTING ORDER - Junior & Farm League - Continuous batting order during each game and free substitution on defense.

9. Farm League Number of fielders - 10 fielders are allowed on defense if both teams have 10 players. If one team only has 9 players, the other is still allowed to play 10.

10. Time Limit: Time Limits will be enforced during an evening of 6pm and 8pm games. When there is just 1 game scheduled for the evening, there will be no time limit. (Play it out) except for: (park closes at 11pm). No time limit during the tournament or league championship games. Mercy run rules apply.

- a. **Farm League** - No inning starts after one hour and forty-five minutes.
- b. **Junior League** - No inning will start after 2 hours.

COMPLETE GAMES

- a. **Farm League** - A game is considered complete after three (3) innings (or after two and one half (2 ½) innings if the home team is ahead.
- b. **Junior League** - A game is considered complete after four (4) innings (or after three and one half (3 ½) innings if the home team is ahead.

11. Run-Rule:

- a. **Farm League** - Ten (10) run-rule after three (3) innings is an automatic game. Eight (8) run rule after 4 innings. If the game has exceeded the one hour and forty-five (1:45) time limit, and one team is ahead ten (10) runs, the game is over, regardless of the inning.
- b. **Junior League** - Ten (10) run-rule after four (4) innings is an automatic game. Eight (8) run rule after 5 innings. If the game has exceeded the 2-hour time limit (2:00), and one team is ahead ten (10) runs, the game is over, regardless of the inning.

12. NO INFIELD FLY RULE **Farm League**

13. **Junior League** will enforce the “Infield Fly Rule.”

14. NO DROPPED 3RD STRIKE FOR **Farm League**.

15. **Junior League** will enforce the dropped 3rd strike rule. In the event there is a dropped 3rd strike by the catcher the player can run it out and is expected to be thrown out at 1st base. This is only when 1st is not occupied unless there are 2 outs.

16. **Junior League** will allow lead offs and steals.

17. **Farm League** STEALING - The base runner may leave the base as soon as the ball crosses the plate.

- ANY BASE RUNNER LEAVING THE BASE EARLY DURING AN ATTEMPTED STEAL IS SUBJECT TO PENALTY. OPPOSING COACH MUST APPEAL PLAY TO UMPIRE. UMPIRE HAS THE FINAL DECISION. A GUILTY RUNNER MUST RETURN TO PREVIOUS BASE. LEAVING THE BASE EARLY DURING A HIT MUST BE APPEALED BY OPPOSING COACH. THE PENALTY FOR LEAVING EARLY WILL BE RETURNING BACK TO 1 BASE AHEAD OF THE HITTER. AGAIN, BOTH OF THESE SCENARIOS MUST BE APPEALED BY HEAD COACH ONLY AND THE UMPIRE MUST BE CERTAIN WITHOUT DOUBT A PENALTY HAS OCCURRED.

18. Calling Time Out: Once the ball or play is “dead” there will not be any advancement by any runner. Umpires must grant the time out. A hitter may call time out in the batter’s box or after reaching a base safely. (Stolen bases apply) Any fielder with the ball in the infield may call time out if the runners are in a “safe” not going to advance scenario. Pitchers may run the runner back to 3rd base and call time out.

19. Number of manager/coaches in dugout:

- a. Farm League - only four (4) manager/coaches in the dugout
- b. Junior League - only four (4) manager/coaches in the dugout

20. Both Leagues: A manager at his option may use a courtesy runner for the catcher. The runner must be the player that made the previous out. The runner replaces the catcher only on the bases. This rule can ONLY be used w/ 2 outs.

21. Both Leagues: No Pool Players. You must complete the game with 7 players or forfeit.

22. Both Leagues- No rover can be used. (Shallow outfielder behind 2nd base)

SECTION V - PLAYERS

1. Each player must pay a \$60.00 player fee with registration and waiver signed prior to 1st game.
2. All players in both leagues must play 3 defensive outs. No exceptions. This will be enforced with penalty up to and including forfeiture of the game.

SECTION VI - PITCHERS

1. INNINGS PER WEEK:
 - a. Farm & Junior League - A pitcher may pitch a maximum of three (3) innings a game and 6 innings per week unless there are 3 games scheduled. They would then be eligible for 9 innings. (See Tourney Rules for Tournament Pitch Counts)
2. One (1) pitch constitutes an inning.
3. Only one pitcher can return to the mound, and he may only return one time. Anytime.
4. Pitching week starts on Monday and ends after Sunday.
5. Farm League Pitching distance 46 feet
6. Junior League Pitching distance 50 feet
7. Both Leagues: There will be no restriction on players combined playing time as a catcher and pitcher in one game.

SECTION VII - ALL STARS

1. There will be 2 All-Star games from each league:
 - a. There will be a 9 and under All Star team from the Farm League. (6pm)
 - b. There will be a 10 and under All Star team from the Farm League. (8pm)
 - c. There will be an 11 and under All Star team from the Junior League. (6pm)
 - d. There will be a 13 and under All Star team from the Junior League. (8pm)
 - e. NO player shall be permitted to play in both games unless agreed upon by the coaches.
 - f. The Division All-Star games should include players from each team.

2. The Selection Process for the Players:
 - a. Each manager will nominate players from his own team representing each of the age groups represented on the All-Star team.
 - b. The All-Star Committee (League President and two (2) volunteer managers/coaches) will select the final rosters.
3. The Association will furnish baseballs and umpires for each game. BYB will pay for 1 after season tournament for each league if applicable. The representative from each league scheduling this will need to get approval from the BYB Association president.

SECTION VIII - TOURNNEY RULES

1. Higher seeded teams will determine the "Home" and "Visitors".
2. No time limit on bracket games. No time limit on championship games.
3. Farm and Junior League will have a single elimination tourney.
4. Pitchers: Farm and Junior League - 3 innings per tournament game with no weekly innings limit per pitcher.

**ALL RULES GOVERNING REGULAR SEASON PLAY WILL BE USED
DURING TOURNAMENT PLAY.**