

LEAGUE RULES

FOR

TWIN VALLEY

YOUTH BASEBALL LEAGUE
(TVYBL)

ESTABLISHED 1980

REVISED MARCH, 2011

ARTICLE I
ORGANIZATIONS

- A. The TVYBL is comprised of teams from the following organizations:**
 - a. Elverson AA
 - b. High Point Academy
 - c. Morgantown AA
 - d. Plowville AA

- B. The Rules Committee is comprised of a league representative from each organization and the league president. Each person on the Rules Committee is given one vote. On decisions regarding game protests and player eligibility the league representative(s) associated with the team(s) involved shall be excluded from voting on the decision. In the event of a tie vote the league president's vote will rule.**

ARTICLE II
DIVISIONS AND AGE REQUIREMENTS

- A. Juniors Division-** All players age 13-15yrs old on May 1st of the current season

- B. A-Division-** All players age 11-12yrs old on the May 1st of the current season

- C. B-Division-** All players age 9-10yrs old on the May 1st of the current season

- D. Farm Division-** All players 8 yrs old and under on May 1st of the current season. The minimum age limit is set independently by each organization.

- E. Playing Up-** A player may play in the next division beyond their age defined division, however they must not be more than one year away from age eligibility of that division.

- F. Playing Down-** On rare occasions an organization may request that a player be permitted to play one division below their age defined division, however they must not be more than one year away from age eligibility of that division. The Rules Committee will decide on whether to grant the request.

- G. Dual Rostering-**
 - a. Any playing who chooses to “play up” may also elect to play in their age defined division.
 - b. No player may be listed on more than one team roster in any division.

ARTICLE III
RULES OF THE GAME

A. Umpires and Game Decisions:

- a. All league rules, unless defined otherwise in this document, shall be governed by Pennsylvania Interscholastic Athletic Association (PIAA) Baseball Rules.
- b. Regular licensed paid umpires shall be used in games for all divisions except the Farm-Division. In the event an umpire fails to show up for a scheduled game, the game may be played with a volunteer umpire(s) provided both coaches mutually consent.
- c. The home team is responsible for paying the umpire fee and providing the game balls. For games where a two-umpire crew is used the teams shall split the umpire fees.
- d. If a team has less than 8 players at the scheduled starting time they will be permitted a 15-minute grace period. If after the grace period the team is unable to field a minimum of 8 players they will forfeit the game. The teams may still play the game but it will be official recorded as a forfeit.
- e. All umpires decisions are final. They may however be overturned by an officially filed protest with the league president.
- f. All protests must be made in writing by the coach of the protesting team and submitted to the league president within forty-eight (48) hours of the occurrence. The Rules Committee will act on all protests.

B. Scheduling, Cancellations and Results:

- a. In the event of inclement weather the home team coach is responsible for notifying the umpire coordinator and visiting team coach of a cancellation. The home team coach must also notify the league scheduler within 24-hours of the cancellation.
- b. The home team coach is responsible for coordinating the rescheduling of any cancelled game. This includes the scheduling of umpires when applicable and notifying the league scheduler.
- c. All scores and pitching stats (players name and innings pitched for both teams) must be reported to the league scheduler within 5-days of the game completion by the winning team.

C. Rosters:

- a. A team may have a maximum of eighteen (18) players on their roster.
- b. Each team shall submit a roster to the league president prior to the season by the league agreed upon date. The roster shall include a minimum of the following information:
 - Team Name
 - Coach's name and contact information
 - Assistant Coach's name and contact information
 - Each players first and last name
 - Each player date of birth

- c. All rosters will be closed once the regular season begins. Teams may petition the Rules Committee to allow a player to be added to their roster after the season begins.
- d. Use of a player not listed on the team roster will result in forfeiture of all games played by the player.

D. General Playing Rules of the Game:

- a. Games shall be seven (7) innings in length unless shortened by weather conditions, darkness, time restrictions or mercy rule.
- b. All games played during weekdays prior to June 1st shall not start a new inning after 8:00pm.
- c. When a game is not completed before the starting time of the next scheduled game for the field, the current inning will be completed and the game will be official.
- d. An official game is five (5) full innings or 4 ½, if the home team is already leading. In situations when a game is called for darkness or curfew, it is an official game even if less than five (5) full innings have been played. The final score of a shortened game reverts back to the score after the last completed inning.
- e. Official games ending in a tie will not be replayed and will count as a tie.
- f. If a game is rained out before becoming an official game, the game is to be replayed from the beginning.
- g. Any field with lights can have those lights used as long as the home team coach notifies the umpire and the visiting coach prior to the start of the game that the lights are available. The lights may be turned on at the end of any half-inning, not during the middle of play.
- h. All uniformed players present for a game shall be included in the batting lineup unless injured. If a player arrives after the game has started they are to be inserted at the end of the batting lineup. If a player is injured after the game begins their spot in the lineup is skipped over without loss of an out.
- i. Unlimited field position substitution is permitted, however, players removed from the pitcher's position may not return to that position for the remainder of the game.
- j. All uniformed players present for a full length game shall play a minimum number of defensive outs (9-defensive outs for Farm-Division, 6-defensive outs for all other divisions). In an official game of less than seven (7) innings a player may play less than the minimum number of defensive outs, however they must then start the next scheduled game and play 6 consecutive defensive outs. The number of defensive outs played may be waived for injury or disciplinary reasons; however, the opposing coach must be informed.
- k. All male players in all division must wear a protective cup during league play and practices. Players may, at their option, wear a protective chest guard while batting during league play and practices.
- l. All catchers in all divisions must wear helmet, apple strap, chest protector, shin guards, and protective cup. The catcher's helmet must provide full ear protection and protection to the base of the skull. If the catcher's equipment is

not in order, the game can not continue.

E. Junior-Division Specific Rules:

- a. The game shall be played on ninety (90) feet base paths and the pitching mound shall be 60 feet 6 inches from home plate.
- b. Bats shall not be heavier than 3oz. lighter than the bat length, i.e. -3. Use of an illegal bat results in the batter being out and the bat is removed from the game.
- c. Metal spikes are permitted.
- d. Mercy Rule: If a team is ahead by ten (10) or more runs after five (5) complete innings, the game is complete. Home team does not bat if ahead by mercy.
- e. Sliding: Head-first sliding is permitted. Players must avoid contact with a fielder who has the ball or is in the act of receiving the ball by sliding or sidestepping. Fielders may not block the base without the ball. If unnecessary contact occurs, the runner is out unless the umpire rules an illegal block. If the umpire deems the contact to be excessive the runner is to be ejected from the game.
- f. Pitched Innings Restrictions: No more than two 15yr olds may pitch in a calendar week. A pitcher may pitch a maximum of nine (9) innings in a calendar week; a calendar week is defined as Monday to Sunday. If a pitcher pitches in five (5) or more innings in a game they must be idle for three calendar days (e.g. an individual pitches five (5) innings on Monday, he may not pitch again until Friday). One pitch thrown in an inning constitutes an inning pitched. If a pitcher exceeds the maximum innings pitched allowed the result is a forfeiture of all games pitched while beyond the allowed limit.
- g. Thrown Bat: Thrown bats are a safety issue and are not permitted at any time. The umpire shall warn the player on the first offense of a thrown bat. For all subsequent occurrences by the same player during the game, including the same at bat, the player shall be called out.

F. A-Division Specific Rules:

- a. The game shall be played on seventy-five (75) feet base paths and the pitching mound shall be fifty-three (53) feet from home plate.
- b. Bats shall be a maximum of 32" in length and 2 1/4" in diameter. Use of an illegal bat results in the batter being out and the bat is removed from the game.
- c. Metal spikes are prohibited.
- d. Mercy Rule: If a team is ahead by fifteen (15) or more runs after five (5) complete innings, the game is complete. Home team does not bat if ahead by mercy. While a team is ahead by fifteen (15) or more runs they are no longer permitted to steal or advance on pass balls.
- e. Sliding: No head-first sliding is permitted unless returning to the base. If a player slides head-first into a base, the team is given a warning and the result of the play stands. A team gets one warning per game; all team occurrences after the team warning result in the runner being called out. Players must avoid contact with a fielder who has the ball or is in the act of receiving the

ball by sliding or sidestepping. Fielders may not block the base without the ball. If unnecessary contact occurs, the runner is out unless the umpire rules an illegal block. If the umpire deems the contact to be excessive the runner is to be ejected from the game.

- f. Pitched Innings Restrictions: A pitcher may pitch a maximum of seven (7) innings in a calendar week; a calendar week is defined as Monday to Sunday. A pitcher may pitch a maximum of 4 innings per game. One pitch thrown in an inning constitutes an inning pitched. If a pitcher exceeds the maximum innings pitched allowed the result is a forfeiture of all games pitched while beyond the allowed limit.
- g. No balks are to be called, however, a ball will be called if a pitcher starts a motion to the plate and does not complete the motion.
- h. Pitched curve balls are not permitted. A warning is issued to the pitcher on the initial occurrence. All subsequent occurrences result the pitch being called a ball.
- i. A batter showing bunt MUST bunt if he attempts to hit the ball. This does not mean the batter can't take the pitch or pull back the bat. A player that shows bunt, pulls the bat back and then attempts to swing at the pitch shall be called out.
- j. Batters may advance on a dropped 3rd strike.
- k. The walk/steal play is prohibited. A walked batter may continue to second base and beyond only if the defense first makes a play on them or another runner.
- l. Stealing: A ten (10) foot lead-line from the trailing edge of each base shall be marked prior to the start of the game. While the pitcher has possession of the ball, base runners are at their own risk but may not advance beyond the lead-line unless the pitcher makes a play on a base runner. Once the pitched ball crosses the plate base runners are allowed to steal all bases including home. If a player goes beyond the lead line prior to the ball crossing the plate the play is considered dead (i.e. no pitch) and the team batting is issued a warning. For all future offenses in the game (by the same team) the play is considered dead (i.e. no pitch) and the runner is called out.
- m. The infield fly rule does not apply. All infield fly balls will be played and the runners are to advance at their own risk.
- n. Thrown Bat: Thrown bats are a safety issue and are not permitted at any time. The umpire shall warn the player on the first offense of a thrown bat. For all subsequent occurrences by the same player during the game, including the same at bat, the player shall be called out.

G. B-Division Specific Rules:

- a. The game shall be played on sixty (60) feet base paths and the pitching mound shall be forty-six (46) feet from home plate.
- b. Bats shall be a maximum of 32" in length and 2 ¼" in diameter. Use of an illegal bat results in the batter being out and the bat is removed from the game.
- c. Metal spikes are prohibited.
- d. Mercy Rule: Six (6) runs or 3-outs constitute a half-inning except the last

inning where there is no run restriction. If a team is ahead by fifteen (15) or more runs after five (5) complete innings, the game is complete. Home team does not bat if ahead by mercy.

- e. Sliding: No head-first sliding is permitted. If a player slides head-first into a base, the team is given a warning and the result of the play stands. A team gets one warning per game; all team occurrences after the team warning result in the runner being called out. Players must avoid contact with a fielder who has the ball or is in the act of receiving the ball by sliding or sidestepping. Fielders may not block the base without the ball. If unnecessary contact occurs, the runner is out unless the umpire rules an illegal block. If the umpire deems the contact to be excessive the runner is to be ejected from the game.
- f. Pitched Innings Restrictions: A pitcher may pitch a maximum of six (6) innings in a calendar week; a calendar week is defined as Monday to Sunday. A pitcher may pitch a maximum of three (3) innings per game. One pitch thrown in an inning constitutes an inning pitched. If a pitcher exceeds the maximum innings pitched allowed the result is a forfeiture of all games pitched while beyond the allowed limit.
- g. No balks are to be called, however, a ball will be called if a pitcher starts a motion to the plate and does not complete the motion.
- h. Pitched curve balls are not permitted. A warning is issued to the pitcher on the initial occurrence. All subsequent occurrences result the pitch being called a ball.
- i. If a pitcher hits three (3) batters in an inning or five (5) batters in a game then they must be removed from the pitcher's position.
- j. A batter showing bunt MUST bunt if he attempts to hit the ball. This does not mean the batter can't take the pitch or pull back the bat. A player that shows bunt, pulls the bat back and then attempts to swing at the pitch shall be called out.
- k. Stealing is not permitted.
- l. No bases are to be awarded on a wild pitch or a passed ball.
- m. The infield fly rule does not apply. All infield fly balls will be played and the runners are to advance at their own risk.
- n. Thrown Bat: Thrown bats are a safety issue and are not permitted at any time. The umpire shall warn the player on the first offense of a thrown bat. For all subsequent occurrences by the same player during the game, including the same at bat, the player shall be called out.

H. Farm-Division Specific Rules:

- a. The game shall be played on sixty (60) feet base paths and the pitching mound shall be forty-six (46) feet from home plate.
- b. Bats shall be a maximum of 32" in length and 2 1/4" in diameter. Use of an illegal bat results in the batter being out and the bat is removed from the game.
- c. Metal spikes are prohibited.
- d. Mercy Rule: Five (5) runs or 3-outs constitute a half-inning except the last inning where there is no run restriction. Other than for the purpose of determining the length of an inning half, score is not to be kept.

- e. Sliding: No head-first sliding is permitted. If a player slides head-first into a base, the team is given a warning and the result of the play stands. A team gets one warning per game; all team occurrences after the team warning result in the runner being called out. Players must avoid contact with a fielder who has the ball or is in the act of receiving the ball by sliding or sidestepping. Fielders may not block the base without the ball. If unnecessary contact occurs, the runner is out unless the umpire rules an illegal block. If the umpire deems the contact to be excessive the runner is to be ejected from the game.
- f. The coach or assistant coach is to pitch from the approximate area of the pitching rubber.
- g. Balls and strikes are not to be called; therefore, there are no walks. A batter is allowed six (6) swinging strikes to hit the ball in play. If after six (6) attempts the batter does not successful put the ball in play the coach at their discretion may elect to call the batter out on strikes or have the batter hit off a tee.
- h. The fielder playing the pitching position must be in close proximity to the pitching rubber and may not be closer than 5' feet in front of the rubber.
- i. Defensively four (4) outfielders are to be used.
- j. The defensive team may use two instructional coaches in the field to instruct the players but when the ball is in play they are to provide verbal instruction only.
- k. Stealing is not permitted.
- l. No bases are to be awarded on a wild pitch or a passed ball.
- m. The infield fly rule does not apply. All infield fly balls will be played and the runners are to advance at their own risk.
- n. Coaches are discouraged from allowing aggressive base running. For example, runners should not advance more than one base on balls not hit beyond the infield; runners should not advance more than one base due to a fielding error(s); runners should not advance on throwing errors.
- o. Thrown Bat: Thrown bats are a safety issue. Anytime a bat is thrown, intentional or not, the player's coach shall warn the player. If the player continues to throw the bat they may be called out (coach's discretion).

ARTICLE IV
PLAYOFFS

- A. In order for a player to be eligible to play in playoff games they must have appeared in a minimum of 50% of their team's regular season games. Any player not meeting the minimum game requirement due to injury or other extenuating circumstances may petition the Rules Committee for special consideration.
- B. A single elimination tournament (referred to as the "playoffs" herein) will be played by all divisions except the Farm-Division at the conclusion of the regular season. All teams qualify for the playoffs.
- C. The regular season standings will be used for seeding purposes and the top team(s) may receive a first round by depending on the number of teams entered.

Seeding of teams tied in the standing will be determined as follows:

- a. First tie breaker- head-to-head game results
 - b. Second tie breaker- Runs scored against in head-to-head games
 - c. Third tie breaker- Flip of a coin
- D. The league president will determine the playoff schedule and format.
- E. The highest seed team in each playoff game will be the home team and all games except the Championship game will be played at the home team's field. The location of the Championship game will be determined annually by the Rules Committee.
- F. All playoff games shall be played for the full 7 innings unless stopped due to the mercy rule. If a game is stopped due to weather conditions, darkness, time restrictions or any other reason, the game will be suspended and will later be continued from the point where it was stopped. The rules of the game continue as if the game had never stopped.
- G. Weather permitting the playoffs shall be conducted in the span of one week.
- H. Pitching Restrictions:
- Junior-Division: A player can pitch a maximum of 7 innings in consecutive days without a 48 hour rest. They may pitch a maximum of 12 innings during the playoffs
 - A-Division: A player may pitch a maximum of four (4) innings per day and a maximum of ten (10) innings during the playoffs.
 - B-Division: A player may pitch a maximum of three (3) innings per day and a maximum of ten (10) innings during the playoffs.
- I. The umpire fees for each game will be split between the two playing teams and the home team will provide the game balls.
- J. Trophies will be provided by the league and awarded to 1st and 2nd place teams in each division.

ARTICLE V

ALL-STAR GAME

The TVYBL All-Star games will be held each year for all divisions except the Farm Division. Players will be selected and divided into two teams for each division. These teams will play against each other in one All-Star game. The hosting organization of the All-Star games will be rotated annually as listed below. Should an organization leave the league, their slot will be skipped and all other organization will move up one slot. Should a new organization be added, they will enter the rotation as if they had hosted the games the year before.

2009 – High Point
2010 – Elverson
2011 – Plowville
2012 – Morgantown
2013 – High Point
2014 – Elverson
2015 – Plowville

The following rules apply to the All-Star game.

- A. The league president will determine the number of players to be selected from each team based on the regular season standings. Teams finishing higher in the standings will be granted more selections than those finishing lower, however, every team must be represented.
- B. Based on the number of number of selections granted, each coach will choose the All-Star selections from their team to represent them in the All-Star game.
- C. The players from the regular season 1st place team will be assigned to one team while players from the 2nd place team will be assigned to the other team. The remaining All-Star selections will be assigned to an All-Star team by the league president in such a way as to balance the talent.
- D. The head coach of the team finishing in 1st place during the regular season will be the coach for one All-Star teams while the coach of the team finishing in 2nd place during the regular season will be the coach the other team.
- E. The All-Star coaches are responsible for providing the equipment for their team.
- F. The hosting organization shall supply the game balls as well as payment of the umpires.
- G. The league will provide trophies for all All-Star players. The league may substitute these trophies with team shirts.

ARTICLE VI
SPORTSMANSHIP

- A. Players, coaches or parents may be ejected from the game (and the field complex) at the discretion of the umpire for unsportsmanlike conduct. Foul language, gestures, harassment by derogatory name calling and fighting shall constitute unsportsmanlike conduct.
- B. The first time a player, coach or parent is ejected from a game they will be subject

to disciplinary action by their organization. All ejections shall be reported to the league president immediately. Any player, coach or parent ejected from two (2) games shall be suspended from the league for the remainder of the season. The Rules Committee will determine if the offender should be permitted to participate in the league the following year.

- C. No tobacco products, alcohol or drug use by the players or coaches will be tolerated in the field complex or anywhere else on the field property.
 - 1. Tobacco violation: 1st offense-warning; 2nd offense- one game suspension; 3rd offense- suspension for the remainder of the season.
 - 2. Alcohol violation: 1st offense-one game suspension; 2nd offense-suspension for the remainder of the season.
 - 3. Drugs violation-1st offense- suspension for the remainder of the season.

- E. All coaches shall be responsible for the actions of their players and their coaches of their respective team.

- F. Any coach intentionally violating the rules of the Twin Valley Youth Baseball League will be subject to disciplinary action by the Rules Committee.