

VCAA

2010

Rules

Valley Christian Athletic Association

RULES

DEFINITION OF TERMS

APPEAL is a player claiming a violation of the rules by the offense. Appeals must be made before the first pitch to the next batter, or any attempted play or play. Only one appeal can be made on a runner at the same base. Appeals can only be made while the ball is live, and not during time-outs.

Types of appeals are.....

- after a fly ball is caught the runner fails to retouch the base, OR
- runner leaves early, OR
- runner fails to touch a base, OR
- batting out of order, OR
- the use of illegal equipment.

BALK (Major and Senior Softball and Pony baseball ONLY) is an illegal move by a pitcher with runner(s) on base, entitling all runners to advance one base. Top few ways (there are more) to balk include;

- pitcher while on the rubber, fakes a pitch or drops the ball, OR
- pitcher pitches the ball while not touching the rubber, OR
- pitcher without the ball stands on the rubber, or fakes a pitch on or off the rubber.

BALL is a pitch which does not enter the strike zone.

BATTER'S BOX is the 6' x 3' area which the batter must stand during a time at bat.

BASE LINE is an imaginary straight line created by a runner when running towards a base. The runner can be three feet to either side of this line. A runner can only be out of the base line if a play is being made on him. A runner is NOT out of the base line when avoiding a fielder trying to field a ball.

BUNT is a batted ball not swung at, but intentionally met with the bat.

CATCH is a fielder getting secure possession of a ball in flight in the hand or in the glove before touching the ground, providing that fielder does not use the chest protector, mask, or cap. The fielder shall hold the ball long enough to prove complete control of the ball and body, and that the release of the ball is intentional. It is not a catch if fielder quickly collides with another player, the fence, or the ground and drops the ball.

DEAD BALL is a ball out of play, temporary stopping play when....

- a pitched ball hits a batter, or batter's clothing while in batter's box, OR
- plate umpire interferes with catcher's throw attempting to prevent stolen base, OR
- a batter hits the ball while outside the batter's box, OR
- a foul ball is not caught, OR
- a fair ball touches a runner BEFORE an infielder (other than the pitcher) makes an attempted play for the ball, OR
- a pitched ball becomes lodged in the catcher's or umpire's mask, OR
- a umpire calls time out, or foul ball. (No umpire shall call time when play is in progress)

DROP THIRD STRIKE (Major and Senior Softball ((may include minor softball at midway point of season))and Senior Baseball ONLY) When a batter has two strikes and the next pitch is called a strike or was swung at and missed, AND the ball was dropped by the catcher or bounced before reaching catcher. The ball is alive and the batter can try to steal first, unless first base is occupied with less than two outs.

FAIR BALL is a batted ball that.....

- settles on fair ground between home and first base, or home and third base, OR
- that touches first, second, or third base, OR
- hit ball bounces over a base, regardless of where ball lands, OR
- falls in fair territory at or beyond first or third base, OR
- while in fair territory touches a player, or umpire.

FAIR/FOUL BALLS are judged by the ball's position and not the fielder's position.

FOUL BALL is a batted ball that...

- settles on foul territory between home and first base, or home and third base, OR
- bounces past first or third base in foul territory, OR
- falls in foul territory at or beyond first or third base, OR
- while in foul territory touches a player, coach or umpire, OR
- while in foul territory touches any object foreign to the natural ground, OR
- while in foul territory comes to a complete stop.

FOUL TIP is a ball that goes straight back and is caught by the catcher. The pitch is a strike, and the ball is in play. Runners may advance at their own risk.

ILLEGALLY BATTED BALL is a ball hit by the batter when one or both feet are completely out of the batter's box. If the batter is on the lines, the batter is in the box.

INFIELD FLY RULE (enforced in majors and higher divisions only) is a fair fly ball (not a bunt or line drive) which can be caught by an infielder with NORMAL ORDINARY effort, when there is one out or less, and runners are on first and second, or bases loaded. An outfielder catching the ball near the infield is considered an infielder. The ball is alive and runners may advance at their own risk, or retouch and advance after the ball is caught. If the fly ball falls in foul territory and remains foul before passing first or third base, it is a foul ball and NOT an infield fly. When called, the batter is automatically out whether the ball is caught or not.

INTERFERENCE is when an offensive player interferes with any fielder attempting to make a play. If a player is called out for interference, all runners shall return to the last base that was legally touched at the time of the interference in the judgment of the umpire. Any over-thrown ball which is accidentally touched by any coach or umpire is not interference. **With an interference call the ball is dead.**

(Exception: catcher's interference is a delayed dead-ball call)

- batter interferes with the catcher's attempt to make a throw or field the ball, OR
- after hitting/bunting the ball, while holding the bat, the batter hits the ball again, OR
- batter/runner deflects the ball in any matter (exception after hitting the ball, if the batter drops the bat with no intention of interfering with the course of the ball, the ball is alive, no interference called), OR
- batter hinders a fielder in making a play at home, OR
- any batter/runner who has been called out, hinders any following play, OR
- any batter/runner interfering with batted ball or fielder with obvious intent to break up a double play (both runner and batter are out and no runs are allowed to score), OR
- any base coach touching or holding runners to physically assist that runner, OR
- base coach leaves coaching box and acts in any manner to draw a throw by a fielder, OR
- batter/runner runs out of base line to interfere with fielder's throw, OR
- runner fails to avoid touching a fielder who is attempting to field a batted ball, OR
- a fair hit ball touches a batter or runner before a fielder can make a play.

INTERFERENCE BY OTHERS When an umpire interferes with a catcher's throw attempting to prevent a stolen base OR when a fair ball touches an umpire in fair territory BEFORE passing a fielder. If an out is recorded, no interference is called. When a spectator reaches out of the stands or goes near or in the playing field and touches the ball or interferes with a player's attempted catch.

LEAVING EARLY (NOT in ALL Softball divisions where the runner is automatically out and Senior baseball) is when any base runner leaves their base before a pitched ball reaches the batter. Penalties are:

- If batter does not hit the ball, and the runner is out on the play, out stands. If runner is safe, then the runner(s) must return to the base they occupied at the start of the play.
- If batter hits the ball and an out is made, the out will stand and all runners must return to original base or to the nearest unoccupied base. If no outs are made, all runners must return to original base or to the nearest unoccupied base, advancing only if forced. If a batter bunts or hits the ball in the infield, no runs are allowed to score. In the case of bases loaded and ANY runner leaves early, and the batter hits an infield hit, all runners advance once base EXCEPT the runner on 3rd who is removed from the game without score a run. If an out is made, then runners return to all original base or to the nearest unoccupied base, and the out still stands.
- When a base runner has left early and the batter advances beyond first as a result of a play being made on another runner, the batter shall be entitled only to as many bases as if it was a clean hit without errors. Each runner shall return to the original base or to the nearest unoccupied base. In no case shall the batter advance beyond first on a single or error, second on a double, or third on a triple.

MANDATORY SLIDE RULE There is no such thing. Runners must avoid colliding with a fielder who has the ball, but do not have to slide. Fielders who do not have control of the ball, or who are not attempting to field a batted ball, must avoid the runner. Any contact could be deemed obstruction, and additional bases might be awarded by the umpire.

OBSTRUCTION is the act of a fielder who, while not in the possession of the ball or trying to field a batted ball, impedes the progress of any runner. After the play, the umpire shall call time and impose penalties, if any, to nullify the obstruction. All runners will advance to the base that would have been reached in the umpire's judgment had the obstruction not taken place. The obstructed runner shall be rewarded at least one base beyond the last base legally touched before the obstruction took place.

OUT when...

- strike three called or swung at, OR
- foul tip strike three (must be caught by the catcher), OR
- any fly ball caught, OR
- bunting foul on the third strike, OR
- infield fly rule if applicable, OR
- batter swings at pitch and is hit by pitch, OR
- a hit ball in fair territory hits base runner before infielder can make attempted play, OR
- after hitting or bunting, while holding the bat, batter hits the ball a second time, OR
- after hitting or bunting, runner deflects the course of the ball while running to first, OR
- batter/runner is forced out before reaching a base, OR
- batter/runner is tagged out before reaching a base, OR
- batter/runner runs outside base line to avoid being tagged out, OR
- batter/runner runs outside base line to interfere with throw, OR
- infielder intentionally drops line-drive or fly with runners on and less than two outs, OR
- hitting the ball when one or both feet are ENTIRELY outside the batter's box, OR
- stepping from one batter's box to another while the pitcher is ready to pitch, OR
- runner passes another runner (preceding runner is out), OR
- batting out of turn, if caught on appeal, OR
- failing to touch a base, if caught on appeal, OR
- failing to retouch a base after a caught fly ball, if caught on appeal, OR
- interfering with the catcher's fielding or throwing by stepping outside the batter's box

PINCH RUNNERS (Courtesy Runners) are substitutes who replace base runners. Only allowed in cases of injuries, illness, etc.

PLAY is the umpire's order to start the game or to resume action following a dead ball.

RETOUCH is the act of a base runner returning to a base.

STRIKE is a pitch that....

- the batter swung at and missed, OR
- passes through any part of the strike zone, OR
- is fouled off by the batter with one strike or less, OR
- is fouled tipped (comes straight back to the catcher and is caught), OR
- is bunted foul (if bunted foul on third strike batted is out and ball is dead), OR
- touches the batter as batter swings at the ball, OR
- touches the batter while batter leans into the strike zone (not a hit batted)

STRIKE ZONE is the space over the plate which is between the batter's armpits and the top of the knees (just below the knees in softball) when batter assumes a natural batting stance.

TAG is when a fielder touches a runner that is off a base with the ball, with the hand holding the ball, or the glove holding the ball.

TIME is when the umpire interrupts play. The ball is dead.

Valley Christian Athletic Association

ALL Divisions - 2010

Calling Up Players Any Manager can call up any player from the division immediately below as a fill in player during situations when a coach cannot field the appropriate number of defensive players. For example, AA and Minors allow 10 fielders. If a manager finds himself/herself with only 9 players, a player can be called up from the immediate division below to play for that team for that game. If only 8 players are available, then two players can be called up. If you have 11 players and one is sick, you CANNOT bring up a player. Any player can be called up, and can play for more than one team.

But the manager does NOT have to call up players. They can play with as few as 8 players.

If a player is called up, that player MUST play outfield the entire game and must bat last.

All coaches MUST first use this opinion to field a team. Because of issues that might arise in borrowing a player from the opposing team to complete a team, it should be used only to eliminate a forfeit situation (which is seven players or less).

Definition of “AN ATTEMPTED PLAY”

(Used in Tee-ball through AA, and Minor Softball)

An attempted play is any play made by the defense on a ball which was batted in fair ground, either by running at a player while in control of the ball, or throwing the ball to a base in which a runner is trying to occupy, providing the runner is close to the base (**close is defined as not three steps or more past the base**), and **DOES NOT** produce an out, the play will be called dead and all base runners will advance according to the half way rule. Since we do not want to teach the defense to throw the ball behind the runners, if a throw reaches a base, and the runner is already three or more normal steps beyond that base, no attempted play has been made, and the ball will be kept alive and will not be called dead.

ANY play in which an out is produced, the play is alive and other runners can advance at their own risk.

After the ball is hit in fair territory, THERE ARE NO DEAD BALL CIRCLE'S WHICH WILL KILL THE PLAY. THE DEFENSIVE MUST MAKE AN ATTEMPTED PLAY TO KILL THE PLAY.

Valley Christian Athletic Association

Small Field Divisions - 2010

Since the safety of our players is one of the board's most important concerns, each team will be supplied with some batting helmets with face guards on them. While the use of this type of helmet is **NOT** mandatory for the baseball divisions, it is the board's hope that they will be used on a regularly. All softball divisions require batters to wear face guards and chin straps.

Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines, and the 10' pitcher's circle (& the 15' home plate arc for T-ball and Single A). Bases should be 45 feet (t-ball) or 60 feet apart, and the pitching rubber is 46' (42' for A & AA) from home plate. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Both teams are to clean their dugout and bleacher areas. Any league equipment available for one team will also be made available for the opposing team's use.

Valley Christian Athletic Association

OFFICIAL TEE BASEBALL RULES - 2010

1) Team Composition Each team will consist of not less than 10 players or more than 13. Most players will be the age of 5 to 7.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines, 15' home plate arc, and half way lines between bases (except from home to first). Bases should be 45 feet apart. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Any league equipment available for one team will also be made available for the opposing team's use.

3) Playing Positions and Requirements A minimum of 7 players and 1 coach are required to play. A 10 minute grace period will be given. All players will play the ENTIRE game both offensively and defensively. The pitcher must have both feet inside the 10 foot circle but does not have to be on the rubber. All infielders may move no more than 3 feet in front of baseline or on the outfield grass. Remaining players shall be positioned in the outfield.

No one player may play the pitcher position for more than two innings in a game.

It is EXPECTED that ALL Players play AT LEAST ONE inning at any infield position per game.

4) Coaches One offensive coach will be in the batter's area to set up tee and prepare the batter. Two other offensive coaches are allowed in the coaching boxes. Two defensive coaches are allowed on the outfield grass and may position and advise fielders. Once ball is in play, no coach can touch the ball or any fielder. Coaches will report the game result to the snack bar.

5) The Game Prior to the game, players will meet at the pitcher's mound for a prayer lead by the home team. Inning and Game LIMITS are:

Inning Limits: Innings will be limited by batting the entire line-up once.

Game Limits: Drop dead after 1 hour and 30 minutes if the game starts on time.

No score keeping will be allowed.

6) Batters can not bunt and must take full swings. Each batter get three strikes. A strike is:

a) when a batter swings with the intent to hit the ball and misses, OR

b) a batter swings and hits the tee instead of hitting the ball, OR

c) a batter hits the ball in foul territory (including 15' arc in front of home plate). Foul balls are strikes except on the third strike.

7) Base runners can not steal bases. Runners must have one foot on the base when the batter hits the ball. If a runner leaves early, they will return to the base they started, or if occupied by another runner, then the nearest unoccupied base. Once any attempted play has been made (either by throwing the ball to a base which a runner is trying to occupy or by trying to tag a runner) and does not produce an out, the play will be dead and runners can not advance to the next base. All additional runners will be awarded bases based on the half way rule. If an out is recorded, any additional runner(s) can continue to advance until another play is made to try to record an out. When overthrows leave the playing field, the ball is dead and runners will be awarded additional bases as allowed (see below). Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT).

TEE BASEBALL RULES, Continued - 2010

8) A dead ball is called when:

- a) a fly ball is caught. EXCEPTION- unassisted double plays are allowed (runners return to original base).
- b) a batted ball stops inside the 15' home plate circle (there is NO dead ball area around the pitcher). Strike is added to the count.
- c) after any attempted play (either by throwing the ball to a base trying to be occupied by a runner, or tagging a base runner) which DOES NOT produce an out.
- d) an overthrow leaves the playing field (If the overthrow was the FIRST throw from an INFIELDER, runners advance two bases from the base they occupied when ball was pitched. If overthrow was made by an outfielder or was any throw after the first throw by an infielder, runners are rewarded two bases from the last occupied base after the throw was made).
- e) a foul ball is NOT caught.
- f) a batted ball in fair territory hits a base runner BEFORE any infielder who has a reasonable chance to stop the ball can make a play. The hit runner is out and remaining base runners return to their bases. There is no dead ball however if no infielder could make a play with a reasonable effort, nor if the runner is hit by a deflected ball.
- g) a batted ball in fair territory hits an umpire before any infielder touches the ball, the ball is dead and runners advance one base from the last base they occupied when the pitch was made.

9) Scoring and records No score keeping will be allowed. No win/loss records will be posted. It will only be essential for coaches to know who is batting next, and when the entire line-up has batted.

10) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to;

- a) fighting OR b) bad language OR c) arguing with umpire(s).

11) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Judgment calls (save/outs, fair/foul) cannot be questioned. Only after time has been called by the umpire and the play is dead, can the head coach using his normal voice ask an umpire about a ruling on the field. Anyone objecting a call made by an umpire in an un-Christian like manner call will be suspended for one game, two games after the second offense, and you're OUT for the season on the third offense.

Valley Christian Athletic Association

OFFICIAL SINGLE “A” BASEBALL RULES – 2010 (Machine Pitch the entire season)

1) Team Composition Each team will consist of not less than 9 players or more than 13. Most players will be the age of 7 to 8.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines, and half way lines. Bases should be 60 feet apart. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Any league equipment available for one team will also be made available for the opposing team's use. Maximum bat barrel size is 2 1/4". Mid compression balls will be used.

3) Playing Positions and Requirements A minimum of 8 players and 1 coach are required to play. A 10 minute grace period will be given. A maximum of ten fielders will play defensively at one time (6 infielders and 4 outfielders). The pitcher must start the play with one foot inside the pitcher's circle. All infielders may move no more than 3 feet in front of baseline and outfielders must play at least 10' into the outfield grass.

****It is EXPECTED that ALL Players play AT LEAST ONE inning at any infield position per game.****

4) Coaches One offensive coach will be feeding the pitching machine approx 42' away. After a pitch is hit, this coach must make an effort to leave the playing field (REPLAY if hit by batted ball). Two other offensive coaches are allowed in the coaching boxes. One defensive coach in the outfield is allowed. Coaches will report the game result to the snack bar.

5) the Game Prior to the game, players will meet at the pitcher's mound for a prayer lead by the home team. If a game is stopped by an umpire for any reason including darkness or weather, an official game is 4 innings (3 1/2 if home team is ahead). Inning and Game LIMITS are:

Inning limits are;

- a) The first four innings will be limited by the completion of the play which scores the 5th (or more) run.
- b) This play may results in more than 5 runs scoring in an inning.
- c) The 5th & 6th innings will have no run limits.

Game limits are:

- a) 6 innings OR
- b) No new inning after an 1 1/2 hour for the entire season, OR
- c) Home team is ahead after 5 1/2 innings, or gets the lead batting in the sixth inning, OR
- d) 10 run mercy rule any time after the 4th inning (3 1/2 if home team is ahead).
- e) If tied after Six innings with time remaining or not, the game remains as a tie.
- f) BOTH umpires and coaches need to move the game, keeping breaks in the action to a minimum.

Requested Time Outs Only one offensive and one defensive time out per inning for each team will be allowed. A timeout will not be charged when a player becomes injured.

6) Batters can NOT bunt and must take full swings. All bunts are dead balls and will be called strikes. Additionally all full swing batted balls must leave the 15' arch, or will it will be called dead. Each batter will get up to 5 close pitches. A close pitch is a pitch delivered from the pitching machine that can be hit. It does not have to be a strike. **Batters can strike out** with three swinging strikes. If the pitch from the pitching machine is not close, it will be called a "No Pitch" and will not count towards the five pitches the batter may receive. After five close pitches the batter is out, unless the fifth pitch is a foul ball and was not caught. **There are no walks.** Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT). **Batters are strongly encouraged to use batting helmets with face guards.**

SINGLE “A”, Continued - 2010

7) Pitchers and Catchers Pitchers and catchers can only play a maximum of 6 outs per game as either a pitcher and/or a catcher (i.e., a player may pitch for 6 outs and also may catch for 6 outs). The pitcher will stand to one side of the pitching machine (never in front).

8) Base runners can't steal bases. Runners must have one foot on the base when the batter hits the ball. If a runner leaves early, they will return to the base they started, or if occupied by another runner, then the nearest unoccupied base. Once any attempted play has been made (either by throwing the ball to a base which a runner is trying to occupy or by trying to tag a runner) and **does not** produce an out, the play will be dead and runners can't advance to the next base. All additional runners will be awarded bases based on the half way rule. If an out is recorded, any additional runners can continue to advance until another play is made to try to record an out. Runners may tag up after a fly ball is caught, but can only advance one base at their own risk. Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT). Courtesy runners (the last recorded out) will be allowed but only for the catcher with 2 outs.

A **dead ball** is called when;

- a) a batted ball hits the pitching coach or pitching machine,
(REPLAY the entire play. No runs score, and no runners advance)
- b) a thrown ball hits the pitching coach while leaving field or pitching machine,
(Runners advance to next base IF more than 1/2 way to next base. If runners are not more than half way to next base, runners are sent back to the last base occupied)
- c) after any attempted play (either by throwing the ball to a base trying to be occupied by a runner, or tagging a base runner) which DOES NOT produce an out. Runners advance to the next base if more than half way to next base.
- d) a foul ball is NOT caught.
- e) a batted ball in fair territory hits a base runner BEFORE any infielder who has a reasonable chance to stop the ball can make a play. The hit runner is out and remaining base runners return to their bases. There is no dead ball however if no infielder could make a play with a reasonable effort, nor if the runner is hit by a deflected ball.
- f) a batted ball in fair territory hits an umpire before any infielder touches the ball, the ball is dead and runners advance one base from the last base they occupied when the pitch was made.

10) Post Season Playoff Games will be 6 innings. If tied after 6 innings, all extra innings will use the California Tie-Breaker Rule (all extra innings will begin with the player who made the last out of the previous inning at second base with no outs).

11) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to;

- a) fighting OR b) bad language OR c) arguing with umpire(s).

12) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Judgment calls (save/outs, fair/foul, balls/strikes, attempted play, etc) cannot be questioned. Only after time has been called by the umpire and the play is dead, can the head coach using his normal voice ask an umpire about a ruling on the field. Anyone objecting a call made by an umpire in an un-Christian like manner call will be suspended for one game, two games after the second offense, and you're OUT for the season on the third offense. Head coaches and umpires are responsible to report final scores to the snack bar.

Valley Christian Athletic Association

OFFICIAL DOUBLE "AA" BASEBALL RULES - 2010

1) Team Composition Each team will consist of not less than 9 players or more than 13. Most players will be the age of 8 to 9.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines and batter's boxes. Bases should be 60 feet apart. Pitcher rubber is 42'. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Any league equipment available for one team will also be made available for the opposing team's use. Maximum bat barrel size is 2 1/4". Mid compression balls will be used.

3) Playing Positions, Requirements, and Substitutions A minimum of 8 players and 1 coach are required to play. A 10 minute grace period will be given. A maximum of ten fielders will play defensively at one time (6 infielders and 4 outfielders). No player will sit out for no more than TWO innings defensively unless injured, ill, or another valid reason which must be explained to the commissioner. All players will bat, regardless of whether they played defensively in the prior inning. The pitcher must pitch with one foot on the rubber when pitching. Infielders may play anywhere in the field and outfielders must play at least 10' into the outfield grass. Free substitution is allowed throughout the game.

4) Coaches Two offensive coaches are allowed in the coaching boxes. An additional offensive coach will stand behind the pitching machine when in use, and may give instructions to players. Defensive coaches are not allowed on the field and must stay in the dugouts. Coaches will report the game result to the snack bar.

5) the Game Prior to the game, players will meet at the pitcher's mound for a prayer lead by the home team. If a game is stopped by an umpire for any reason including darkness or weather, an official game is 4 innings (3 1/2 if home team is ahead). Inning and Game LIMITS are:

Inning limits are;

- a) The first four innings will be limited by the completion of the play which scores the 5th (or more) run.
- b) This play may results in more than 5 runs scoring in an inning.
- c) The 5th and 6th innings will have no run limits.

Game limits are:

- a) 6 innings OR
- b) No new inning after an 1 1/2 hour (1 3/4 hours after daylight savings), OR
- c) Home team is ahead after 5 1/2 innings, or gets the lead batting in the sixth inning, OR
- d) 10 run mercy rule any time after the 4th inning (3 1/2 if home team is ahead).
- e) If tied after Six innings with time remaining or not, the game remains as a tie.
- f) BOTH umpires and coaches need to move the game, keeping breaks in the action to a minimum.

6) Batters can bunt with a player pitcher. Each batter will be allowed 3 strikes (strike-out) or 4 balls. Walks will be rewarded until bases are loaded. With bases loaded, after 4 balls, an adult coach will pitch overhand on one knee from approximately 35-40' with the current count of strikes on the batter. A maximum of three additional pitches can be thrown unless the third pitch is hit foul and not caught. The batter CAN strike out. There will be no advancement of the batter to first on a dropped third strike. Batters batting out of turn must be properly appealed to the umpire before the first pitch to the next batter. **Batters are strongly encouraged to use batting helmets with face guards.**

7) Pitchers and Catchers Players can play a maximum of 6 outs (except for extra inning playoff games) per game as a pitcher & catcher (i.e. a player may pitch for 6 outs and also may catch for 6 outs). If a double play is turned when a pitcher has recorded five outs, the 6 out rule is NOT violated. Once a player is removed as a pitcher, that player can not re-enter the game as a pitcher. **No TEN year olds (league age) can pitch. No intentional walks.** Pitchers must have one foot on the rubber when pitching. The rubber will be at 42 feet. No balks will be called.

Requested Time Outs/Trips to Mound Only one offensive time out per inning for each team will be allowed. Coaches may visit the pitcher at the mound TWO times in one inning or THREE times during the game. Any additional trips will require player to be removed as the pitcher. A timeout will not be charged when a player becomes injured.

DOUBLE "AA" BASEBALL RULES, Continued – 2010

8) Base runners can't steal bases while pitching machine is used. Runners must have one foot on the base when the batter hits the ball. If a runner leaves early, they will return to the base they started, or if occupied by another runner, then the nearest unoccupied base. Once any attempted play has been made (either by throwing the ball to a base which a runner is trying to occupy or by trying to tag a runner) and does not produce an out, the play will be dead and runners can't advance to the next base. All additional runners will be awarded bases based on the half way rule. If an out is recorded, any additional runners can continue to advance until another play is made to try to record an out. Runners can try to steal a base when a player is pitching, but can only advance one base per play. Runners can never steal home. Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT). Courtesy runners (the last recorded out) will be allowed but only for the catcher with 2 outs.

9) A dead ball is called when;

- a) after any attempted play (either by throwing the ball to a base trying to be occupied by a runner, or tagging a base runner) which DOES NOT produce an out. Runners advance to the next base if more half way to next base.
- b) a foul ball is NOT caught.
- c) a batted ball in fair territory hits a base runner BEFORE any infielder who has a reasonable chance to stop the ball can make a play. The hit runner is out and remaining base runners return to their bases. There is no dead ball however if no infielder could make a play with a reasonable effort, nor if the runner is hit by a deflected ball.
- d) a batted ball in fair territory hits an umpire before any infielder touches the ball, the ball is dead and runners advance one base from the last base they occupied when the pitch was made.

10) Post Season Playoff Games will be 6 innings. If tied after 6 innings, all extra innings will use the California Tie-Breaker Rule (all extra innings will begin with the player who made the last out of the previous inning at second base with no outs). The pitcher used in the sixth inning will be allowed to pitch a maximum of 9 consecutive outs before having to be replaced as the pitcher.

11) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to; a) fighting OR b) bad language OR c) arguing with umpire(s).

12) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Judgment calls (save/outs, fair/foul, balls/strikes, attempted play, etc) cannot be questioned. Only after time has been called by the umpire and the play is dead, can the head coach using his normal voice ask an umpire about a ruling on the field. Anyone objecting a call made by an umpire in an un-Christian like manner call will be suspended for one game, two games after the second offense, and you're OUT for the season on the third offense. Head coaches and umpires are responsible to report final scores to the snack bar.

With pitching machine...(umpire stands to the side and only counts strikes and pitches. No walks)

- a) Dead Ball if hit ball hits pitching coach or pitching machine (Replay).
- b) Dead Ball if thrown ball hits the pitching coach or machine (1/2 way rule).
- c) Dead Ball **after any attempted play by throwing the ball to a base which a runner is trying to occupy or by trying to tag a runner that DOES NOT produce an out.**
- d) Batters will get FIVE close pitches (pitches that can be hit) from the pitching machine. They can strike-out. After five close pitches, batter is out (unless 5th pitch is fouled and not caught). NO WALKS ALLOWED.
- e) Runners CAN NOT steal when using a pitching machine.

Valley Christian Athletic Association

OFFICIAL MINOR BASEBALL RULES – 2010

1) Team Composition Each team will consist of not less than 9 players or more than 13. Most players will be the age of 9 to 11.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines. Bases are 60 feet apart, and the pitcher's rubber is 46' from home plate. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Any league equipment available for one team will also be made available for the opposing team's use. Maximum bat barrel size is 2 1/4". Regular compression balls will be used.

3) Playing Positions and Requirements A minimum of 8 players and 1 coach are required to play. A 10 minute grace period will be given. A maximum of ten fielders will play defensively at one time (6 infielders and 4 outfielders). No player will sit out for no more than TWO innings defensively unless injured, ill, or another valid reason which must be explained to the commissioner. All players will bat, regardless of whether they played defensively in the prior inning. The pitcher must pitch with one foot on the rubber. Outfielders can play anywhere on outfield grass in fair territory. Free substitution is allowed throughout the game.

4) Coaches Two offensive coaches are allowed in the coaching boxes. Defensive coaches are to stay in the dugout unless using an allowed trip to talk to the pitcher and catcher. Coaches will report the game result to the snack bar.

5) the Game Prior to the game, players will meet at the pitcher's mound for a prayer lead by the home team. If a game is stopped by an umpire for any reason including darkness or weather, an official game is 4 innings (3 1/2 if home team is ahead). Inning and Game Limits are:

Inning limits are;

- a) The first five innings will be limited by the completion of the play which scores the 5th (or more) run.
- b) This play may result in more than 5 runs scoring in an inning.
- c) The 6th inning ONLY will have no run limits.

Game limits are:

- a) 6 innings OR
- b) No new inning after an 1 1/2 hour (1 3/4 during daylight savings); no time limit if last game of the day;
- c) Home team is ahead after 5 1/2 innings, or gets the lead batting in the sixth inning, OR
- d) 10 run mercy rule any time after the 4th inning (3 1/2 if home team is ahead).
- e) If tied after Six innings with time remaining, ONE extra inning using Cal. Tie-breaker.
- f) BOTH umpires and coaches need to move the game, keeping breaks in the action to a minimum.

6) Batters Each batter will be allowed 3 strikes (strike-out) or 4 balls (walk). Batters can bunt. There will be no advancement of the batter to first on a dropped third strike. If a batter is batting out of turn, it must be properly appealed to the umpire before the first pitch to the next batter. **Batters are strongly encouraged to use batting helmets with face guards.**

7) Base runners can steal 2nd, or 3rd base, but must have one foot on the base when the ball reaches the batter. ONLY ONE BASE CAN BE STOLEN PER PITCH. A runner on 3rd base can try to advance home at any time as long as the pitcher does not have the ball and is occupying the rubber. If a runner leaves early, the defense will have a chance to get the runner out (see leaving early under definition of terms for various situations and penalties). No stealing is allowed when pitcher has control of the ball and is standing on the rubber. NO fake tags are allowed. When an overthrown ball remains in the playing field, the ball is alive and runners may advance at their own risk. When overthrows leave the playing field, the ball is dead. **NO INFIELD FLY RULE!!!** Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT). Courtesy runners (the last recorded out) will be allowed but only for the catcher with 2 outs.

MINOR BASEBALL RULES, Continued - 2010

8) A dead ball is called when;

- a) an overthrow leaves the playing field. (If the overthrow was the FIRST throw from an INFIELDER, runners advance two bases from the base they occupied when ball was pitched. If overthrow was made by an outfielder or was any throw after the first throw by an infielder, runners are rewarded two bases from the last occupied base after the throw was made.
- b) a pitched ball hits batter. Batter is award first, with other runners advancing if forced.
- c) the plate umpire interferes with catcher's throw. Runners return unless throw gets runner out.
- d) a foul ball is NOT caught.
- e) a batted ball in fair territory hits a base runner BEFORE any infielder who has a reasonable chance to stop the ball can make a play. The hit runner is out and remaining base runners return to their bases. There is no dead ball however if no infielder could make a play with a reasonable effort, nor if the runner is hit by a deflected ball.
- f) a batted ball in fair territory hits an umpire before any infielder touches the ball, the ball is dead and runners advance one base from the last base they occupied when the pitch was made.

9) Pitchers may pitch up to 9 consecutive outs per game (see playoffs below). If a double play is turned when a pitcher has recorded eight outs, the 9 out rule is NOT violated. Pitchers must have one foot on the rubber when pitching. No balks will be called. **No twelve year olds (league age) can pitch.** **No intentional walks.**

Requested Time Outs/Trips to the Mound Only one offensive time out per inning for each team will be allowed. Each pitcher can be visited TWO times in any one inning or THREE times in the game before that pitcher must be removed, and that pitcher may not re-enter the game as a pitcher.

10) Extra Inning Games (Regular and Post Season) Games will be 6 innings. During the regular season If tied after 6 innings AND the time limit has not expired (one hour and 45 minutes unless last game of day which has no time limits), ONE extra inning will be played using the California Tie-Breaker Rule (all extra innings will begin with the player who made the last out of the previous inning at second base with no outs). The pitcher used in the sixth inning will be allowed to pitch a maximum of 12 consecutive outs before having to be replaced as the pitcher. Post season games will be played using the California Tie-Breaker Rule also, and will play has many innings as necessary.

11) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to;

- a) fighting OR b) bad language OR c) arguing with umpire(s).

12) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Judgment calls (save/outs, fair/foul, balls/strikes) cannot be questioned. Only after time has been called by the umpire and the play is dead, can the head coach using his normal voice ask an umpire about a ruling on the field. Anyone objecting a call made by an umpire in an un-Christian like manner call will be suspended for one game, two games after the second offense, and you're OUT for the season on the third offense. Head coaches and umpires are responsible to report final scores to the snack bar.

Valley Christian Athletic Association

OFFICIAL MAJOR BASEBALL RULES w/ BALKS- 2010

1) Team Composition Each team will consist of not less than 9 players or more than 13. Most players will be the age of 11 to 12.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines. Bases are 70 feet apart, and the pitcher's rubber is 48' from home plate. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Any league equipment available for one team will also be made available for the opposing team's use. Maximum bat barrel size is 2 1/4" (no big barrel bats). No metal cleats.

3) Playing Positions and Requirements A minimum of 8 players and 1 coach are required to play. The manager may bring up ONE player from the minor division, who must play in the outfield and bat last. A 10 minute grace period will be given. A maximum of NINE fielders will play defensively at one time (6 infielders and 3 outfielders). No player, including minor players brought up, will sit out for no more than TWO innings defensively unless injured, ill, or another valid reason which must be explained to the commissioner. All players will bat, regardless of whether they are playing defensively in the prior inning. The pitcher must pitch with one foot on the rubber. Outfielders can play anywhere on outfield grass in fair territory. Free substitution is allowed throughout the game.

4) Coaches Two offensive coaches are allowed in the coaching boxes. Defensive coaches are to stay in the dugout unless using an allowed trip to talk to the pitcher and catcher. Coaches will report the game result to the snack bar.

5) the Game Prior to the game, players will meet at the pitcher's mound for a prayer lead by the home team. If a game is stopped by an umpire for any reason including darkness or weather, an official game is 4 innings (3 1/2 if home team is ahead). There are no inning limits. Game limits are:

- a) 6 innings OR
- b) No new inning after an 2 hours throughout the season; no time limit if last game of the day;
- c) Home team is ahead after 5 1/2 innings, or gets the lead batting in the sixth inning, OR
- d) 10 run mercy rule any time after the 4th inning (3 1/2 innings if home team is ahead).
- e) If tied after Six innings with time remaining, ONE extra inning using Cal. Tie-breaker.
- f) BOTH umpires and coaches need to move the game, keeping breaks in the action to a minimum.

6) Batters Each batter will be allowed 3 strikes (strike-out) or 4 balls (walk). Batters can bunt. Batters CAN NOT try to advance to first on a dropped third strike. If a batter is batting out of turn, it must be properly appealed to the umpire before the first pitch to the next batter. Batters are strongly encouraged to use batting helmets with face guards.

7) Base runners Base stealing is allowed anytime the ball is in play. NO fake tags are allowed. When an overthrown ball remains in the playing field, the ball is alive and runners may advance at their own risk. When overthrows leave the playing field, the ball is dead. Any runner removing his helmet during the game will be reminded to keep it on (NOT an automatic OUT). Courtesy runners (the last recorded out) will be allowed but only for the catcher with 2 outs.

MAJOR BASEBALL RULES w/ BALKS Continued - 2010

8) A dead ball is called when;

- a) an overthrow leaves the playing field. (If the overthrow was the FIRST throw from an INFIELDER, runners advance two bases from the base they occupied when ball was pitched. If overthrow was made by an outfielder or was any throw after the first throw by an infielder, runners are rewarded two bases from the last occupied base after the throw was made.
- b) a pitched ball hits batter. Batter is award first, with other runners advancing if forced.
- c) the plate umpire interferes with catcher's throw. Runners return unless throw gets runner out.
- d) a foul ball is NOT caught.
- e) a batted ball in fair territory hits a base runner BEFORE any infielder who has a reasonable chance to stop the ball can make a play. The hit runner is out and remaining base runners return to their bases. There is no dead ball however if no infielder could make a play with a reasonable effort, nor if the runner is hit by a deflected ball.
- f) a batted ball in fair territory hits an umpire before any infielder touches the ball, the ball is dead and runners advance one base from the last base they occupied when the pitch was made.

9) Pitchers may pitch up to 9 consecutive outs per game (see playoffs below). If a double play is turned when a pitcher has recorded eight outs, the 9 out rule is NOT violated. Pitchers must have one foot on the rubber when pitching. Balks will be called. All pitchers throughout the season will be given ONE balk warning each, before balk penalties will be enforced. **No thirteen year olds (league age) can pitch. No intentional walks.**

Requested Time Outs/Trips to Mound Only one offensive time out per inning for each team will be allowed. Each pitcher can be visited two times in any one inning or three times in the game before that pitcher must be removed and that player may not re-enter the game as a pitcher.

10) Extra Inning Games (Regular and Post Season) Games will be 6 innings. During the regular season If tied after 6 innings AND the time limit has not expired (unless last game of day which has no time limits), ONE extra inning will be played using the California Tie-Breaker Rule (all extra innings will begin with the player who made the last out of the previous inning at second base with no outs). The pitcher used in the sixth inning will be allowed to pitch a maximum of 12 consecutive outs before having to be replaced as the pitcher. Post season games will be played using the California Tie-Breaker Rule also, and will play as many innings as necessary.

11) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to;

- a) fighting OR
- b) bad language OR
- c) arguing with umpire(s).

12) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Judgment calls (save/outs, fair/foul, balls/strikes) cannot be questioned. Only after time has been called by the umpire and the play is dead, can the head coach using his normal voice ask an umpire about a ruling on the field. Anyone objecting a call made by an umpire in an un-Christian like manner call will be suspended for one game, two games after the second offense, and you're OUT for the season on the third offense. Head coaches and umpires are responsible to report final scores to the snack bar.

Valley Christian Athletic Association

SENIOR BASEBALL RULES - 2010

1) Team Composition Each team will consist of not less than 9 players nor more than 13. Most players will be the age of 13 to 14.

2) Field and Equipment Requirements Home team is responsible for field set up, including chalking foul lines. Bases are 80 feet apart, and the pitcher's rubber is 54' from home plate. Water infield dirt if needed. The visiting team will clean stands, drag the infield, and put away bases if this is the last game of the day. Maximum bat barrel size is 2 3/4". Metal cleats are allowed. Adult coaches may be in uniforms if they want.

3) Playing Positions and Requirements A minimum of 8 players and 1 coach are required to play. The manager may bring up ONE player from the major division, who must play in the outfield and bat last. A ten minute grace period will be given. A maximum of NINE fielders will play defensively at one time (6 infielders and 3 outfielders). No player, including major players brought up, will sit out for no more than three innings defensively unless injured, ill, or another valid reason which must be explained to the commissioner. The pitcher must pitch with one foot on the rubber. Outfielders can play anywhere on outfield grass in fair territory.

4) Coaches Two offensive coaches are allowed in the coaching boxes. Defensive coaches are to stay in the dugout unless using an allowed trip to talk to the pitcher and catcher. Coaches will report the game result to the snack bar.

5) the Game If a game is stopped by an umpire for any reason including darkness or weather, an official game is 5 innings (4 1/2 if home team is ahead). There are no Inning limits. Game limits are;

- a) 7 innings OR
- b) No new inning after an 2 1/4 hours; no time limit if last game of the day;
- c) Home team is ahead after 6 1/2 innings, or gets the lead batting in the seventh inning, OR
- d) 10 run mercy rule any time after the 5th inning (4 1/2 innings if home team is ahead).
- e) If tied after Seven innings with time remaining, ONE extra inning using Cal. Tie-breaker.
- f) BOTH umpires and coaches need to move the game, keeping breaks in the action to a minimum.

6) Batters Each batter will be allowed 3 strikes (strike-out) or 4 balls (walk). Batters can bunt. There will be the attempted advancement of the batter to first on a dropped third strike when; a) with less than two outs, no runner already occupies first, OR b) there are two outs. The defensive can try to stop this advancement by getting the batter/runner out before he reaches first. Infield Fly Rule will be called. If a batter is batting out of turn, it must be properly appealed to the umpire before the first pitch to the next batter.

7) Base runners can steal bases, and can slide feet or head first at any base. There is no mandatory slide rule, but all runners must avoid contact. NO fake tags are allowed. When an overthrown ball remains in the playing field, the ball is alive and runners may advance at their own risk. When overthrows leave the playing field, the ball is dead.

SENIOR BASEBALL RULES Continued - 2010

8) Substitutions and Batting Order

- a) If you bat round robin (everyone batting), you will be allowed FREE substitution throughout the game. If during the game a batter is not able to take his turn at bat, an automatic out will be recorded but only for the first occurrence of that batter. EXCEPTION: No automatic out will be recorded if an obvious injury has taken place on the playing field, and player is not able to continue to play.
- b) If you bat nine, a player in the starting line-up may re-enter in his SAME batting position providing his substitute has batted once. Substitutes must enter by the 4th inning of game.

9) Courtesy, Substitute, or Pinch Runners Courtesy runners (the last recorded out) will be allowed but only for the catcher with 2 outs. Any runner not able to continue as a result of an obvious injury that has taken place on the field, will be removed for the rest of the game, and the pinch runner will be the player who made the last out. In the event a player is injured before any out is recorded, the last batter in the line-up will replace the injured player.) If you are batting nine and have legal substitutes, replacement of runners can occur.

10) Pitchers may pitch up to 4 innings per game when facing VCAA teams during regular season, and 7 innings in a week when playing Chatsworth teams or while in playoffs. Any appearance in an inning counts as one inning. Pitchers must have one foot on the rubber when pitching. Balks will be called, but throughout the entire season EACH PITCHER will get ONE WARNING before the balk penalties are enforced. **No fifteen year olds (as of May 1st) can pitch.** Since intentional walks are strongly discouraged, the pitcher MUST pitch 4 balls to the batter. There will be no free passes to first on any intentional walk.

Requested Time Outs/Trips to Mound Only one offensive time out per inning for each team will be allowed. Each pitcher can be visited two times in any one inning or three times in the game before that pitcher must be removed. Once a player is removed as a pitcher, that player can not re-enter the game as a pitcher.

11) Extra Inning Games (Regular and Post Season) Games will be 7 innings. During the regular season If tied after 7 innings AND the time limit has not expired (two hours 15 minutes, unless last game of day which has no time limits), ONE extra inning will be played using the California Tie-Breaker Rule (all extra innings will begin with the player who made the last out of the previous inning at second base with no outs). Post season games will be played using the California Tie-Breaker Rule also, and will play as many innings as necessary.

12) Sportsmanship The head coach is responsible to control the team, the coaches, and fans. Only one warning will be given before ejections regarding poor sportsmanship are made. Examples include but are not limited to;

- a) fighting OR b) bad language OR c) arguing with umpire(s).

13) Umpires Umpiring will be done by one or two umpires. All decisions by the umpires are final. There are no protests or replays. Any questions to umpires must be made by the head coach. Umpires shall report scores to the snack bar.