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BURBANK PLAYERS LEAGUE BASEBALL RULES AND REGULATIONS

The rules of the California Interscholastic Federation shall be enforced in the BPL (Burbank Players League) Leagues unless amended below. Situations not specifically covered in these league rules shall be left to the discretion of the Burbank Athletic Federation Board of Directors and Sports Office staff.

General Information

1. This program is conducted by the Parks and Recreation Department Sports Section.
2. The Burbank Athletic Federation Board of Directors shall serve as an advisory board and review disciplinary and eligibility cases.
3. When multiple leagues are offered within the same age division, teams will be classified according to competitive ability, with stronger teams placed in higher divisions.
4. League is open to youth ages 6 to 16 years old.

Managers' and Coaches' Responsibilities.

1. All managers and coaches must be in good standing with the Burbank Athletic Federation.
2. Managers are directly responsible to the Burbank Athletic Federation and the Parks and Recreation Department for league fees, rosters, team business and conduct of players, coaches, parents, and spectators.
3. Managers are responsible for keeping unauthorized persons off the team bench and controlling the conduct of their team at all times.
4. It is the manager's responsibility to prevent players from leaving the field and mingling with the spectators during the game.
5. Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
6. Managers are responsible for the conduct of their team's spectators and will take all necessary steps to inform them of the rules, purposes and philosophy of the Burbank Player's League Program.
7. Smoking is prohibited for managers, coaches, and players at all City facilities used for practices or games.
8. Coaches will refrain from verbally coaching their players in a negative manner while they are on the field. Discretion of the umpire or the Sports Office Staff will be used to handle the situation.
9. All coaches shall be required to comply with the requirements established by the Parks and Recreation Department for background checks for volunteers.
    - **City of Burbank Live Scan:** Required one time for all coaches. Live Scan must be completed through the City of Burbank.
    - **National Center for Safety Initiatives (NCSI) Background Check:** Required every two (2) years and must be completed online using the link provided by Parks and Recreation Department administrators.
    - **All required background checks must be completed and cleared before coaches are permitted to participate in any team activities**.

1. Managers are responsible for tracking player substitutions and ensuring all players receive the required playing time.

2. All teams must have a responsible adult at all games and practices.
3. No team shall bear the name of, or any trade name of, any alcoholic beverage. All team names are subject to Sports Office approval. If no team name is turned in prior to the printing of the league schedule, the last name of the manager will appear on the schedule.

Rosters

4. Each team must have a minimum of 12 rostered players. There is no maximum roster size
5. All coaches and players must register through CivicRec at www.burbankparks.com for the current season.
6. Coaches and players must be listed on the team roster on the coach's portal.
7. If a participant deliberately falsifies their registration information, all games in which the ineligible player participated will be forfeited, and the player may be subject to suspension.
8. Any player who puts his/her signature on two different rosters shall be automatically suspended until his/her case is brought before the B.A.F.
9. All rosters are subject to approval by the league director with the intention of maintaining the league on an even competitive scale.

Players

1. All players must be in good standing with the Burbank Athletic Federation.
2. Players must participate in at least three regular-season league games to be eligible for postseason tournament play.
    - Penalty for using an ineligible player is FORFEITURE of all league games in which they played in.
3. After the roster deadline, players may only be added through the approved waiver process.

Waivers

1. After the roster deadline, players may only be added to a team through the waiver process.
2. The requesting manager must complete the Waiver Request Form and submit it to the Sports Office via email.
3. The Sports Office will review the request and distribute it electronically to managers within the same division for their review and response.
4. Managers may approve or deny a waiver request. Approval is voluntary, and managers are not required to approve a request.
5. If a player wishes to transfer from one Burbank Players League team to another, the player must first obtain a written release from their current team manager. The release must be emailed to the Sports Office before the waiver process can begin.
6. Once all required manager responses have been received and the waiver has been approved by the Sports Office, the player must complete registration through CivicRec, including all required forms and applicable fees, before being added to the team roster.
7. An approved player may begin participating in the next scheduled league game once Sports Office approval and all registration requirements have been completed.
8. All waiver requests must be submitted to the Sports Office prior to the start of **Week 3** of the regular season. No waiver requests will be accepted after that time.

Team Classification

1. Change to an age-based classification statement, consistent with the 10U, 12U, and 14U divisions listed below.

- Grade divisions will be:
  - 14U Division- 13-14 years old (14 & Under)
  - 12U Division- 11-12 years old (12 & Under)
  - 10U Division- 9-10 years old (10 & Under)

2. Players can play up, just not down a division

Equipment

1. Game ball is a **full grain leather official Little League** hardball for 10U and 12U divisions and a full grain leather Senior Little League or better for 14U Division. Kid Pitch. Little league Minor, Flexi Ball Low Compression. **Example Diamond Little League DLL-1, Diamond Senior Little League DSLL-1**
2. Both teams will furnish one new and one game ready ball for the game. 2 ball pers team
3. If both balls are lost during the course of the game, the home team shall furnish the 5th suitable ball and the visiting team the sixth, etc.
4. Home team shall have first choice of balls at the end of the game.
5. For list of legal bats visit: https://usabat.com/ or https://USSSA.com/
   a. All Divisions- BBCOR Certified Baseball Bats or USSSA baseball bats may be used. The barrel must not exceed 2 ¾ inches in diameter and the "drop" can range from -5 to -10.
   b. Titanium bats at all levels are banned.
6. All players must wear complete safety helmets (NOCSAE Certified). Wrap-around soft helmet not allowed.
7. Participants must wear close-toed shoes while playing. The multi-purpose rubber-cleated shoe is acceptable. Steel cleats are prohibited in all 10U divisions and for pitchers using portable mounds. Managers and coaches must also wear appropriate shoes.
8. Catchers must wear complete protective equipment including chest protector with protective flap, full one-piece helmet/mask with throat guard (hockey-style mask is acceptable); shin guards and use a proper glove and protective cup. The complete safety helmet shall be required (NOCSAE Certified).

Ground rules

1. All ground rules will be explained by the umpires and/or park supervisor before game time. These will become the official ground rules for the game. Any situations not covered are left to the discretion of the umpire. It would be in the manager's best interest to ask pertinent questions during the pre-game meeting.
2. At the start of the game, each team shall designate their Head Coach. This individual shall meet with the umpires prior to the start of the game to discuss ground rules, official starting time, (Plate Umpire shall announce game time after the pre-game meeting) etc. and shall thereafter be the only individual to enter the playing field for the purpose of necessary time outs, rules interpretations by the Umpires or player assistance (i.e.: injury, equipment repair, etc.). Abuse of this privilege by either coaches or managers may result in the suspension of the offending individuals and possible forfeiture of the game.
3. All leagues' games in the BPL shall be scheduled for 7 innings. Number of innings played may be limited by the following time limits:

12U and 10U Division	No new inning shall be started after 1 hour and 30 minutes from starting time.
14U Division	No new inning shall be started after 1 hour and 45 minutes from starting time.

4. When there is more than one game scheduled, the first game will start as listed on the schedule. The second and third game if applicable, will start as scheduled or immediately following the conclusion of the first game. Ties shall be played if time limits permit.
5. Infield practice:
    - The visiting team will take its infield practice 20 minutes before scheduled game time of the first game.
    - The home team will take its infield practice 10 minutes before scheduled game time of the first game.
    - Teams not present for their infield practice shall lose the time, and the other team may use that time for their own practice.
    - Infield practice does not include batting practice.
6. During league play, each team will be allowed not more than one manager, two coaches, and one bat handler in the dugout during the game. The manager must note coaches on the line-up cards before the beginning of the game. All adults in the dugout or playing field must be Live Scanned.
7. A team must have at least seven (7) eligible players present and ready to play at the scheduled game time. Failure to meet this requirement will result in a forfeit.
    - If a team has exactly seven (7) eligible players present at game time, the game may begin provided at least one player is an eligible pitcher.
8. All games will be played according to the schedule without change.
9. Cases involving extreme circumstances may justify cancelling a game without paying a default fee, but they only may be cancelled by permission of the Sports Office.
    - Rainouts will be re-scheduled if time permits.
10. All tie games will be recorded as ½ win and ½ loss and will not be replayed.
11. Home team will occupy the bench on the third base side of the field. Team at bat is responsible for chasing foul balls.
12. **Free Substitution:** Free substitution is permitted in all divisions. All players present must be included in the batting lineup and bat in continuous rotation. Defensive substitutions may be made at any time.

    Exceptions and Requirements:
    - **Courtesy Runners:** A courtesy runner may be used for the pitcher or catcher of record. The courtesy runner must be the player who made the last out.
    - **Minimum Playing Time:** Each player must play a minimum of one (1) defensive inning per game.
    - **Injured or Departing Players:** If a player is unable to continue playing due to an injury, the player may be removed from the batting order without penalty, and no automatic out will be recorded. If a player leaves the game for reasons other than injury, an automatic out will be recorded at the player's next scheduled at-bat. The player will then be removed from the batting order for the remainder of the game.
    - **Batting Order:** All players present must be listed on the official lineup card and bat in the established order. The batting order may not be changed once the game begins, except as otherwise permitted under these rules.
    - **Late-Arriving Players:** Any player arriving after the game has started must be added to the bottom of the batting order

13. Defensive Conferences: There shall be only 3 charged conferences between the managers from the dugout with any

of the defensive players in a 7-inning game. The 4th Defensive Conference will result in the removal of the pitcher for the remainder of the game. The pitcher may play any defensive positon but cannot pitch again. Coming out for an injured player will not be considered a time out at the discretion of the umpire.

14. Offensive Conferences: Only 1 offensive conference per ½ inning while the team is at bat. Coach may call time and talk to the batter and/or runners.

Borrowing Players / Replacement Players

To help minimize forfeits and ensure games can be played as scheduled, teams may borrow eligible players when they do not have enough rostered players available for a scheduled regular-season game. The following conditions apply:

1. **Eligibility to Borrow:** Teams may borrow players only when they have fewer than nine (9) rostered players available. Teams may borrow only enough players to bring their total to nine (9).
2. **Player Eligibility: Borrowed players must be currently registered in the City of Burbank Parks and Recreation Youth Baseball League and must come from the same division. Players may not be borrowed from a higher division.**
3. **Borrowing Limit:** A team may not borrow more than four (4) players from any one team.
4. **Approval:** All borrowed players must be approved by Sports Office staff prior to participating in a game. Coaches must notify the on-site Sports Office staff of any borrowed players and obtain approval before the start of the game. Borrowing players solely to strengthen a team's lineup is prohibited.
5. **Player Restrictions:** Borrowed players may not pitch and are limited to playing catcher or outfield defensively. Borrowed players must bat at the end of the team's batting order.
6. **Roster Priority:** All regularly rostered players must be given priority over borrowed players for defensive positions and playing time. If a regularly rostered player arrives after the game has started, that player must replace a borrowed player.
7. **Minimum Players:** A team must have at least seven (7) eligible players to begin or continue a game. Teams with fewer than seven (7) players will forfeit the game.
8. **Tournament Play:** Borrowed players are not permitted during end-of-season tournament or playoff games. Only players listed on the team's official roster may participate.
9. **Rule Violations:** Any team found using an ineligible or unapproved borrowed player may be subject to forfeiture of the game and additional disciplinary action as determined by the Sports Office.

Special Rules

1. The hidden ball play shall not be allowed. This is any play that deliberately attempts to deceive the baserunner.
2. Any player who takes his place in the batter's box without a batting helmet shall immediately be ruled out by the umpire.
3. All baserunners must wear a batting helmet. Any player not doing so will be ruled out after one pitch has been delivered. If he intentionally removes his helmet while on base or advancing, he shall be called out. In addition, any runner who scores or who is put out is required to wear a batting helmet until reaching the bench/dugout while the ball is alive.
4. A pitcher may move to another position and then return to the position of pitcher one time providing they meet the inning requirements.

5. In the event a team must forfeit a game, the Sports Office must be notified at least twenty-four (24) hours prior to the scheduled game time to avoid a $10 administrative fee. The opposing team will be awarded a win, and the forfeiting team will receive a 7-0 loss.

6. **10U Division Only** – Each inning shall end when either five (5) runs have been scored or three (3) outs have been recorded, whichever occurs first. The five-run limit shall be lifted after the conclusion of the third (3rd) inning. Beginning with the fourth (4th) inning, there shall be no limit on the number of runs a team may score.

7. **12U and 14U Divisions Only** – Each inning shall end when either seven (7) runs have been scored or three (3) outs have been recorded, whichever occurs first. The seven-run limit shall be lifted after the conclusion of the fourth (4th) inning. Beginning with the fifth (5th) inning, there shall be no limit on the number of runs a team may score

Field Dimensions

10U-Division
- Bases: 65 feet
- Pitching: 45 feet

12U-Division
- Bases: 70 feet
- Pitching: 50 feet

14U-Division
- Bases: 90 feet
- Pitching: 60 feet, 6 inches

Sportsmanship

1. Yelling at the opposing team will not be tolerated. No negative yelling will be allowed, including the harassment of the pitcher, officials or opposing players. One warning will be issued. After that, the game will be subject to forfeiture. Parents, coaches and managers are expected to serve as examples of good sportsmanship.
2. Unison Cheers: The Umpire and/or Park supervisor will be the judge of whether a "unison cheer" is acceptable.

Protests

1. Protests shall be allowed for the following: Misrepresentation the playing rules, failure of an umpire to apply the correct rule and to impose the incorrect ruling for a given violation. Protest will not be allowed for any judgment call made by the umpires.
2. Notification of protest must be made immediately by the manager of the protesting team before the next pitch.
3. At a playoff game, all protests shall be decided by the Sports Office supervisor in charge with game officials immediately.

Mercy Rule

1. The losing manager when 10 runs behind or more can request to end the game at any time. The umpires shall consider a 15-run differential a radical score and terminate the game after 4 innings or 3 ½ if the home team is ahead

by the 15 runs.