



1111 WEST OLIVE AVENUE | BURBANK, CALIFORNIA 91506 | (818) 238-5330

BURBANK PLAYERS LEAUGE BASEBALL RULES AND REGULATIONS

The rules of the National Federation of High School Associations 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

- This program is conducted by the Parks and Recreation Department Sports Section.
- The Burbank Athletic Federation Board of Directors shall act as an advisory board and act on all disciplinary cases and eligibility cases.
- When more than one league within a given group, classification shall be determined by team's ability, with better teams placed in a higher league.
- League is open to youth ages 6 to 16 years old.

Manager's and Coach's Responsibility

- All managers and coaches must be in good standing with the Burbank Athletic Federation.
- 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.
- Managers are responsible for keeping unauthorized persons off the team bench and controlling the conduct of their team at all times.
- It is the manager's responsibility to prevent players from leaving the field and mingling with the spectators during the game.
- Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
- 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.
- Managers, coaches and players may not smoke in any facility furnished by the Burbank Parks and Recreation Department for practices or games.
- Managers must keep track of players' substitution.
- 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.
- All coaches shall be required to comply with the requirements established by the Parks and Recreation Department for background checks for volunteers.
- Managers must keep track of players' substitution and that all players are receiving adequate playing time.
- All teams must have a responsible adult at all games and practices.
- 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.



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Rosters

- A roster must have no less than 12, no maximum on players.
- **All coaches and players must register at www.burbankparks.com for current season.**
- **Coaches and players must be listed on the team roster on the coach's portal.**
- In any case where participant has deliberately falsified his/her record, those games in which he/she participated will be forfeited and the player suspended.
- 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.
- All rosters are subject to approval by the league director with the intention of maintaining the league on an even competitive scale.

Players

- All players must be in good standing with the Burbank Athletic Federation.
- All players must appear in at least 3 league games to be eligible for playoff/tournaments.
 - **Penalty for using an ineligible player is FORFEITURE of all league games in which they played in.**
- After league starts, no player may be added, except by waiver.

Waivers

- After the roster deadline, a player may be added only through use of the waiver system.
- Waiver forms are issued by the Sports Office only at the specific request of a manager, never in advance. Each waiver form must have the signature of the supervisor before circulation for manager's signature.
- Waivers must be signed by managers in the same classification as the team picking up the new player.
- If a player wishes to transfer from one Burbank team to another, the player must secure a written release by his/her original team manager. Manager must sign before release can be signed by other team managers.
- A waived player may begin to play as soon as Sports Office staff member accepts the completed waiver form prior to next league game starting time. **No** waivers will be accepted after the start of the second round.
- **WARNING:** Any manager who is asked by another manager to sign a waiver is free to sign or not sign. The signature of a Sports Office staff member on the form does not constitute approval of waiver request.

Team Classification

- Teams will be classified according to age. Team grouping is determined by the highest grade represented on the team.
- Grade divisions will be:



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14U Division- 13-14 years old (14 & Under)
12U Division- 11-12 years old (12 & Under)
10U Division- 9-10 years old (10 & Under)

- Players can play up, just not down a division

Equipment

- 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 DSL-1**
- Both teams will furnish one new and one game ready ball for the game. 2 ball pers team
- 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.
- Home team shall have first choice of balls at the end of the game.
- For list of legal bats visit: <https://usabat.com/> or <https://USSSA.com/>
 - 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.
 - Titanium bats at all levels are banned.
- All players must wear complete safety helmets (NOCSAE Certified). Wrap-around soft helmet not allowed.
- 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.
- 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

- 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.
- 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.
- All leagues' games in the BPL shall be scheduled for 7 innings. Number of innings played may be limited by the following time limits:



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Kid Pitch	No new inning shall be started after 1 hour and 20 minutes from starting time.
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.

- 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.
- 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.
- 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.
- A team shall forfeit its game unless it is able to start the game at the scheduled game time with at least seven players.
 - If a team has seven players present at game time, they can start the game providing one is an eligible pitcher.
 - A team not having at least seven of its players ready to play at game time must pay a default fee equal to the total cost of umpires and scorer. This must be paid to the Sports Office prior to the next scheduled game.
- All games will be played according to the schedule without change.
- 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.
- All tie games will be recorded as ½ win and ½ loss and will not be replayed.
- Home team will occupy the bench on the third base side of the field. Team at bat is responsible for chasing foul balls.
- In all leagues, free substitution including hitting all the way through their players present and changing defensive players at any time must be used.
 - **Exception: A courtesy runner can be used for the pitcher and catcher of record; the runner must be the last out.** Each player must play one inning per game defensively. In the event that a batter cannot take his turn at bat and continue to play due to injury or having to leave the game, his turn will be ruled out, and then removed from the order for the remainder of the game. All players in attendance will appear on the line-up card and must bat in proper rotation. No change will be allowed in the batting order. If a player arrives late to the game, players name will be added to the bottom of the order.



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- 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 position but cannot pitch again. Coming out for an injured player will not be considered a time out at the discretion of the umpire.
- 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.

Special Rules

- The hidden ball play shall not be allowed. This is any play that deliberately attempts to deceive the baserunner.
- Any player who takes his place in the batter's box without a batting helmet shall immediately be ruled out by the umpire.
- 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.
- A pitcher may move to another position and then return to the position of pitcher one time providing they meet the inning requirements.
- In the event a team must forfeit a game, the Sports Office should be notified at least 24 hours prior to game time to avoid paying administrative fees. Wins will be granted to their opponents for the games which were defaulted. The forfeiting team will take a 7-0 loss.
- **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 final inning shall be considered an "open" inning, during which the offensive team is not limited in the number of runs it 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



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- 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.
- Unison Cheers: The Umpire and/or Park supervisor will be the judge of whether a “unison cheer” is acceptable.

Protests

- 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.
- Notification of protest must be made immediately by the manager of the protesting team before the next pitch.
- At a playoff game, all protests shall be decided by the Sports Office supervisor in charge with game officials immediately.

Mercy Rule

- 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.