

# Pinellas Youth Conference Baseball Rules

## General Rules

- JV Teams will follow Little League Rules. Varsity teams will follow FHSAA Rules.

	Varsity (NFHS)	JV (Little League)
Bats	BBCOR (-3 Drop Max)	USA BAT (No Drop Restriction) USSSA Bats are NOT permitted.
Sliding	May slide head first. Legal feet first slide must have one buttock on the ground. No leaping or hurdling over a fielder unless the fielder is flat on the ground. Diving over a fielder is never allowed.	May not slide head first while advancing
Force Play Slide Rule	Runner must slide directly to base and not through it and making contact with fielder. There is no "must slide" rule! The runner may slide <u>or</u> avoid contact with fielder.	If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner; The runner must slide <u>or</u> avoid contact.
Blood	Any Visible blood must be cleaned (including uniform) before player may return.	No rule
Visits to the mound	Pitcher must be replaced on 4 <sup>th</sup> mound visit by coach and ALL subsequent mound visits during the game. Mound visits are not carried over to extra innings. One free mound visit per extra inning, no carry over from regulation.	Pitcher must be removed on 3 <sup>rd</sup> mound visit by coach in an inning. This applies to each pitcher. (New pitcher can be visited twice before being replaced).
Illegal Pitch	Ball called or Balk with runners on base (no Ball awarded).	Ball awarded to count.
Pitcher Contacting mouth or lips with hand	Pitcher may not touch hand to lips or mouth while in contact with the pitching plate. He must clearly wipe hand off before touching baseball	May not touch hand to lips or mouth while standing in the 10 foot pitching circle.
Courtesy Runner	Pitcher or Catcher with any number of outs (By League adoption)	Allowed for any player once per game and once per inning. Same player cannot have courtesy runner more than once.
Appeals	May be live ball or dead ball appeals. Coach or player may verbally appeal with making ball live and throwing to base.	No Dead ball appeal allowed.
Fielder without ball fakes tag	Obstruction and team warning	No rule
Number of Players	Game must be started with 9 players. It may finish with 8 (out declared for each at bat for missing player).	Game must be started with 9 players. It may NOT continue with less than 9 players.

2. Game Length
  - a. Varsity- 7 Innings
  - b. JV- 6 Innings
3. Time Limit
  - a. JV games should not exceed 90 minutes.
    - i. No new inning should begin after 5:15 PM
  - b. Varsity games should not exceed one hour and 45 minutes.
    - i. No new inning should begin after 5:30 PM
4. Field Size
  - a. Varsity: Bases- 90', Mound- 60'
  - b. JV: Bases- 60', Mound- 46'
5. A runner may be designated for the catcher. The designated runner (DR) cannot be a player listed as a starting player on the line-up card. The catcher shall bat and if he successfully reaches base, then the DR takes his place on base at the conclusion of play. The "Designated runner" may enter the game as a substitute. If the Designated runner enters the game, he can no longer be a designated runner.
6. The game shall end when the team is trailing by 10 or more runs after completing their 5<sup>th</sup> inning in a 7 inning game (4<sup>th</sup> inning in a 6 inning game). The home team, if leading, does not need to bat in its half of the inning. The losing team may opt to end the game before this point.
7. Lead Offs (JV only):
  - a. No lead-offs
  - b. Ball must pass batter
  - c. Runner goes back if he leaves too soon
  - d. Batter is out on 3rd strike, however batter-runner may advance if the third strike is not caught unless 1<sup>st</sup> base is occupied with less than 2 outs.
8. Extra inning game-game should go to one extra inning if umpire or coaches of both teams do not have a time problem and does not conflict with rule #1.

## Pitching Rules

1. FHSSA Baseball Pitch Count Policy must be followed by all PYC Coaches.

### **TOTAL PITCHES THROWN IN A GAME**

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+
19-22	120	1-30	31-45	46-60	61-75	76+

2. JV: A pitcher will not reenter a game as a pitcher, he may go to another position.  
Varsity: The pitcher may return to pitch if he has not been removed from the game. (i.e., he assumed another defensive position). This is allowed once per inning.
3. Curve balls should be discouraged.

## **Playing Rules**

1. The starter may reenter the game once at the same spot in the batting order.
2. Once a substitute leaves the game, he is finished for the game.
3. An EXTRA HITTER (EH) may be used as a 10th batter. Varsity may use a designated hitter for any position. A DH is not permitted at the JV level.
4. The player may move around to any defensive position, but he must remain in the same spot in the batting order. Varsity may use a “free substitution” for any defensive position at any time. This “free substitution” may not affect or change the batting order. (A player from the bench can enter the game and play any defensive position) If a player from the bench is going to enter the batting order he must follow rule #1 or #2.
5. JV ONLY- There will be a six (6) run limit per inning, except in the event of a Home Run over the fence, in which case all runs will score.
6. A courtesy runner may be used for the catcher after one out.
7. All coaches MUST exchange completed line-ups before each game and discuss ground rules with the umpire.
8. Due to the size of some teams, it is not required that all players enter each game.
9. Home team will supply three new game balls each game.
10. Coaches need to enforce the rule of not chattering at the other team. Encourage your team positively.
11. No metal cleats. Anyone with metal cleats will not be allowed to play in the game.
12. It is at the school’s discretion to decide whether to require helmets with cages at the JV level.
13. Only Varsity players may use big barrel bats.
14. JV ONLY: There will be no head first sliding will advancing. Head first slides back to a base are permitted.

Revised 10/8/2019