

BY-LAWS

AND

RULES AND REGULATIONS FOR ALL LEAGUES

BEAVERCREEK COMMUNITY ATHLETIC ASSOCIATION, INC.

2024

POLICY STATEMENT

THIS IS TO CLARIFY THE POSITIION OF THE BEAVERCREEK COMMUNITY ATHLETIC ASSOCIATION.

We are a recreational and instructional baseball program; therefore, we do not sponsor financially or sanction any all-star teams.

The BCAA does not allow pets at practices or games with the exception of service animals as required by the American with Disabilities Act (ADA) and Ohio law. A service animal is defined by the ADA as a dog that has been individually trained to do work or perform tasks for an individual with disabilities. The task(s) performed by the dog must be directly related to the person's disability. Emotional support, therapy, comfort, or companion animals are not considered service animals under the ADA or Ohio law and are not allowed at practices or games.

KEY PERSONNEL BCAA

PRESIDENT: Larry C. Knapp
937-287-5029

VICE PRESIDENT: Bob Firman
937-477-2890

SECRETARY: Shelby Warner
937-716-4683

TREASURER: Jarrod B. Martin
937-475-2235

LEAGUE SUPERVISOR: Umpires Caleb Culbertson
937-900-4834

Class TB Justin Brackenhoff
937-572-2639

Class CP Damon Finn
937-815-6556

Class Jr. F Aaron Kelly
937-631-0207

Class F Michael Kinder
937-238-4645

Class E Jared Culbertson
937-232-2184

Class Sr /
SDBL Liaison Jared Wolfe
937-371-9727

COMMISSIONERS: Don Berry
937-426-1145

Sergio Gonzalez
937-232-7804

Rob Hines
937-426-4251

**BY-LAWS OF THE
BEAVERCREEK COMMUNITY ATHLETIC ASSOCIATION, INC.**

ARTICLE I – Name

This organization shall be known as the Beaver Creek Community Athletic Association, Inc., (BCAA). Said organization will function in Greene County, Beaver Creek School Taxing District, Ohio.

ARTICLE II – Objective

The objective of the BCAA shall be to firmly implant in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and reverence, so that they may be finer, stronger and happier youths, and will grow to be good, clean, healthy citizens. The objective shall be achieved by providing supervised competitive athletic games. The primary goals of the BCAA program are instructional and recreational in nature where young people learn baseball and have fun.

ARTICLE III – Government

The government of the BCAA shall be under the direct supervision of the Officers and Commissioners. The Officers consist of the President, Vice President, Secretary, and Treasurer.

The above mentioned Officers and Commissioners shall constitute an executive committee and shall be charged with the responsibility of operating the BCAA for the terms of their office, as outlined in the official BCAA rules.

ARTICLE IV – Elections

The Nominating Committee and members of the BCAA will elect the following officers: President, Vice President, Secretary, and Treasurer at the annual meeting.

All voting shall be by secret ballot except where there is no contest for the election of the office. All nominees for office must attend a minimum of six (6) meetings for that fiscal year.

- The President shall appoint two (2) to serve on the nominating committee at the September meeting.
- Nomination for officers of the BCAA may be made from the floor at the September meeting.
- The Nominating Committee must submit all names to the President two (2) weeks prior to the election date.
- Additional nominations for officers of the BCAA may be made at the annual October meeting. Officers will be installed at the November meeting following the October elections and will serve until the installation of Officers the following year.

ARTICLE V – Meetings

The meetings of the BCAA are held the first Monday of every month during the calendar year. The annual meeting and election of officers are held the first Monday in October. Nominations will be made at the September meeting.

A minimum of two (2) presiding officers constitutes a quorum. A majority vote of those present shall govern.

Roberts's Rules of Order shall govern the proceedings of all meetings.

If possible, all League Supervisors will be recommended yearly by the President and voted on by the Officers and Commissioners at the December regular scheduled meeting. League Supervisors term expires September 30.

ARTICLE VI – Financial Policy

The Executive Committee shall decide all matters pertaining to the finances of the BCAA and it shall be a permanent policy to place all income in a common association treasury, directing the expenditure of same in such a manner as will give no individual or team advantage over the others as to equipment, awards, etc.

The fiscal year shall end on September 30. The financial records shall be audited by a special committee immediately after the September meeting.

The Treasurer of the BCAA will be a bonded person, qualified to perform the duties of the Office of Treasury. The BCAA will insure the cost of bonding.

To withdraw money from savings the signatures of two (2) officers of the BCAA shall be required and these persons shall not be members of the same family.

ARTICLE VII – Rules

The BCAA shall be governed by Major League Baseball Rules. The BCAA shall have the powers to make any additional rules other than those contained herein; that in their judgment shall be beneficial in the government of Amateur Baseball, and the BCAA.

All BCAA rules and regulations will remain unchanged from the January meeting through August 15 of any year. Proposed changes must be submitted in writing between August 16 and the December monthly meeting.

All playing rule changes, problems and interpretations related to the playing rules shall be handled by the BCAA Commission. Rule changes will be ruled on by December 31.

Beavercreek Community Athletic Association **does not**, and **will not sponsor** or support financially, **all-star teams** in any form.

Under Agreement with the E.J. Nutter Family, the BCAA, and the City of Beavercreek; the E.J. Nutter Park was donated by the Nutter Family to the City of Beavercreek for the **EXCLUSIVE USE** of the BCAA. Only BCAA authorized teams shall be permitted to participate at Nutter Park. E, F, and Jr. F leagues will schedule a minimum of 12 games and a maximum of 18 games during the regular season if budget and weather permits.

E, F, and Jr. F leagues will play a double elimination tournament at the conclusion of the regular season after all regular season games have been completed, if possible.

BCAA will start the regular season play by the last week in May, holiday excluded.

The RIF safe baseball will be the official baseball of BCAA for Jr. F and F leagues. All other leagues shall use a BCAA approved baseball.

ARTICLE VIII – Amendments

The By-Laws or any section thereof may be amended or repealed by a two-thirds (2/3) majority vote of the Executive Board present at any stipulated meeting; provided that written notice of such proposed changes, over the signature of the Secretary, shall be mailed to each member of the Executive Board at least fifteen (15) days prior to the meeting at which such proposed changes shall be submitted to vote.

ARTICLE IX – Registration

Registration fees will include **the player's hat, shirt, and socks**. If for reason a change of plans such as moving, injury, or deciding not to play in the BCAA prior to the drawing, the entry fee will be refunded. Once the teams are drawn, no monies will be refunded. If a player decides to leave the BCAA to play for another team then wants to return, their original contract is void and they must wait until the next season to rejoin the BCAA.

ARTICLE X – Eligible Voting Members

Any interested parties, age eighteen (18) or over, who actively participate in the BCAA program and attends fifty percent (50%) of the previous twelve (12) monthly meetings, is considered an eligible voting member, with a maximum of two (2) voting members per family.

ARTICLE XI – BCAA Commission

The BCAA Commission shall be comprised of three (3) former officers or supervisors, who shall be appointed by the Executive Committee for a term not to exceed three (3) years, with one commissioner being appointed each year for a new three-year term.

The duties of the BCAA Commission shall be to make final decisions on all BCAA playing rules.

I, Larry C. Knapp, President, BCAA, DO HEREBY CERTIFY; that the above BY-LAWS are true and correct.

Revisions of said BY-LAWS, by addition of amendments previously by the Executive Committee on January 18, 1972; December 4, 1972, November 25, 1975; December 30, 1976; March 22, 1979, May 7, 1979; January 5, 1981; January 4, 1982; January 10, 1983, December 16, 1985; January 7, 1986; January 4, 1988; January 8, 1990; October 28, 1991; December 22, 1992; December 15, 1997; November 2, 1998; March 1, 1999; March 6, 2000; December 1, 2008; January 3, 2011, December 10, 2012, December 12, 2016. At a scheduled meeting upon proper notice mailed to all members of the Executive Committee.

The BCAA By-Laws are governed by the Executive Committee.

Larry C. Knapp
President, BCAA

BEAVERCREEK COMMUNITY ATHLETIC ASSOCIATION, INC.

REGULATIONS FOR ALL LEAGUES GOVERNED BY THE BCAA EXECUTIVE COMMITTEE

- A. The regulations adopted by the Beavercreek Community Athletic Association, Inc. (BCAA) as herein set forth shall cover all teams in all classifications playing under the jurisdiction of the BCAA, except for the high school (Sr) league.
- B. The BCAA baseball leagues shall be governed by Major League Baseball Rules and the BCAA Commission. The BCAA shall have the power to make any additional rules other than those contained herein, that in their judgment; shall be beneficial in the government of amateur baseball, and the BCAA.
- C. No team, without the consent of the BCAA, may play at any place where an admission is charged, a collection taken, or any other method is used to raise money. All BCAA sponsored teams will play games at Nutter Park or Beavercreek Public School facilities.
- D. REGISTRATION
 - 1. All youth residing in Beavercreek and the surrounding area, who become five (5) years of age on or before July 31, in the current year, and all youth whose nineteenth (19) birthday occurs after July 31, in the current year; are eligible.
 - 2. Primary registration will be from January 1 to April 15 on dates published by the BCAA. Additional dates for registrations may be held at the recommendations of the Registration Committee.
 - 3. All registrants shall be divided into the respective age/league by the Registration Committee. League Supervisors shall hold a random drawing by age with team coaches to provide a balance of player talent and experience. Players on last years' team will return to the same team. No team is permitted to "select" or "stack" a team to gain the advantage of talented or experienced players.
 - 4. In the event that any league has low registration numbers; such that the age group is unable to field its own in-house program; the BCAA may seek to contact and contract with other area organizations/teams to schedule games.
 - a. The purpose of this contact/contract is to expand the scheduling of games with these teams/leagues.
 - b. Games may be played at Nutter Fields or at the other teams/leagues facilities.
 - c. Opponents should be similar in age and recreational leagues.
 - d. Differences between BCAA rules & regulations and other teams/leagues will be reconciled before games are played.
 - 5. Players may stay with parent if parent accepts position as team manager or coach where they qualify by age group. LIMITED TO ONE MANGER AND ONE COACH.
 - 6. Brothers or sisters will be drawn as one, unless requested otherwise; however, they must remain in their respective league and age grouping.

7. Sixteen (16), seventeen (17), and eighteen (18) year olds will be assigned to Senior, Sr League.
8. Thirteen (13), fourteen (14), and fifteen (15) year olds will be assigned to E League.
9. Eleven (11) and twelve (12) year olds will be assigned to F League.
10. Nine (9) and ten (10) year olds will be assigned to Jr. F League.
11. Seven (7) and (8) years olds will be assigned to Coach Pitch, CP League.
12. Five (5) and six (6) year olds will be assigned to Tee Ball, TB League.
13. Transfers shall be permitted only under the following circumstances:
 - a. Parent wishing to manage another team and be accompanied by a son or daughter must exchange a player of equal age and playing ability as shall be determined by the League Supervisor.
 - b. A sponsor's child may be placed on the team that (s)he is sponsoring provided that BCAA eligibility requirements are met.

E. ELIGIBILITY (Contracts & Releases)

1. All eligible players must be signed under contract with the BCAA. Playing in any other league or on another team other than the BCAA once the season begins, will result in the player being suspended for the remainder of the season including tournament play.
2. All contracts and releases must be processed and approved by the League Supervisor and filed with the BCAA for final approval.
3. No one except those actively participating in the game will be allowed on the playing field before, during or after a game.

F. TEAM AND GAME REQUIREMENTS

1. No team shall start or continue any game with less than eight (8) players. Eight (8) players are to be considered a legal line up. If a team does not have a legal line up, the League Supervisor or ranking BCAA officer on the grounds shall go to another team in that league and select no more than two players to make a legal line up. Selected players shall wear their own team's uniform. Players selected will remain the same players for the duration of the game. Borrowed players shall not play in the position of Pitcher, Catcher, First Base or Short Stop. Borrowed players shall but last (next to last). For tournament games, the League Supervisor shall be given, if possible, at least twelve (12) hours notice.
2. Failure to place a legal line up on the field within fifteen (15) minutes after the scheduled game time will mean forfeiture of that game.
3. No one except those actively participating in the game will be permitted in the players' bench area.
4. Any violation of the minimum playing rule or catching rules shall be declared an automatic forfeiture against the violating team, except as noted in Rule 10 of the Class Jr. F league playing rules.
5. The home team shall be the official scorekeeper, will occupy the third base dugout, and be responsible for putting bases out and returning them to the base box after the game.
6. Catchers cannot warm up a pitcher without a facemask.

7. No Hitting Sticks of any size or type will be allowed to be used at Nutter Park or on or near any BCAA baseball field.
8. OPPOSING TEAM MANAGERS WILL PROVIDE EACH OTHER THE ELIGIBILITY OF THEIR PITCHERS BEFORE GAME TIME IN WRITING. (Applies to Class F & E)

G. PROTESTS

1. All protests must be made by the manager only of the protesting team. Such protests must be made to the home plate umpire before play is started or resumed. The umpire shall then notify the home team scorekeeper that the game is being played under protest. Both managers must be advised of the protest.
2. Upon protesting a game at the field, the protesting manager is required to file a written protest with the BCAA President and League Supervisor within twenty-four (24) hours. Such protest must state specifically the rule in question with a complete and concise explanation of the reason for the protest.
3. All protests in all leagues must be accompanied with \$20.00 cash to be presented to the league official in charge immediately following the game.
4. The umpires involved in a protest must file with the BCAA President a written report of the situation and their interpretation of the rule under protest within twenty-four (24) hours.
5. Upon receipt of a protest, the BCAA President shall forward the protest to the BCAA Commission.
6. The BCAA Commission shall duly meet to consider the protest. All decisions made by the BCAA Commission shall be final.
7. No protest based on a judgment decision of an umpire will be honored.
8. No one other than the BCAA Commission shall discuss a formal protest with any player or manager either in person, by phone, or otherwise at any time.
9. In the case of an eligibility protest; no player shall be suspended until and unless proven guilty of a violation. The responsibility for presenting proof of a violation rests with the party filing such protest. No such protest will affect the status of games played prior to the date of such protest. Upon proof of ineligibility, the game in question shall be forfeited.

H. UMPIRE'S RESPONSIBILITY

1. Umpires are instructed to remove any player, manager or coach using profane or obscene language and/or making any gestures or actions the umpire may judge as unbecoming to a ball player.
2. The umpires shall have full authority of decision in issuing warnings to offenders or their ejection from the game.
3. The umpire must file a written report of any such action with the BCAA within twenty-four (24) hours. Said report shall be forwarded to the BCAA President for review and consideration of penalties. If necessary, the President may, by authority of his office, declare a penalty. Where and when necessary such reported actions may be presented to the BCAA Commission for more severe penalty.
4. Smoking in the bench area, in the coaches' box or on the playing field is strictly prohibited. Violators will be warned by the umpire for the first violation. Any

further infractions of this rule will mean removal from the playing area. This rule will be strictly enforced by all umpires.

5. The umpires shall conduct a plate meeting to discuss the ground rules prior to the start of any game with representatives of both teams per diamond and league classification.
6. The umpire shall be responsible for enforcing Rule M-2.
7. An umpire may eject a player for a flagrant collision at any base where a slide could eliminate said collision. (Extended arms as if to shove, raised elbow, or lowered shoulder).
8. All umpires are required to wear umpire T-shirts and protective cup. Plate umpires are also required to wear mask, chest protector, and leg guards.

I. SPONSOR, MANAGER AND COACH REQUIREMENTS

1. Sponsors, Managers and Coaches will be approved by the BCAA.
2. Jr. F, F, & E Leagues are limited to **one (1)** manager and shall not exceed **two (2)** coaches and one scorekeeper during a game.
3. Managers and coaches shall complete a background check and the training requirements mandated by the State of Ohio on concussions and sudden cardiac arrest.
4. League Supervisors must submit a list of potential managers to the BCAA President for approval. Once managers are approved, they will be notified by the League Supervisor.

J. SCHEDULING

1. The schedule of regular season games, postponed games and tournament games shall be planned by the League Supervisors and Master Scheduler.
2. Assignment of playing fields will be made by the League Supervisors and Master Scheduler.
3. Umpires in all classifications shall be arranged by the BCAA, except T-ball & Coach Pitch.
4. In the event an umpire is not at the field by game time, the two (2) team managers may agree to a substitute.
5. Scheduled league games must have priority over all other games.
6. No team shall be required to play more than four (4) complete games in any one hundred sixty-eight (168) hour (seven day) period from game time to game time.
7. No league schedule may start without League Supervisor, Master Scheduler and President signing schedule.
8. No game may be cancelled without the prior approval of the BCAA President.

K. CONDUCT AND SPORTSMANSHIP

1. Misconduct on the part of a manager, coach, or player, either on the playing field or within the vicinity of the ballpark, must be reported in writing within forty-eight (48) hours by all parties concerned, and only written reports will be considered by the BCAA Commission in making decisions, unless the Commission deems it advisable to hold hearings.

2. The President of the BCAA in the case of an emergency, shall have the power to suspend any player, manager or coach for a period of time that, in his judgment, he deems necessary for any act of violence; including assault against another player, manager, coach, umpire or spectator; either on the field or in the vicinity of the ball park, or for any act that, in his judgment, could incite a riot among players and/or spectators. However, any player, manager or coach has the right to appeal such suspension to the BCAA Commission and request a hearing in regard to such suspension.
3. The BCAA shall have the power and authority to impose penalties, to suspend players, managers, or coaches, to forfeit games and to do whatever in its judgment may be necessary for the good of the association and game.
4. Managers, coaches, or players are not permitted to address/yell/argue with an umpire from the field, coaches' box, or dugout about any play or call. Umpires are permitted to eject said person from the game for such conduct.
5. Any manager, coach or player ejected by an umpire from a game will be suspended from participating in the next game.
6. Managers and coaches should teach sportsmanship during practice and games to the players and should practice the same in regard to disputes with umpires, managers, coaches, players, parents and spectators.
7. If a player is required to leave a game because of an injury or illness, the player may not re-enter the game.
8. Players are required to be in full uniform (shirt, pants, hat & socks). For violation, player **WILL NOT** be permitted to play. Players are expected to conduct themselves in a good sportsman-like manner and hustle on and off the field in a professional manner.
9. A batter, after being warned, continues to throw the bat after swinging at a pitch, will be ejected for the remainder of the game. However, this will not affect their playing status in the next game.

L. TOURNAMENTS

1. Tournament bracket will be determined at random during the annual player draw.
2. Home team will be determined at the start of each game by a coin toss under the direction of the umpire(s).
3. Tournament format will be double elimination.
4. Tournament play will be governed by regular season BCAA rules and regulations.
5. Trophies will be provided for tournament champions and runners-up in each league.

M. EQUIPMENT

1. Players must furnish their own gloves, shoes, protective cups, and solid white baseball pants (CB & TB are not required to have solid white pants). No metal spikes are permitted in any league except Sr.
2. Protective cups are required for all players in all leagues with exception for female players and T-ball league players.
 - a. Penalty will be removal from the game.

3. Double ear tab batting helmets (NOCSAE Approved) are mandatory in all leagues for batters and runners.
4. The BCAA will furnish the following equipment:
 - a. Uniforms (shirts, hats, and socks). Shirt & hat only for CP & TB League.
 - b. Practice and game balls
 - c. Bats: BCAA approved by league.
 - d. Catchers equipment (glove, mask, chest protector, leg guards and helmet)
 - e. Batting helmets (NOCSAE Approved) for protection of all batters and base runners.
 - f. Score books
 - g. Bases
 - h. Equipment bag

*******IMPORTANT NOTICE*******

IT IS IMPORTANT THAT ALL SPONSORS, MANAGERS, COACHES AND PLAYERS RECOGNIZE THAT ANY INFRACTION OF THE AMATEUR RULES PERTAINING TO THE ACCEPTANCE OF REMUNERATION CAN BE RESPONSIBLE FOR THE INELIGIBILITY TO ANY HIGH SCHOOL, COLLEGE AND OTHER AMATEUR PLAYERS IN-AS-MUCH AS THE NCAA RULING THAT SPECIFICALLY STATES THAT SUCH PLAYERS PLAYING WITH OR AGAINST ANY PLAYERS RECEIVING REMUNERATION AUTOMATICALLY BECOMES A PROFESSIONAL. IT IS IMPORTANT THAT THE COOPERATION OF ALL CONCERNED BE CARRIED OUT STRINGENTLY TO FORESTALL ANY POSSIBILITY OF SUCH INFRACTIONS OCCURRING IN ORDER THAT THE HIGH SCHOOL, COLLEGE AND AMATEUR STATUS SHALL NOT BE JEOPARDIZED.

PLAYING RULES
******* CLASS TEE BALL (TB) LEAGUE *******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. **ELIGIBILITY:** All players who are five (5) or six (6) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
2. **PLAYING FIELD:** The official playing field for this league shall have fifty (50) foot base paths.
3. Each game shall consist of four (4) innings. A tie game after four (4) innings is ruled complete.
4. No inning shall start after one (1) hour of playing time.
5. **MINIMUM PLAYING RULE**
 - A. Any player who is present for a game by the time the first (1st) ball is teed in the second (2nd) inning must play two (2) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate. This condition applies for adherence by all managers and will apply unless games are called because of rain, darkness, etc.
 - B. No player may play the same position for more than two (2) consecutive innings and each player shall play both an infield and an outfield position during each game.
 - C. Each team shall bat the entire roster of eligible players.
 - I. All players present at the game are inserted into the batting order for the entire game.
 - II. Any players arriving late will be inserted at the end of the batting order.
 - III. Once a player has been removed from the batting order for any reason; that player shall not participate offensively or defensively in the remainder of the game. The player's batting position shall be skipped with no penalty.
 - IV. If a player simply misses their turn at bat, that player is called "out" per major league rules, but the player may continue to participate in the game.
 - D. All players will play the field. Once the infield positions are set, the rest will play the outfield.
 - E. Outfielders must be at least ten (10) feet behind the infielders.
6. On base hits in the infield, the batter and any base-runners may advance only one base. On base hits in the outfield, the batter and any base-runners may advance at their own risk until the ball is returned to the infield and "Time" is called. A runner that is at least halfway to the next base when "Time" is called will be allowed to continue to that base.
7. Runners may advance on overthrows within the playing field until the ball is returned to the infield and "Time" is called.

8. An overthrow which leaves the playing field (i.e. travels outside of the first (1st) or third (3rd) base line fence) is considered "out-of-play". When an overthrow goes "out-of-play" runners are awarded only one extra base.
9. To stop play, the ball must be advanced to the infield, and the player with the ball must call "Time". On the last batter, play is stopped when a fielder has the ball and touches home plate.
10. Each inning shall consist of batting half the roster of the larger team. (Example: Team A has twelve (12) players, Team B has ten (10) players, each inning will consist of six (6) batters for each team). There will be a two (2) out situation assumed when the last batter reaches the plate. To end an inning on a hit ball by the last batter, any defensive player in possession of the ball may elect to step on home plate thereby creating a force out.
11. Each batter shall receive up to four (4) swings to attempt to put the ball in play. If, after four (4) swings, the batter has failed to put the ball in play, the batter will be called out. If a ball is hit foul on the fourth (4th) swing, the batter shall not be declared out and shall receive another attempt to put the ball into fair play.
12. Base runners may not leave their base until the ball is hit. The runner(s) shall be declared out if they leave their base(s) too soon, and play is dead.
13. There shall be no bunting in this league. Making contact while attempting to bunt; the batter is out and play is dead.
14. The infield fly rule will not be called in this league.
15. Umpire(s) will be selected and agreed upon by each team Manager prior to the start of the game. Umpire(s) are all volunteers and will not be compensated by the BCAA. A volunteer umpire may be a parent, coach, or any other willing spectator as long as both Managers agree upon the umpire(s) prior to the start of the game.
16. There will be no formal protest in this league.
17. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.

PLAYING RULES
******* CLASS COACH PITCH (CP) LEAGUE *******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. **ELIGIBILITY:** All players who are seven (7) or eight (8) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
2. **PLAYING FIELD:** The official playing field for this league shall have sixty (60) foot base paths and a forty-six (46) foot pitching distance. Coaches may elect to pitch from the front of the pitching mound.
3. Each game shall consist of four (4) innings. A tie game after four (4) innings is ruled complete.
4. No inning shall start after one (1) hour of playing time.
5. **MINIMUM PLAYING RULE**
 - A. Any player who is present for a game by the time the first (1st) ball is pitched in the second (2nd) inning must play two (2) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate. This condition applies for adherence by all managers and will apply unless games are called because of rain, darkness, etc.
 - B. No player may play the same position for more than two (2) consecutive innings and each player shall play both an infield and an outfield position during each game.
 - C. Each team shall bat the entire roster of eligible players.
 - I. All players present at the game are inserted into the batting order for the entire game.
 - II. Any players arriving late will be inserted at the end of the batting order.
 - III. Once a player has been removed from the batting order for any reason; that player shall not participate offensively or defensively in the remainder of the game. The player's batting position shall be skipped with no penalty.
 - IV. If a player simply misses their turn at bat, that player is called "out" per major league rules, but the player may continue to participate in the game.
 - D. All players will play the field. Once the infield positions are set, the rest will play the outfield.
 - E. Outfielders must be at least ten (10) feet behind the infielders.
6. On base hits, the batter and any base-runners may advance until the ball is returned to the infield and "Time" is called. A runner that is at least halfway to the next base when "Time" is called will be allowed to continue to that base.
7. Runners may advance on overthrows within the playing field until the ball is returned to the infield and "Time" is called.

8. An overthrow which leaves the playing field (i.e. travels outside of the first (1st) or third (3rd) base line fence) is considered "out-of-play". When an overthrow goes "out-of-play" runners are awarded only one extra base.
9. To stop play, the ball must be advanced to the infield, and the player with the ball must call "Time". On the last batter, play is stopped when a fielder has the ball and touches home plate.
10. Each inning shall consist of three (3) outs or batting half the roster of the larger team whichever comes first (Example: Team A has twelve (12) players, Team B has ten (10) players, the inning will consist of six (6) batters for each team). There will be a two (2) out situation assumed when the last batter reaches the plate. To end an inning on a hit ball by the last batter, any defensive player in possession of the ball may elect to step on home plate thereby creating a force out.
11. The defensive player in the pitching position must remain on or substantially near the pitching rubber until the ball is hit.
12. The at-bat Manager or coach of the at-bat team shall pitch to his or her own team. Managers and coaches must pitch overhand and make sure the defensive player at the pitching position has a clear line-of-sight to the batter.
13. Each batter may receive up to seven (7) pitches to attempt to hit the ball. Balls will not be counted and there shall be no bases awarded on balls. Three (3) strikes are an out. If a batter does not put the ball in play after seven (7) pitches the batter will be called out.
14. Players may not try for first base on dropped third (3rd) strikes.
15. Base runners may not leave their base until the ball is hit. The runner(s) shall be declared out if they leave their base(s) too soon, and play is dead.
16. There shall be no bunting in this league. Making contact while attempting to bunt; the batter is out, and play is dead.
17. The infield fly rule will not be called in this league.
18. There will be no balks.
19. Umpire(s) will be selected and agreed upon by each team Manager prior to the start of the game. Umpire(s) are all volunteers and will not be compensated by the BCAA. A volunteer umpire may be a parent, coach, or any other willing spectator as long as both Managers agree upon the umpire(s) prior to the start of the game.
20. There will be no formal protest in this league.
21. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.

PLAYING RULES
*******CLASS JR. F LEAGUE*******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. **ELIGIBILITY:** All players who are nine (9) or ten (10) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
2. **PLAYING FIELD:** The official playing field for this league shall have sixty (60) foot base paths and a forty-six (46) foot pitching distance.
3. Each game shall consist of five (5) innings. In case of a tie at the end of five (5) innings, the game shall continue to no more than eight (8) innings or game is called because of darkness or weather. A tie game after eight (8) innings is ruled complete. Any rescheduling shall be made by the League Supervisor through the BCAA in order to arrange for umpires and note change in schedule.
4. An official game shall be recognized at the end of four (4) complete innings. If game is called, it is a regulation game if: (a) The home team has scored more runs in three (3) or three and a fraction (3 x/3) half innings than the visiting team has scored in four (4) complete half innings OR: (b) The home team scores one (1) or more runs in its half of the fourth (4th) inning to tie the score. Any game called for any reason in the first half of the fifth (5th) inning shall revert back to the score at the end of four (4) complete innings and all subsequent innings shall revert back to the score at the end of four (4) complete innings and all subsequent innings shall revert in the same manner.
5. No inning shall start after one and three quarter (1 3/4) hours of playing time.
6. **MINIMUM PLAYING RULE**
 - A. Any player who is present for a game by the time the first (1st) ball is pitched in the second (2nd) inning must play three (3) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate This condition applies during the regular season only for adherence by all managers and will apply unless games are called because of rain, darkness, etc.
 - B. A manager may deviate from the minimum playing rule in order to discipline a player for an infraction of team rules. However, this may only be accomplished with the approval of the League Supervisor and the knowledge of the opposing manager.
 - C. Each team shall bat the entire roster of eligible players.
 - I. All players present at the game are inserted into the batting order for the entire game.
 - II. Any players arriving late will be inserted at the end of the batting order.
 - III. Once a player has been removed from the batting order for any reason; that player shall not participate offensively or defensively in the remainder of the game. The player's batting position shall be skipped with no penalty.

IV. If a player simply misses their turn at bat, that player is called “out” per major league rules, but the player may continue to participate in the game.

D. Substitute players enter the game with no change in batting order.

7. Game will consist of ten (10) players per team with no more than six (6) infielders. Outfielders must stand in the outfield grass.
8. A runner on third base at the time of pitch may only score on a batted ball or if all the bases are occupied and the batter is awarded first base.
9. Balks will not be called. Pitchers are encouraged to pitch from a “set” position. The windup motion should not be used.
10. Each player may pitch only six (6) outs or to fifteen (15) batters, whichever comes first. Reference (15) batters: When the fifteenth (15th) batter has completed his turn at bat, either manager may inform the umpire. At this time, a new pitcher shall take the pitching position. There will be no forfeit for an oversight. (This is a manager’s responsibility rule.)
11. No pitcher shall pitch more than two (2) innings or fifteen (15) batters in a twenty-two (22) hour period, from game time to game time.
12. Players may not try for first base on dropped third (3rd) strikes.
13. Once a pitcher is removed from the pitching position, he/she may be reinserted only once more as a pitcher during the remainder of the game.
14. A pitcher who hits four (4) batters with pitched balls during a game shall be removed from the pitching position for the remainder of that game.
15. There will be no formal protest in this league.
16. The batting team may score a maximum of five (5) runs per inning. After five (5) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings of each game, including the last inning.
17. Catchers may only catch three (3) innings per game.
18. Base runners may not leave their base until the ball is hit. The runner(s) shall be declared out if they leave their base(s) too soon, and play is dead.
19. There shall be no bunting in this league. Making contact while attempting to bunt; the batter is out, and play is dead.
20. The infield fly rule will NOT be called in this league.
21. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.

PLAYING RULES
*******CLASS F LEAGUE*******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. **ELIGIBILITY:** All players who are eleven (11) and twelve (12) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
2. **PLAYING FIELD:** The official playing field for this league will have seventy (70) foot base paths and a forty-six (46) foot pitching distance.
3. Each game shall consist of six (6) innings. In case of a tie at the end of six (6) innings, the game will continue until a winner is determined or game is called because of darkness or weather. Any rescheduling will be made by the League Supervisor through the BCAA in order to arrange for umpires and not the change in schedule.
4. An official game shall be recognized at the end of four (4) innings with either team ahead or three and one half (3 ½) innings with the home team ahead. If a game is stopped before it reaches this point because of darkness, weather or time limit, it will be declared a "No Game". Any game called for any reason in the first half of the fifth (5th) inning, shall revert back to the score at the end of the fourth (4th) inning and all subsequent innings shall revert in the same manner. In the event this would result in a tie game, the game shall be declared suspended. Game will then be resumed at the point of suspension.
5. When a team has a fifteen (15) run lead (or more) at the end of four (4) innings or any subsequent inning, the game shall be terminated.
6. The batting team may score a maximum of seven (7) runs per inning. After seven (7) runs have been scored in one inning, all play is stopped, and the fielding teams becomes the batting team. This rule shall apply to all innings of each game, including the last inning. No inning shall start after 8:30 P.M. at Nutter Park or Beavercreek Public School facilities on week nights. No inning shall start after two and one half (2 ½) hours of playing time on Saturday.
7. **MINIMUM PLAYING RULE**
 - A. Any player who is present for a game by the time the first (1st) ball is pitched in the second (2nd) inning must play three (3) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate This condition applies during the regular season only for adherence by all managers and will apply except when games are called early because of the fifteen (15) run lead rule, darkness, etc.
 - B. A manager may deviate from the minimum playing rule in order to discipline a player for an infraction of team rules. However, this may only be accomplished with the approval of the League Supervisor and the knowledge of the opposing manager.
 - C. Each team shall bat the entire roster of eligible players.

- I. All players at the game are inserted into the batting order for the entire game.
 - II. Any players arriving late will be inserted at the end of the batting order.
 - III. Once a player has been removed from the batting order for any reason, that player shall not participate offensively or defensively in the remainder of the game. The player's batting position shall be skipped with no penalty.
 - IV. A player may be removed from the game defensively at any time and re-enter at any position except pitcher. When removed from the pitching position, the player may not pitch any more that game.
 - V. If a player simply misses their turn at bat, that player is called "out" per major league rules, but the player may continue to participate in the game.
8. No player will be released by a manager without the authority of the League Supervisor or BCAA. If a player is released, a replacement will be made by the League Supervisor.
 9. A pitcher will not be allowed to pitch more than six (6) innings with a ninety-six (96) hour period from game time to game time. Any innings pitched in a game that is subsequently rained out, shall count toward a pitchers' innings pitched within the ninety-six (96) hour period. The ninety-six (96) hour period begins at the start of the game and ends at the corresponding ninety-six (96) hours later.
 10. Scorekeeper and manager are responsible for innings pitched by all pitchers. Fill out forms and both managers sign. Records must be kept throughout the season and tournament.

PENALTY FOR VIOLATING PITCHING RULE:

LEAGUE PLAY: Forfeit the game. The manager and player involved are suspended for the next game. Also, the manager and player are suspended for the first game of the tournament. Any additional violations carry a one game suspension for both the manager and player. Two violations, the manager is suspended indefinitely.

11. A pitcher who hits four (4) batters with pitched balls during a game shall be removed from further pitching in that game.
12. Balks will not be called but should be brought to the coaches' attention by the umpire.
13. Base runner cannot score from third (3rd) base by stealing, wild pitch, or passed ball. If a play is made from either the pitcher or catcher on any base runner, all runners may advance at their own risk.
14. Base runner(s) may not leave their base(s) until the ball leaves the pitcher's hand. The runner(s) shall be declared "out" if they leave their base(s) too soon and play is "dead".
15. On a dropped third (3rd) strike when the batter cannot advance to first (1st) base; the ball is "dead", and no runners may advance.
16. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.

PLAYING RULES
*******CLASS E MINOR LEAGUE*******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. **ELIGIBILITY:** All players who are thirteen (13), fourteen (14), or fifteen (15) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
2. **PLAYING FIELD:** The official playing field for this league shall have ninety (90) foot base paths and a sixty-foot six inch (60'6") pitching distance.
3. Each game shall consist of seven (7) innings. In case of a tie at the end of seven (7) innings, the game shall continue until a winner is determined or game is called because of darkness or weather. Any rescheduling will be made by the League Supervisor through the BCAA in order to arrange for umpires and note the change in schedule.
4. An official game shall be recognized at the end of four (4) innings with either team ahead or three and one half (3 ½) innings with the home team ahead. If a game is stopped before it reaches this point because of darkness, weather, or time limit, it will be declared a "No Game". Any game called for any reason in the first half of the fifth (5th) inning; shall revert back to the score at the end of the fourth (4th) inning and all subsequent innings shall revert in the same manner. In the event this would result in a tie game, the game shall be declared suspended. Game will then be resumed at the point of suspension.
5. When a team has a thirteen (13) run lead (or more) at the end of five (5) complete innings, or any subsequent inning, the game shall be terminated.
6. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped, and the fielding team becomes the batting team. This rule shall apply to all innings of each game, including the last inning.
7. No inning shall start after 8:30 P.M. at Nutter Park or Beaver Creek Public School facilities on week nights. No inning shall start after two and one half (2 ½) hours of playing time on Saturday.
8. A pitcher shall not be allowed to pitch more than seven (7) innings within a ninety-six (96) hour period. The ninety-six (96) period begins at the start of the game and ends at the corresponding time ninety-six (96) hours later.
9. Each pitcher shall be issued a warning for the first balk and the manager notified; all subsequent balks will be called per Major League Rules.
10. Scorekeeper and manager are responsible for innings pitched by all pitchers. Fill out the form and both managers sign. Records must be kept throughout the season and tournament.

PENALTY FOR VIOLATING PITCHING RULE:

LEAGUE PLAY: Forfeit the game. The manager and player involved are suspended for the next game. Also, the manager and player are suspended for the first game of the tournament. Any additional violations carry a one game suspension for both the manager and player. Two violations, the manager is suspended indefinitely.

11. MINIMUM PLAYING RULE

- A. Any player who is present for a game from the time the first (1st) ball is pitched in the second (2nd) inning must play three (3) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate. This condition applies during the regular season only for adherence by all managers and will apply except when games are called early because of the twelve (12) run lead rule, weather, darkness, etc.
 - B. A manager may deviate from the minimum playing rule in order to discipline a player for an infraction of team rules. However, this may only be accomplished with the approval of the League Supervisor and the knowledge of the opposing manager.
 - C. Each team shall bat the entire roster of eligible players.
 - I. All players at game are inserted into the batting order for the entire game.
 - II. Any players arriving late will be inserted at the end of the batting order.
 - III. Once a player has been removed from the batting order for any reason, that player shall not participate offensively or defensively in the remainder of the game. The player's batting position shall be skipped with no penalty.
 - IV. A player may be removed from the game defensively at any time and re-enter at any position except pitcher. When removed from the pitching position, the player may not pitch any more that game.
 - V. If a player simply misses their turn at bat, that player is called "out" per major league rules, but the player may continue to participate in the game.
12. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.

PLAYING RULES
*******CLASS SENIOR (SR) LEAGUE*******
GOVERNED BY THE BCAA COMMISSION

PURPOSE:

This classification is expressly for the purpose of teaching fundamentals, fair play, discipline and good sportsmanship.

1. Except as otherwise noted below; this league will be governed in conjunction with the Centerville Baseball League and by the rules of the Ohio High School Athletic Association.
2. **ELIGIBILITY:** All players who are sixteen (16), seventeen (17), or eighteen (18) years of age as of July thirty-first (31st) of the current year are eligible to play in this league.
3. **PLAYING FIELD:** The official playing field for this league shall have ninety (90) foot base paths and a sixty-foot six inch (60'6") pitching distance.
4. **MINIMUM PLAYING RULE**
 - A. Any player who is present for a game from the time the first (1st) ball is pitched in the second (2nd) inning must play three (3) innings on defense. All players must play at least one infield and one outfield position during the course of each game they participate. This condition applies for adherence by all managers and will apply except when games are called early because of the run lead rule, weather, darkness, etc. during the regular season.
 - B. A manager may deviate from the minimum playing rule in order to discipline a player for an infraction of team rules. However, this may only be accomplished with the approval of the League Supervisor and the knowledge of the opposing manager.
 - C. Equal playing time for all players is required. No player will sit the bench for two (2) consecutive innings. No player will sit twice before all players have sat one (1) inning. In addition, each player must play two (2) innings in the infield within the first five (5) innings during each game. If a player expresses exception to playing in the infield, the manager must tell the opposing coach before the game begins AND email the league supervisor after the game ends. A violation of this rule will not be subject to a protest; however, a warning shall be given to the manager for the first rule violation and the possible removal of the manager for the rest of the year for a second violation of this rule. A violation in tournament play will be protested to the Rules Commissioner, who has the authority to remove the team from the tournament, if so warranted.
5. Each game shall consist of seven (7) innings. Four (4) innings shall constitute a legal game and the losing team must have at least four (4) complete times at bat.
6. If either the home team or the visiting team is behind by thirteen (13) or more runs after five (5) or more times at bat, the game will be considered complete.
7. There is no limit on the number of innings a pitcher can pitch. A player cannot reenter as a pitcher in the same game.
8. Substitutions must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time. Once a player is

removed from the pitching position, the player may not return to the pitching position in that game. Penalty for violating this rule shall be forfeiting that game.

9. This league will play with three (3) outfielders unless otherwise designated by the Commission.
10. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped, and the fielding team becomes the batting team. This rule shall apply to all innings of each game, including the last inning.
11. BCAA approved wood, aluminum, or composite baseball bats only shall be used. No Softball bats will be allowed.