



### **Big League Travel Baseball (BLTB) League Rules**

#### **1.0 Rosters and Team Eligibility**

- 1.1 The National Federation High School of Associations (NFHS) rules shall apply and BLTB approved officials shall administer the rules. NFHS rules can be purchased from the NFHS website [www.nfhs.com](http://www.nfhs.com) . A copy of the BLTB League rules can be downloaded from the BLTB website: [www.bltbbaseball.com](http://www.bltbbaseball.com)
- 1.2 Each Team must register the League and pay the League fee. Payment can be issued through the BLTB website: [www.bltbbaseball.com](http://www.bltbbaseball.com)
- 1.3 Each Team will have insurance coverage with a minimum of \$1,000,000 liability. Failure to show proof of insurance will result in ineligibility from League until proof of insurance is obtained & submitted to the League.
- 1.4 Teams must have a minimum of 8 players to start all games.
- 1.5 Up to 20 Players allowed on each Team roster.
- 1.6 Each Team must submit their roster online within 72 hours prior to their first game of the season.
- 1.7 Teams may add players to their roster throughout the season. Players listed on a Team roster before a League designated lock date will be eligible to participate in League playoffs. Players added after the League designated lock date will not be eligible to participate in the League playoffs.
- 1.8 Players must play in at least 1/2 of the Team's scheduled games in order to play in the League playoffs.
- 1.9 Each player must be registered on a Team roster online with Big League Travel Baseball at [www.bltbbaseball.com](http://www.bltbbaseball.com)

- 1.10 A player's age is determined as of May 1st of each season. Age division change begins for the start of each fall season.
- 1.11 A player can be listed on two rosters as long as they are not in the same age division.
- 1.12 A player can "play up" in age where his age is below that of the division he is playing, but cannot "play down" where his age is above that division he intends to play. (I.e. A 11u player can play on a 12u Team, but cannot play on a 10u Team)
- 1.13 A player playing in two age divisions is eligible to play for both Teams in the playoffs if they advance in their respective age divisions and meet the requirements of 1/2 games played.
- 1.14 If a player leaves or is removed from a Team, he is allowed 1 move to another Team as long as it is done prior to the League designated lock date.
- 1.15 If a player leaves or is removed from a Team, the League has to be notified by the Coach within 3 days of leaving if that player is on the roster.
- 1.16 Copies of birth certificates are required by all players on BLTB Team rosters and submitted to the League prior to the first game of the season or prior to a player being eligible to compete in any game or tournament.
- 1.17 All Coaches must have a "Team Book" which should include (but not limited to) copies of player's birth certificates, Team insurance certificate, roster's, players photos, copies of waivers (if applicable) accessible at ALL BLTB games and tournaments.
- 1.18 All Coaches must be registered as a Coach with BLTB prior to being allowed in a dugout or on the field for games.
- 1.19 All registered Coaches must have a picture ID at ALL games and tournaments.
- 1.20 All Teams must have a home field and will play at least 1 home and 1 away game in their respective divisions. If agreed by both Coaches, a 9 inning game will take place of a home and away game. Teams home and away will be determined by a coin flip regardless of where game is played.
- 1.21 All Teams must have completed a League or Tournament waiver submitted online @ [www.bltbbaseball.com](http://www.bltbbaseball.com) prior to the commencement of any play. Team & Players will be ineligible to play if completed waivers are not submitted.

## **2.0 Head Coach and Umpire Responsibility**

- 2.1 The Head Coach is responsible for knowing the BLTB rules and having in their possession a copy of the BLTB rules at all games.
- 2.2 The Head Coach is responsible to maintain a "Team Book" which should include (but not limited to) copies of player's birth certificates, team insurance certificate, roster's, players photos, etc.
- 2.3 Coach's attire should match or be consistent with the Team uniform when on the field. Coaches can wear sports shorts but must have same or similar Team jersey and hat as the Team.
- 2.4 The Official Scorekeeper for a game will be the Home Team. The Head Umpire will keep score on a BLTB Official scorecard during the game. It is required that each team maintains its own scorebook. It is recommended that scores be verified between Teams playing, a minimum of every 2<sup>nd</sup> inning. Each team will verify the score, line up and pitch counts for each player who pitched, at the end of each game with the Head Umpire and sign the scorecard. The umpire will be responsible for submitting the score to the league.
- 2.5 The Head Umpire is responsible for submitting the score of the game, rosters of who played and pitch counts through the League website within 3 days after a game has completed. It is the responsibility of both Coaches to verify the information. If you have a discrepancy with the score, pitch counts and/or roster, you have 2 days to request a review from BLTB. If no request is made within this time, the information is final as entered.
- 2.6 A Win will be awarded 5 points, A Loss will be awarded 1 point, A Tie will be awarded 2 points and a forfeit will have 3 points taken.
- 2.7 Head Coach must submit game schedules to the League no less than 72 hours prior to the first game of the season.
- 2.8 The Head Coach of the Home Team must contact and verify with the Umpires of the game no less than 24 hours prior to game start of the game status.

## **3.0 Schedules**

- 3.1 All schedules must be submitted to the League no less than 72 hours prior to the division first game of the season, or a date determined by BLTB. The schedules cannot be changed without approval from both Team Coaches. Teams that cannot play their scheduled game will have to forfeit. Games are not deemed re-scheduled without approval from both Team Coaches.

- 3.2 All scheduled league games must be played, rescheduled or forfeited and carried out according to the rules.
- 3.3 If a game is not played due to rain please see rules according to “Rain Policy”.
- 3.4 The Home and Away Team Coaches must email the date and time of the rescheduled game to the League.
- 3.5 After a scheduled game is complete, the Head Umpire will enter the score, pitch counts and players played for both Teams from information signed from the Official scorecard. Both Coach must check the entry in the appropriate area on BLTB website. The pitch counts will be added to ALL pitchers who pitched in the scheduled game. If there is issue with the data entry, either or both Coaches will notify the league via email. If necessary, the League will make the final decision based upon information supplied.
- 3.6 All Coaches must communicate through the BLTB website.

#### **4.0 Rain Policy**

- 4.1 It is the Head Coach’s responsibility to reschedule games due to rain-outs and must be done within 72 hours of original game date. Both Coaches must agree on re-scheduled date & time.
- 4.2 Home Head Coach must notify Away Head Coach at least 3 hours prior to the start of a game regarding field and local weather conditions.
- 4.3 It is the Lead Umpire’s responsibility to call a game due to weather or field conditions. The decision is final. This includes lightening alarm and increment weather delays. Delays should be no longer than 30 minutes.
- 4.5 If a game is “called” due to weather during the course of a game (and the game is not yet “official”) the game will be rescheduled and will start from the beginning of the game.
- 4.5 If a game is “called” due to weather during the course of a game and the game has reached “official status” the game will be considered complete.
- 4.6 6 Inning games are considered official if 4 innings have been completed (3 ½ innings if Home Team is ahead).
- 4.7 7 Inning games are considered official if 5 innings have been completed (4 ½ innings if Home Team is ahead).
- 4.8 9 Inning games must complete 6 innings to be deemed official.

- 4.9 If a Team does not show for a scheduled game and has not checked the weather status with the other Coach, the game will be deemed a forfeit to the Team that did not show.
- 4.10 If a game has to be re-scheduled due to rain, the make-up game date and time must be submitted via email within 72 hours of that scheduled game, to be played no more than 7 days after the scheduled date, and must be agreed to by both Team Coaches.

## **5.0 Forfeits**

- 5.1 The NFHS rules shall apply and BLTB League officials shall administer the rules so that any Team that causes a forfeit will NOT benefit.
- 5.2 All Teams must play ALL division games. Games not played will be cancelled or forfeited. A game will be ruled cancelled if both Teams had unavoidable consequences and unable to reschedule. Both Coaches and the league must agree. All others forfeited.
- 5.3 If the Umpires do not show to a scheduled game, the Home Team will have caused a loss. The waiting time for Umpires is 30 minutes after the scheduled game start time.
- 5.4 Any Team attempting to play or plays a player not on their official roster, or with any ineligible players listed on the roster, will forfeit the game. This infraction will be reported to the BLTB within 24 hours of the scheduled game.
- 5.5 Any player without a picture on the official Team roster is not eligible to play.
- 5.6 The offended Team of a forfeit shall be credited with a win and the score will be 6-0, 7-0 and 9-0 if the scheduled game was to be a 6 inning, 7 inning game or 9 inning game respectively.

## **6.0 Ejections**

- 6.1 A Coach and Player will be removed by the Umpire of BLTB Official for the remainder of the game when ejected.
- 6.2 If a Coach or Player continues to be ejected from games (2 or more times), BLTB will determine course of action including multiple game suspensions.
- 6.3 If a Fan is ejected due to unruly behavior, they must leave the complex field area where the game is being played. If this continues, the Head Coach of

that Team will be ejected from the game and a course of action taken by BLTB. Unruly behavior from any Player, Coach or Fan will not be tolerated.

## **7.0 Protests**

- 7.1 Protests must be made verbally with the umpire in charge at the time of the play and prior to the next pitch. The umpire in charge must acknowledge the protest.
- 7.2 Rules and Players eligibility are the only items a Protest can be used for.
- 7.3 BLTB Baseball will collect a protest fee of \$100.00 per protest. If the ruling is in favor of the person protesting, the fee will be returned.
- 7.4 Protests must be submitted to the league via email to [bltbaseball@bltbaseball.com](mailto:bltbaseball@bltbaseball.com) with all contact information of both Head Coaches as well as the names and contact information from BLT Baseball. All Coaches must supply any and all requests, including but not limited to documentation and verbal accounts to the league to assist with a final decision.
- 7.5 All decisions made on a protest by BLTB will be final.
- 7.6 If an ineligible player is found to be playing, the player will be suspended from further play, the game will be forfeited and the Head Coach suspended from games determined by BLTB. Cheating will not be tolerated.  
(See rule 5.4)

## **8.0 Rules of Conduct**

- 8.1 Only league registered Managers, Coaches and Players in Team uniform are allowed in the dugouts or on the field.
- 8.2 Only the Manager/Head Coach may discuss any play or rule with the Umpires. That designated person will be identified to the Umpires at the Home Plate meeting prior to the start of the game.
- 8.3 If a Coach argues with an Umpire he/she will be automatically ejected from the game.
- 8.4 No air horns, bells or any other artificial noise-makers are allowed during pitchers windup.

- 8.5 Coaches must refrain from yelling to their players during the pitch windup and delivery.
- 8.6 Smoking is not allowed during or at any games.
- 8.7 Alcohol or illegal substances are not allowed during games (including in the parking lots).
- 8.8 Dugouts are to be cleaned at the end of each game.
- 8.9 Each team Head Coach is responsible for the Teams fan behavior. The Head Coach will be ejected from the game if any fan becomes unruly either physically or verbally.
- 8.10 Any adult who gets in a physical altercation on or off the field, before, during or after a game, will be suspended indefinitely (a minimum of one year) from the League. If the League deems the incident involved more than one individual, severe penalties shall be invoked up to and including the removal of the Team from the League without refund or recourse.
- 8.11 Any fan who becomes unruly or uses abusive language towards players, Umpires, Coaches, League officials or other fans will be asked to leave the premises (including the parking lots), and may be suspended as determined by the League. Coaches will be held responsible for their players and fans, and are required to assist in the enforcement of this and all rules.

## **9.0 Game Procedures**

- 9.1 Home Teams will choose their dugout.
- 9.2 2 new baseballs will be supplied to the Umpire by each Team prior to the start of a game. If more balls are required, both Teams will equally supply balls as needed.
- 9.3 Game Line up sheets will be supplied to the opposing Coach no less than 15 minutes prior to the scheduled start of the game.
- 9.4 Game Line up sheets will be supplied to the umpire in charge at the Home Plate meeting prior to game.
- 9.5 All starting and substitute players must be listed on the Game Line Up sheets prior to the Game Start to be eligible for play.
- 9.6 Player's FULL names and Jersey numbers MUST be listed on the Game Line Up sheets.

- 9.7 Each Team will play one home and one away for double-header games.
- 9.8 If preferred, a 9 inning game can substitute for 2 regular innings games, and will count for 2 games played.

#### **10.0 BLT Baseball specific RULES**

- 10.1 **8u-12u:** Only one defensive conference per inning is allowed and the second will require replacement of the pitcher. 13U and higher will follow NFHS rules.
- 10.2 A runner can be used for the catcher and/or pitcher at anytime during the game. A substitute player must be used. If no substitutes are on the Game Line Up sheet, the last batter out will be used.
- 10.3 The batters and runners must use double ear flap helmets.
- 10.4 All players must be in full uniform to be eligible to play in a game. This includes socks, shirt, pants, cap and cup
- 10.5 Metal cleats are permitted for 12U and older age division only.
- 10.6 Butcher Boy only allowed at 14U and older age division games.
- 10.7 Stealing home, suicide squeeze or bunting with runner on 3rd base allowed at 9U and above age divisions.
- 10.8 Players advancing to second or any other base with intent to break-up a double play must slide directly into the bag. If a runner goes in standing up and a play is being made on him, and he makes contact with the defensive player, he will be declared out. All calls regarding rough play, sliding, etc., shall be judgment calls of the umpires. Penalty: Runner is out and the ball is dead. All runners must return to the last base they legally had advanced to prior to the infraction.
- 10.9 Headfirst slide. Headfirst slide should be discouraged but it is allowed in age's 8U – 14U except at Home plate, where the runner will be called out.
- 10.10 Bat rules will be strictly adhered to. See "Bat Rules" for details.
- 10.11 You can bat a minimum of 9 or above Batters or the entire lineup listed on the Game Line Up sheet. The extra players will be listed as either DH or EP on the lineup sheet.



- 10.12 **EXTRA PLAYER (EP) AND/OR DESIGNATED HITTER (DH):**  
The EP and and/or DH will be elected at the start of the game and listed on the Game Line Up sheet.
- 10.13 The Designated Hitter (DH) provision as covered in the rulebook published by the National Federation of State High School Associations (NFHS) applies.
- 10.14 The Extra Player (EP) is listed in the batting order and may assume any of the nine defensive positions (including pitcher) without being counted as a substitution.
- 10.15 Under all of the following options, there are never more than the standard nine defensive positions.
- Use neither DH nor EP: Nine (9) players in the batting order and the same nine (9) players on defense.
  - Use only the DH, and not the EP: Nine (9) players in the batting order, one of which is replaced by another line up player on defense.
  - Use only the EP, and not the DH: Ten (10) players in the batting order, of which nine play on defense.
- 10.16 **Tie Breaker Rules:** A Game will end in a tie if official time runs out. If official time is left and tied, extra innings can be played with the approval of both coaches and lead umpire. If it is agreed and decided to play one extra inning in a tie, it will be played using the **Texas tiebreaker rule**.  
At the beginning of the extra inning, coaches will meet at home plate to discuss the rules with the umpire. The game will resume in the top half of the extra inning with the next batter in the official lineup. The last out from the previous inning will be placed on 2nd base. Each half of the extra inning will begin with a man on 2nd base and 1out. Half Inning ends with another 2 outs (3 in total) and inning will end if time has expired and/or agreed with by both coaches and Head umpire. Umpires may require additional costs for extra innings.

**Base dimensions:**

Age	Base Length	Pitching Distance
8U	60'	42'
9U	65'	46'
10U	65'	46'
11U	70'	50'
12U	70'	50'
13U	80' & 90'	54' & 60'6"
14U&Older	90'	60'6"

## 11.0 Pitching Rules

- 11.1 All Teams will strictly adhere to BLTB Pitch counts and rest days. See Pitch count and Rest day table below. All Teams must follow these rules and guidelines.
- 11.2 All Head Coaches are responsible to have pitch counters for BOTH teams playing.
- 11.3 Each Team will warn the other and notify the umpire, with 5 pitches remaining of maximum pitch count for the opposing pitcher. A pitcher will not start pitching to a new batter, but can finish the existing batter once the maximum allowed pitch count has been reached.
- 11.4 Each Team will verify the pitch counts no less than every second inning so pitch counts can be monitored and adhered to.
- 11.5 Pitch Count Table: **Pitches PER DAY/Per Player.**

8u: Up to 20 pitches, eligible to pitch next day

21+ pitches requires 1 day rest

40+ pitches requires 3 day rest

50 maximum per game & 5 day rest

no more than 100 pitches in 7 days

Pitching distance 42'

9-10u: Up to 25 pitches, eligible to pitch next day

26+ pitches requires 1 day rest

45+ pitches requires 3 day rest

60 maximum per game & 5 day rest

No more than 120 pitches in any 7 day period

Pitching distance 46'

11-12u: Up to 30 pitches, eligible to pitch next day

31+ pitches requires 1 day rest

55+ pitches requires 3 day rest

70 maximum per game & 5 day rest

No more than 140 pitches in any 7 day period

Pitching distance 50'

12-13u: Up to 35 pitches, eligible to pitch next day

36+ pitches requires 1 day rest

60+ pitches requires 3 day rest

80 maximum per game & 5 day rest

No more than 160 pitches in any 7 day period

Pitching distance 12U 50', 13U 54'/60'6"

14u and older: As per the NFHS rules with restrictions according to Florida High School Athletic Association Rule 3.1.2.1.1 6-1-6. A pitcher may not pitch more than 14 innings in a week (Monday through Saturday) and may never pitch more than 10 innings on two consecutive days. A pitcher may pitch a maximum of 10 innings on any one day.

## **12.0 Balks**

- 12.1 In the 8U division, it will be determined and agreed to by both Team Coaches, and instruction given to Umpires from both Team Coaches at the pre game plate meeting, if Balks will be called and/or warnings given. If both Team Coaches are in disagreement, the Umpires will call a dead ball after a balk and instruct the pitcher accordingly. No advancement will be made by opposing team.
- 12.2 In the 9U division, the pitcher will be called for balks and given 1 warning with instruction of the infraction by the umpire without penalty and the ball will be called dead. Any balks after the 1 warning per pitcher will cause an infraction and a balk called.
- 12.3 In all age divisions 10U and above, the pitcher will be called for balks without warning.

## **13.0 Game Time Limit**

- 13.1 8U 6 Inning game. No New inning will start after 1 hour and 30 minutes.
- 13.2 9U-12U 6 Inning game. No new inning will start after 1 hour 45 minutes
- 13.3 13U and Older 7 Inning Game. No new inning will start after 2 hours
- 13.4 All 9 inning games, no new inning will start after 2 hours 30 minutes
- 13.5 Mercy Rule (6 inning games) 15 after 3, 8 after 4
- 13.6 Mercy Rule (7 inning game) 15 after 3, 8 after
- 13.7 Mercy Rule (9 inning game) 15 after 5, 8 after 7

#### **14.01 Bat Rules**

- 14.1 Age groups 8U-13U will play with big barrel bats that conform to USSSA rules. A big barrel bat is no larger in diameter than 2 ¾" and longer than 36" in length. It must have a permanent marking showing BPF 1.15. It must be manufactured by a well-known brand and not altered from its original manufactured state. No custom bats are acceptable.
- 14.2 All new USSSA Bat rules will be enforced. BLTB reserves the right to ban any bat at its sole discretion and without prior notice.
- 14.3 If a bat is found illegal during a game, the player will be called out and the suspected bat removed from the game. The bat will be taken and reviewed by BLTB rules committee and all findings and judgments are final.
- 14.4 Age groups 14U and Older must use NHSF approved bats with the appropriate BBCOR certification mark. A BBCOR qualified bat means it has a big barrel with a BBCOR permanently marked recognized by NHSF as legal to use in NHSF sanctioned play. BBCOR bats will have no more than a -3 drop, which is designated by the difference between the weight and length of the bat. It also must be a minimum of 29" in length.

#### **15.0 Sportsmanship**

- 15.1 Players, Coaches, administrators, spectators, contest officials and all other persons connected directly or indirectly with a Team member shall practice and promote the highest standards of sportsmanship and ethics before, during and after any game or event.
- 15.2 It shall be the responsibility of each Team's Head Coach to exercise control over all individuals to the extent necessary to ensure safety and fair play for all participants and adherence with these standards.

#### **16.0 Unsportsmanlike Conduct**

- 16.1 "Unsportsmanlike Conduct" is defined as: A player who commits an act of malicious and hateful nature toward a game or tournament official, an opponent or any other person attending a BLTB contest shall be guilty of unsportsmanlike conduct. Such acts may include, but are not limited to, profanity, striking or threatening a game or tournament official; physical contact with an opponent which is beyond the normal scope of competition; spitting on a contest official or opponent; directing gender,

racial or ethnic slurs toward a game or tournament official, an opponent or any other person attending a contest; or other such acts deemed to be unacceptable conduct according BLTB.

- 16.2 **Penalty for Players:** Players who are found to have committed unsportsmanlike conduct will be ineligible to participate in competition for a penalty period determined by BLTB Rules committee.
- 16.3 **Restoring Eligibility:** The BLTB Rules committee on appeal, may restore the player's eligibility prior to the end of the penalty period, when in the discretion of the BLTB Rules committee, the player has been properly disciplined and the player signs a written statement of his/her intention to comply with these standards in the future.
- 16.4 **BLTB Rules Committee Powers:** The BLTB Rules Committee shall have full authority to investigate allegations and incidents of unsportsmanlike conduct and invoke penalties against teams or individuals involved.
- 16.5 **Disqualifications:** The disqualification from participation of a coach or player, or removal of a spectator or other representative of a team due to unsportsmanlike conduct during any game or tournament event will be subject to the appropriate penalties.
- 16.6 **Removal by Coach or Administrator:** The removal of a Team or individual competitor by a Coach because of their dissatisfaction with contest officials or other conditions of the contest shall be considered unsportsmanlike conduct and will subject the Team to the appropriate penalties.
- 16.7 **Unsportsmanlike Conduct at Tournaments, Meets, or Contests:** In the event of unsportsmanlike conduct on the part of a representative of a Team during a tournament or games, BLTB shall have the authority to deny further participation at said tournament or game, to such Team or individual.
- 16.8 **Performance Enhancing Drugs Policy:** The use of anabolic steroids or other performance-enhancing drugs by any player is considered to be an act of unsportsmanlike conduct, and as such the player shall be ineligible for competition until such time as medical evidence can be presented that the player's system is free of anabolic steroids or other performance-enhancing drugs.
- 16.9 **Crowd Control:** Any Team who's Head Coach commits unsportsmanlike conduct or who's Head Coach fails to control the conduct of the Team, coaching staff, and spectators shall be subject to the appropriate penalties, which may include exclusion from the league or tournament without any refund of monies paid.