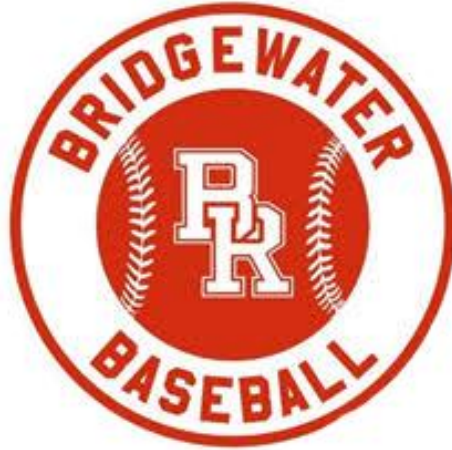


Bridgewater Baseball (BBSI)



Major League 50/70 (5th & 6th Grades)

Rulebook

2025 Season

(v.1.2)

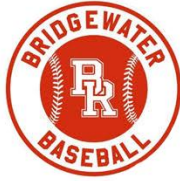
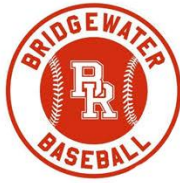


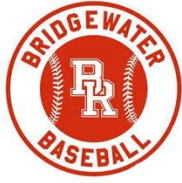
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Contacts

League	Name	Email / tel #
Co-Commissioner (Majors)	Mike Pikulin	michael.pikulin@veoliaes.com
Co-Commissioner (Majors)	Brian Stanton	Brianstanton88@gmail.com
Middle League Chair	Mike Pikulin	michael.pikulin@veoliaes.com
VP, BBSI	Dan Pan	dppan@comcast.net
President, BBSI	Mike Brewster	mikebrewster80@gmail.com



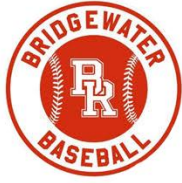
Important

- Please make sure to follow all COVID-19 protocols (check our website for the latest information at www.bridgewaterbsi.com)
- Please remind your parents that the Medical Release forms and Code of Conduct forms were completed during the online registration and they should be updated as necessary
- Managers should also carry a complete contact list of players, parents, all managers, and Pony / Senior League commissioners.
- Make sure that you have a first aid kit with you at all times. Always make sure you have ice packs.
- Please keep a record of injuries by submitting an accident report to the commissioner of the league.

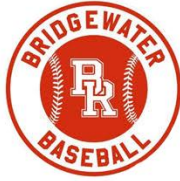
Please be patient with players and parents.

Please teach the kids how to play correctly.

Please encourage good sportsmanship



THANK YOU for volunteering your time to be a volunteer coach!



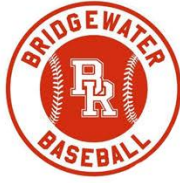
Welcome

Welcome to Bridgewater Baseball and Softball! We are extremely thankful to you for volunteering your time to support the league and the players. It should be a rewarding experience for coaches, players and parents.

The Major League for 5th and 6th graders is an instructional/competitive league where the primary goal for the season is to continue to teach advanced baseball fundamentals (pitching, batting, balls, strikes, stealing, throwing, catching and being a good teammate).

Standings are kept during the regular season where the winning manager will post the score on the website within 24 hours.

The end of the season will include Playoff games and a Championship game.



Managers and Coaches

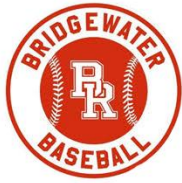
REQUIREMENTS

Each team will have a Manager and Assistant Coaches must have the following:

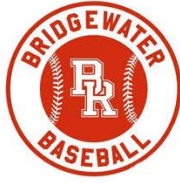
- Rutgers S.A.F.E.T.Y. certification
 - Rutgers certification is good for life
 - Certification requirement also applies to all parents wishing to help out (i.e. inside the dugout, on the field, etc.)
- Background check
 - Must be checked every 2 years
 - Please visit our website at <http://www.bridgewaterbsi.com> and click on the BBSI tab, then "BACKGROUND CHECKS" for more information
 - Please DO NOT submit your background check application until you have been approved to be a manager/coach by your league commissioner

RESPONSIBILITIES

- To Request a practice field
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Email must contain: Division (i.e. Farm AA), Team Name, Date, Time and Field, Requestor's name and cell number
- Rescheduling a Game
 - Send your request to: ***scheduler@bridgewaterbsi.com***
 - Coaches from both teams are responsible for identifying an available field by looking at the calendar
 - Email must contain: Division (i.e. Farm AA), Team Name, OLD GAME info (date, time, field #), NEW GAME info (date, time, field #), Requestor's name and cell number
- Scores

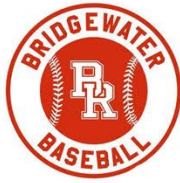


- After each game, the winning manager will post the score on the website within 24 hours.



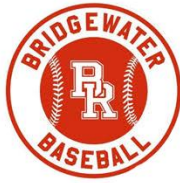
Schedule

1. Bridgewater Recreation teams are formed by the commissioner based on player's school, skill level, and requests in order to create balanced competitive teams. We also have teams from out-of-town that play in the recreation division which are projected to compete at roughly the same level as the Bridgewater Recreation teams.
2. Spring season usually begins in early April. Practices start mid. to late March.
3. League schedule will be posted on the Bridgewater Baseball website the week prior to the start of the season.
4. **All weeknight game start times will be 6:00 and 8:00 pm.**
5. Games will be a maximum 6 innings.
6. **Weeknight games:**
 - No inning may begin after 1 hour and 45 minutes from the start time of the game.
 - All weeknight games will have a hard stop at 2 hours from the start time of the game.
 - When a game does not finish to its natural completion, but has reached the point to qualify as an official game, the final score will be determined by reverting back to the score as of the last full inning. All games will be official after 4 innings or 3 and a half innings if the home team is ahead.



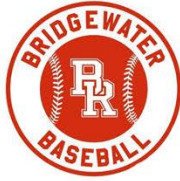
7. Weekend games:

- No inning may start after 2 hours past start of game.
 - Hard stop after 2 hours 15 minutes past start of game.
 - When a game does not finish to its natural completion, but has reached the point to qualify as an official game, the final score will be determined by reverting back to the score as of the last full inning.
8. A manager or coach (preferably both) should be at the field at 5:45pm to greet their players and get organized for the evening.
9. Parents should be instructed to have their children at the field approximately 5-10 minutes before the scheduled time.
10. Players should be instructed not to leave the field during the practice/game.
11. Managers should also carry a complete contact list of players, parents, all Minor League managers, and Minor League commissioners.
12. **Note:** Please instruct parents that any player who cannot make a practice or game should contact the team manager



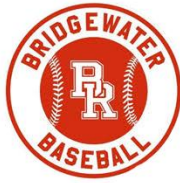
General Rules

1. Except as otherwise noted, we will follow the most current Cal Ripken rules and regulations. All managers and coaches should be familiar with these rules.
2. Players must wear their full official team uniform during games.
3. Standings will be kept during the season. After each game, the winning manager will post the final score on the Website.
4. There should be no more than 4 coaching staff in the dugout during games.
5. Games will be a maximum 6 innings (pending time, weather and darkness), with at least (4) innings required for an “official” game to be declared.
6. **Maximum 5 runs per inning; unlimited runs last inning / playoffs / championship games**
7. **No mercy rule**
8. All games will be official after (4) innings or if the home team is ahead, 3 ½ innings.
9. When the game does not finish to its natural completion, but has reached the point to qualify as an official game, the final score will be determined by reverting back to the score as of the last full innings.
10. The game umpire will keep the official time.
11. If the umpire calls the game due to darkness, the final score will revert back to the last full inning.
12. A manager or coach (preferably both) should be at the field at 15 minutes prior to game time to greet their players and get organized for the evening.
13. Parents should be instructed to have their children at the field approximately 5-10 minutes before the scheduled time. They should be instructed not to leave the field during the practice/game.
14. The managers of each team should meet prior to the game to determine if any changes are needed to the basic game schedule. (Examples: safety issues, with



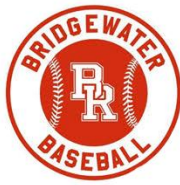
players and or the field, weather, an extra inning if time is available). Both managers should agree in advance to any changes.

15. One team member (player) may coach either 1st or 3rd base, unless both managers agree otherwise. All “player coaches” MUST wear their batting helmets.
16. All players must remain on the bench at all times unless they are in the field or up to bat.
17. No one other than players and coaches should be in the bench area.
18. Each manager will provide one game ball each to the home plate umpire before the game.
19. There is no eating during a practice or game. Drinks are okay. Snacks and drinks can be consumed at the end of the evening.
20. **Managers will provide one game ball each** to the home plate umpire before each game.



Rules of Conduct

1. **All managers, coaches, and other volunteers must read, and abide with the Bridgewater Baseball Code of Conduct for managers and coaches at all times.**
2. It is the responsibility of the manager to maintain proper decorum and behavior among the parents of the players as well as the players and coaches on his team.
3. Any abuse directed at a player or umpire by anyone involved with the team is ultimately the responsibility of the manager.
4. Only the **Manager** is allowed to discuss a call with an umpire. Clarifications of calls or rules are the only things that may be discussed with an umpire. The umpiring calls may not be disputed.
 - a. Any discussion with an umpire should be done when the ball is dead and be done face to face in a civil and non-threatening manner. Remember that this is an instructional league. The umpires are learning too.
 - b. If an umpire makes an incorrect call, it is your obligation to teach the umpire just as you would a player. Any abuse of an umpire by a manager or coach will result in immediate removal from his or her coaching duties.
 - c. Managers should notify the Umpire Coordinator if there is a very good or very poor umpire, so he can properly evaluate his talent pool.
5. Coaches or any other team assistants not coaching 1st or 3rd base must stay in the bench area.



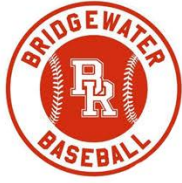
6. Regular season games may not be protested. Playoff games may be protested in accordance with official Cal Ripken Baseball rules.
 - a. The umpire must be notified immediately and before any succeeding play begins. A written protest must be filed with the Commissioner within 24 hours. The umpire must also submit a written report to the Umpiring Coordinator within 24 hours.
 - b. Good sportsmanship dictates that every effort must be made to resolve the dispute at the time it occurs.
7. Instances of unacceptable behavior should be addressed by the manager immediately and reported to the commissioner for follow-up.
8. Coaches or any other team assistants not coaching first base or third base must stay in the bench area.
9. The use of alcohol, tobacco, or foul language on or around the playing field is not allowed and will not be tolerated.

***** Manager/Coaches – Important *****

This is a game for the kids. We are volunteers here to support the kids. Let's be patient. Mistakes will be made. Let's set a good example for the kids on how we handle them. Encourage good sportsmanship and be positive.

Report any incidents to your commissioner immediately. They will be recorded and reviewed by the Board to see if necessary action needs to be taken during the season.

Any major incidents will be taken into consideration upon applying to manage or coach for the following season.



Roster Rules

Each team must have minimum of (8) players on the field at all times during the game.

If a manager knows ahead of time that he will not be able to field a team of at least 8 players, s/he should contact the other team manager to work out a solution (i.e. borrowing a player, rescheduling the game, etc.)

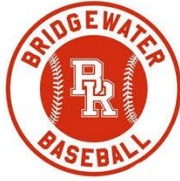
FAIR PLAYING TIME RULE

No player may sit two innings until every player has sat one complete inning.

- a. The intent of this rule is to prevent players from playing the whole game while other players sit 2-3 innings a game.
- b. Except for injury, no player sits two consecutive innings.
- c. No player may sit more than two innings in any game including ones which go beyond the standard 6 innings.
- d. After eight innings a player may sit a third inning provided every player has sat at least two (2) innings already.
- e. If there is an exception, the manager will be expected to justify it.

If a manager intends to sit a player for an entire game for disciplinary/behavioral reasons or injury, this must be declared to the umpire and to the opposing manager before the game.

- a. If a **behavioral problem occurs during a game**, the player's manager must immediately notify the opposing manager and the umpire of the benching and must notify the Commissioner that day.

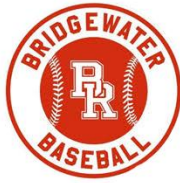


- a. If a **behavioral problem occurs during a practice**, the Commissioner must be told before the next game about the intent to have that player sit out the game.
- b. If the **reason is disciplinary**, the player's family and the Commissioner must be notified. Discipline problem is defined as a behavioral problem that occurs during a game or practice, and is unduly disruptive in the opinion of his manager.
- c. If a player **is injured** during the course of a game and the number of players drop below eight (8), then that game shall be suspended. If a player has to leave a game for any other reason before it is completed, and the number of players drop below eight (8), then his team shall forfeit the game.

TEMPORARY SUBSTITUTION RULE ("PLAY UPS" or "CALL UPS")

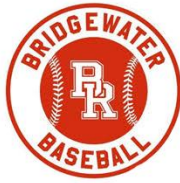
The league commissioners from Majors and Minors will coordinate to identify and maintain a list of eligible Minor league players to call ups.

- Called up player will be selected on a rotating basis
- Called up player in the Minors will always **bat last** and **must play the entire game**, including playing **at least one inning each in the infield**
- Called up player **CANNOT** pitch
- Called up player may not replace a player after the game begins
- Called up player **may not be used during the playoffs**
- Called up player **must satisfy his commitment to his own rec game, tournament game and/or tournament practice**. For example, a minor league player should NOT miss his tournament practice in order to participate in a Major 6th play up game
- Safety will always be the priority in field assignments



Batting

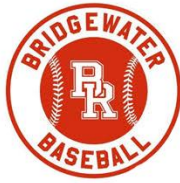
1. Full roster batting of all players present is required.
2. If a player shows up after the lineups have been exchanged, he shall be placed at the end of the batting lineup, regardless of where the team left off after their last at bat. Line ups should be exchanged between teams no later than five (5) minutes prior to the start of a game.
3. If a player is injured while batting and is unable to continue his turn at bat, the next player in the batting order shall assume the count of the injured player and continue that plate appearance. The batter inserted for the injured player bats only once. The rest of the players in the batting order are shifted up one spot. If the injured player is able to return during a subsequent time through the lineup, that player is reinserted to his original batting position in the lineup.
4. In accordance with safety rules, players may not swing a bat unless in the on-deck circle in an enclosed cage. The on-deck batter should have his helmet on, have his bat picked out, be standing in the designated on-deck area and be ready to step up to the plate.
5. **Absolutely NO ONE ELSE should have a bat in their hands!!** Everyone else should be seated on the bench.
6. All coaches must strictly enforce “no bats at any time” rule in the dugouts. Repeat offenders must be spoken with including the player’s parents and the commissioner.
7. **Dropped third strike rule is in effect** where a batter may attempt to advance to first base if the catcher does not catch the third strike (applies when first base is unoccupied and/or when there are two outs).



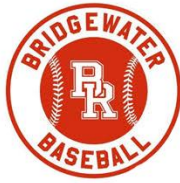
8. If a player throws his bat after swinging or hitting the ball, it will result in a warning. The next time the player throws the bat he will be declared out. If the action is severe, the batter can be declared out and ejected from the game without a warning.

Base Running

1. One stolen base per batter;
2. One additional base on overthrow; for example, if a runner gets picked off at third and safely crosses home plate, runner has to go back to third
3. Stealing of second, third or home is permitted.
4. Delayed steal is NOT permitted
5. Leading off base is permitted.
6. A runner must slide into a base feet first and avoid contact if there is any potential play at the base.
7. A player not sliding may be called out if he was required to slide (in the umpire's judgment) and does not
8. Head first sliding is permitted when returning to base only
9. A catcher cannot block the plate if there is no play at the home plate
10. Fielders may not simulate a play at a base in order to get a runner to slide.
11. A player who unnecessarily or maliciously "bowls" over an opposing player may, at the discretion of the umpire, be ejected from the game or called out.
12. Courtesy Runner - A courtesy runner may be used for the catcher with two outs. The player who made the last batted out becomes the



courtesy runner. The runner who was replaced by the courtesy runner must take the field as the catcher.



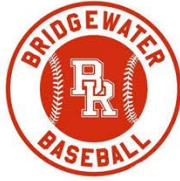
Pitching

Except as outlined below, pitching rules shall be in accordance with official Cal Ripken Baseball rules and regulations as stated in the rules manual.

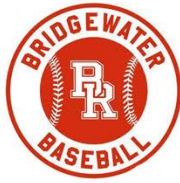
1. Any player on the roster may pitch. Once a pitcher has been removed he may not reenter as a pitcher.
2. A 5th grade pitcher must start at least one inning prior to third inning; he can be substituted out sooner if he walks (4) or more batters
3. Rec-only players may pitch up to 2 innings
4. Tournament players may pitch 1 inning
5. A calendar week for the purpose of Pitching Rules is defined as **Monday - Sunday**.
6. Delivery of one or more pitches during any inning counts as one (1) inning pitched.
7. Necessary days rest will be determined as follows.

# of Pitches	Days Rest
1 – 20	0
21 – 35	1
36 – 50	2
51 – 65	3
66+	4

8. Managers are required to report all pitch counts the commissioners
9. Only warning will be issued for balks (no penalty)
10. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be a violation of the rules.



11. Innings pitched in recreation, scrimmages, or games declared “no contest” shall be charged against the pitcher’s eligibility. If a game is resumed in a following week, the last pitcher in the game may continue up to the extent of his remaining eligibility for that week (max. 4 innings), regardless of the # of innings pitched previously in the game.
12. At the start of the playoffs, all pitchers shall have maximum pitching eligibility. Regular rest rules apply during the playoffs.
13. Breaking pitches are prohibited. Throwing a breaking pitch will result in an automatic ball.
14. Strike zone is from letters to the knees, over the plate plus one ball width on each side.
15. Intentional Walks **are NOT permitted**. Any coach who intentionally walks a batter or “pitches around” a batter will be suspended and/or removed.
16. Failure to adhere with the letter and spirit of these pitching rules may lead to a manager or coach’s suspension or removal from the program.

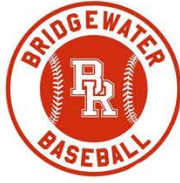


Catching

- The league will provide full catcher's gear.
- Catcher must wear a protective cup (not provided by the league).

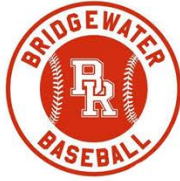
Fielding

1. A player may be switched from any position after each inning. Other than changes related to pitching or injury, defensive changes during an inning are prohibited.
2. **Infield Fly rule is in effect** - If there are 1 or fewer outs with runners on 1st & 2nd or 1st, 2nd, and 3rd, and a batter hits a pop-up to the infield that is easily catchable by any member of the fielding team, the umpire may verbally announce "Infield Fly - Batter's Out" even before the ball is attempted to be caught. Then, even if the ball is dropped, the batter would be called out and the runners would be allowed to safely stay on their original bases as if this were a pop-up caught for an out.



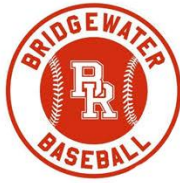
Equipment

1. All players are advised to wear a protective cup. (Not supplied by the league).
2. Catchers and pitchers **MUST** wear a protective cup.
3. Players should wear their full uniforms (pants, shirt, socks, and hat) during games. Shorts are not acceptable.
4. Players **must bring their own glove** and are welcomed to bring a bat.
5. We strongly urge parents to write the players name and phone number on all equipment.
6. If players bring their own bats, parents & coaches should refer to the “Hey Coach” (Stuff for Everyone) page on the BBSI website or the Babe Ruth website at <http://www.baberuthleague.org/bat-rules.aspx>.
7. **All bats must have “USA Baseball” label to comply with Babe Ruth / Cal Ripkin rules.** Wood bats are allowed.
8. Players should wear plastic spikes. Soccer spikes are fine. Opened-toed foot apparel is not permitted.
9. Players should dress appropriately based on weather conditions, cold, heat, rain, etc.



Rain Outs & Lightning Policy

1. In order to determine if a game is cancelled due to weather, please check <http://www.bridgewaterbsi.com> under the Field Conditions tab or call the recreation department hotline at 908-526-7107, after 4:00pm.
2. The web site will say "Open" or "Closed". If closed, please contact the other manager to confirm the cancellation and then contact your parents. Email communication is the recommended way and probably the most efficient way to communicate
 - a. If games have not been canceled, the two managers should show up at the field or contact each other to make a determination as to whether the game could be played.
3. It is not required to make-up rain out games in Major 6th League. If both managers want to, they can work with the league commissioner to try to find a date and field to reschedule the game.
4. In case of **LIGHTNING**, a thirty (30) minute postponement applies to all current games at a specific location. All people must seek shelter (in vehicles). If after thirty (30) minutes, lightning is still sighted, a Board Member, Commissioner, or a Senior Umpire can decide to cancel the game(s).
5. If lightning returns after play has resumed, the thirty (30) minute postponement starts over. The time limit for the game will remain in force during the lightning delay - no extra time will be granted for the delay for recreation games. The game(s) will automatically be cancelled upon the start of a second (30) minute lightning delay.
6. The cancellation of an earlier game, due to lightning, does not necessarily cancel all later games.



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