

# SOUTHWEST VIRGINIA BASEBALL LEAGUE

(Updated 5/7/2021)

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## 2021 S.W.V.A. BASEBALL RULES

All N.F.H.S. Association rules will apply except for the local league rules as listed below.

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The primary objective of the **Southwest Virginia Baseball league** is for **all player's** to have the opportunity to participate in practice, games, receive instructions, skills and have the experience of getting to play in the season ending tournaments. All player's will have fun, play their required time in all games, and be taught the sport of baseball. The goal of the league is to have kids play baseball with an emphasis on the youth's enjoyment of the game. Getting all kids on the field each game as much as possible is the #1 priority of Southwest Va. Baseball League. League directors are responsible for assigning players to teams equally as possible to insure quality games and experiences on the field. Leagues will be responsible for providing gold medals for 1<sup>st</sup> place winners and silver medals for 2<sup>nd</sup> place winners in "Pool" tournaments. Also, for the championship games, leagues will be responsible for providing 1<sup>st</sup> place gold medals and a baseball to the winner of the tournament and 2<sup>nd</sup> place medals for the runner-up.

*Coaches are reminded they are expected to represent themselves in a professional manner toward the youth at all times. Abusive behavior towards umpires, staff, coaches, parents or kids will not be tolerated during games or practices. Providing kids a positive baseball experience is most important aspect for coaches.*

**League Ages:** (3<sup>rd</sup>-5<sup>th</sup> Grade), (6<sup>th</sup>-7<sup>th</sup> Grade), (13-15) League age groups will be determined by grade except for in the 13-15 age division. Participants in the (6<sup>th</sup>-7<sup>th</sup> Grade), age group can't turn 13 by July 15<sup>th</sup> 2021 or they will have to move up and play in the 13-15 age division. Any exceptions must be approved by the local recreation department, **but players cannot play down**. The league will schedule games with each other for the (3<sup>rd</sup>-5<sup>th</sup>), (6<sup>th</sup>-7<sup>th</sup>), & (13-15) age groups.

### Playing Field, Starting times and Equipment

1. Teams may start practice any time after April 1. Games will begin the around the first week of May
2. Batting helmets must have a **face guard and chin-strap**. If batting helmet style has snaps for them they must be worn at all times when batting or running the bases in age groups 3<sup>rd</sup>-7<sup>th</sup>. No metal spikes are allowed to be worn.
3. Age Group 3<sup>rd</sup>-5<sup>th</sup> Grade - Legal bats will be 2 ¼ inch in barrel diameter or 2 5/8 inch in barrel diameter and have "USA Baseball" stamped on them. Bats cannot exceed 2 5/8 inch barrel diameter.
4. Age Group 6<sup>th</sup>-7<sup>th</sup> Grade Legal bats will be 2 5/8 inch in barrel diameter and have "USA Baseball" stamped on them.
5. Age Group 13-15 Legal bats will be any NFHS approved -3 BBCOR Bats.
6. Bases will be 60 ft. for 3<sup>rd</sup>-5<sup>th</sup> Grade age groups, 70ft. 6<sup>th</sup>-7<sup>th</sup> Grade age groups, and 90 ft. for 13-15 age groups.
7. Pitching will be 43 ft. for 3<sup>rd</sup>-5<sup>th</sup> Grade age groups, 50 ft. for 6<sup>th</sup>-7<sup>th</sup> Grade age groups, and 60 ft. for 13-15 age groups.

**Umpires-** Localities that are playing in the SWVA baseball/softball league will be responsible for training/certifying umpires.

**Rules Representative-** Each year there will be a representative from one locality in the SWVA baseball league that will handle rules disputes.

# SOUTHWEST VIRGINIA BASEBALL LEAGUE

## The following rules apply to the designated age groups.



### 3<sup>rd</sup>- 5<sup>th</sup> Grade Division (League age determined by grade)

#### PLAYING RULES:

1. Official Youth baseball approved by any national baseball organization will be used during games. Only USA certified bats may be used. The first offense for using an illegal bat will result in an out after the first pitch of the at bat. The second offense will result in an ejection of the head coach.
2. Pitching rubber will be 43 feet from the rear of home plate.
3. All illegal pitches will be dead. No balks allowed.
4. All players must play a minimum of 3 outs in the field. If playing a double header game. Kids who don't start first game must start the second game of the day all age groups.
5. There is no infield fly rule in this division.
6. Pitchers must be in contact with the pitching rubber to start their wind up.
7. No Intentional walks are allowed. Players are to be encouraged to pitch and hit each at bat.
8. All starters, including the pitcher, may re-enter the game one time. Pitchers will not be allowed to re-enter as a pitcher or a catcher.
9. During the regular season, all players will be in the batting rotation for each team for the entirety of the game, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.
10. 

Number of Pitches (3 <sup>rd</sup> -5 <sup>th</sup> ).	Days of Required Rest
1-20	0
21-40	1
41-60	2
61-75	3

Exception: If a pitcher reaches the limit imposed in his/her league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

  - A player may not pitch in more than one game per day.
  - The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn notify the pitcher's manager that the pitcher must be removed.
11. Any pitched ball that hits the playing field prior to reaching home plate and then hits the batter shall be declared a dead ball and the batter does not get first base and runners don't advance.
12. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. A new inning starts immediately after the 3<sup>rd</sup> out is made. If an inning has started before the time limit is up, the inning will be completed if the visiting team has a chance of scoring enough runs to win. All Saturday double-header games will be 6 innings or a 1 hour and 30 minute time limit, whichever comes first.
13. A 13-run rule is in effect after the 4<sup>th</sup> inning of a 6 inning game.

14. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex.: If a team is leading by more than 12 runs with 2 innings to play the game is over.
15. Bunting is allowed. If a player shows bunt, they must attempt bunt, if player swings this will result in player being called out.
16. If a batter is walked, they may only take first base. They cannot go to second until the next pitch is thrown to the next batter.
17. Stealing is allowed after the ball has crossed home plate. If player leaves the base early the play is stopped once the ball is returned to the pitcher's mound. The team will get a warning from the umpires and the runner will go back to the base they came from. If a runner leaves the base early again, that runner will be called out. Only 1 stolen base may be taken at a time during a live play which includes a stealing play or catcher to pitcher exchange only from each base occupied after that the ball becomes dead and must return to the pitcher and they take the mound before the next live play. If the ball is misplayed by the fielder on the play the runner will stay at the base that was stolen. Examples: Runner stealing 2<sup>nd</sup> base throw goes into the outfield the runner must stay at 2<sup>nd</sup> base until the next live play. Same also applies to runner stealing 3<sup>rd</sup> base if the catcher throws the ball into left field or mishandles the ball the runner must stay at 3<sup>rd</sup> until the next live play. Misplayed balls that occur during a hit by the batter don't apply. Rule is only for steal attempts; if ball is hit, the runner can advance more than one base.
18. Batters cannot advance on a dropped third strike call. Base runners may advance after a third strike and the ball has crossed home plate.
19. No headfirst sliding will be allowed. Penalty will be an automatic out, however, players may dive back into an unoccupied base.
20. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
21. Teams must have 8 players to start a game. If a team starts with 8 players, the 8 players will bat with no outs given to the 9<sup>th</sup> spot during the game or until a 9<sup>th</sup> player arrives. If a team starts with 9 players and one player gets hurt and cannot play or has to leave the game, their spot WILL be an out. If a team starts with 8 players and loses a player and is down to 7 players then the game is over.
22. Teams will play with 4 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit.
23. No extra inning games will be played during the regular season regardless of the time limit. The home plate umpire is the official time keeper during the game.
24. Noise makers are not allowed in team's dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. This also goes for players in the dugout trying to intentionally distract a batter or pitcher before a pitch is thrown. If the umpire deems a noise as distracting to the batter or pitcher then the umpire will ask the coach to remove the noisemakers before the game will continue.
25. Only 3 coaches are allowed in the dugout and inside the fenced area during games. Coaches may not go past the 1<sup>st</sup> and or 3<sup>rd</sup> coaches box while their team is at-bat or in the field.
26. During the game, players must stay in the dugout unless they are at-bat or on deck.
27. On weekday games, the host team will be the home team. They will serve as the official book in any controversy. On weekend games, the host will be the team who is listed first on the game schedule.

28. Tournament players must be on regular season rosters approved by local league director before season begins and play in 50% of games during the regular season to be eligible for tournament play. Any kids added off waiting lists must be approved by league directors. Players with injuries limiting regular season play must be approved by their local league director. Only players who played during regular season on their team may compete on that team during the tournament. If a team discontinues or cannot play during the tournament those players on that team are not allowed to play in the tournament on any other team. You must also have at least 8 eligible players before a game can be played.

# SOUTHWEST VIRGINIA BASEBALL LEAGUE



The following rules apply to the designated age groups.

## 6<sup>th</sup> – 7<sup>th</sup> Grade Division (League age determined by grade)

### PLAYING RULES:

1. Official Youth baseball approved by any national baseball organization will be used during all games.
2. All players must play a minimum of 3 outs in the field. If playing a double header game. Kids who don't start first game must start the second game of the day all age groups.
3. Teams will play with 3 outfielders. All outfielders must be positioned at a minimum of 10 yards behind the baselines and may not move beyond this line toward the infield until the ball is hit or a pick-off attempt has been initiated.
4. The front edge of the pitching rubber will be 50 feet from the rear of home plate. Bases will be at 70ft.
5. All illegal pitches will be dead ball plays. Balks will be called.
6. Pitchers must be in contact with the pitching rubber to start their wind up.
7. Stealing and Bunting are allowed. Players can lead off bases.
8. Bunting is allowed. If a player shows bunt, they must attempt bunt, if a player swings this will result in player being called out.
9. Batters may advance after a dropped third strike and base runners may advance after a third strike.
10. The infield fly rule will be in effect in this division.
11. No Intentional walks are allowed. Players are to be encouraged to pitch and hit each at bat.
12. All starters, including the pitcher, may re-enter the game one time. Pitchers will not be allowed to re-enter the game as a pitcher or a catcher.
13. During the regular season, all players will be in the batting rotation for each team, no matter how many players each team has. There will be no change in the batting order when players are substituted into the game in a defensive position.

14. Number of Pitches (6 <sup>th</sup> -7 <sup>th</sup> ).	Days of Rest Required
1-25	0
26-45	1
46-60	2
61-85	3

Exception: If a pitcher reaches the limit imposed in his/her league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

- A player may not pitch in more than one game per day.
  - The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn notify the pitcher's manager that the pitcher must be removed.
15. All local games will be 6 innings with a 1 hour and 45 minute time limit. **No new inning may begin after** 1 hour and 45 minutes from the start of the game. A new inning starts immediately after the 3<sup>rd</sup> out is made. If an inning has started before the time limit is up, the inning will be completed if the visiting team has a chance of scoring enough runs to win. All Saturday double header games will be 6 innings or a 1 hour and 30 minute time limit, whichever comes first.
  16. A 13-run rule is in effect after 4 innings of a 6 inning game.
  17. A 6-run limit is in effect each inning. After a team has reached their sixth run during an inning, all plays are dead and the inning is ended. If a team is leading by more than 6 runs going into the last inning the game is over and the inning will not be played. Ex.: If a team is leading by more than 12 runs with 2 innings to play the game is over.
  18. No headfirst sliding will be allowed. Penalty will be an automatic out. Players may dive back into an unoccupied base.
  19. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game. This call is by umpire discretion.
  20. If a team starts with 8 players, the 8 players will bat with no outs given to the 9<sup>th</sup> spot during the game or until a 9<sup>th</sup> player arrives. If a team starts with 9 players and one player gets hurt and cannot play or has to leave the game, their spot **WILL** be an out. If a team starts with 8 players and loses a player and is down to 7 players then the game is over.
  21. No extra inning games will be played during the regular season regardless of the time limit. The home plate umpire is the official time keeper during the game.
  22. Noise makers are not allowed in team's dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. This also goes for players in the dugout trying to intentionally distract a batter or pitcher before a pitch is thrown. If the umpire deems a noise as distracting to the batter or pitcher then the umpire will ask the coach to remove the noisemakers before the game will continue.
  23. Only 3 coaches are allowed in the dugout and inside the fenced area during games. Coaches may not go past the 1<sup>st</sup> and or 3<sup>rd</sup> coaches box while their team is at-bat or in the field.
  24. During the game players must stay in the dugout unless they are at-bat or on deck.
  25. On weekday games, the host team will be the home team. They will serve as the official book in any controversy. On weekend games, the host will be the team who is listed first on the game schedule.
  26. Tournament players must be on regular season rosters approved by local league director before season begins and play in 50% of games during the regular season to be eligible for tournament play. Any kids added off waiting lists must be approved by league directors. Players with injuries limiting regular season play must be approved by their local league director. Only players who played during regular season on their team may compete on that team during the tournament. If a team discontinues or cannot play during the tournament those players on that team are not allowed to play in the tournament on any other team. You must also have at least 8 eligible players before a game can be played.

### 13 – 14- 15 Years old Division (League age determined as of July 15<sup>th</sup>, 2021)

1. All other rules are in accordance with the National Federation of High School Sports with the exceptions below.
2. Official high school baseball will be used during all games.
3. The front edge of the pitching rubber will be 60'6" from the rear of home plate.
4. Bunting is allowed.
5. All games will be 7 innings with a 2 hour time limit. No new inning may begin after 2 hours from the start of the game. Double-header games will be 5 innings with a 90 minute time limit.
6. 

Number of Pitches (13-15)	Days of Rest Required
1-30	0
31-50	1
51-70	2
61-90	3

Exception: If a pitcher reaches the limit imposed in his/her league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
  2. that batter is put out;
  3. The third out is made to complete the half-inning.
- A player may not pitch in more than one game per day.
  - The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn notify the pitcher's manager that the pitcher must be removed.
7. A 10-run limit is in effect each inning. After a team has reached their tenth run during an inning, all plays are dead and the inning is ended. The 10 run rule after 4 ½ innings if home team is ahead of a 7 inning game still applies.
  8. If a fielder is making a play on the ball or a runner, the runner must slide or attempt to avoid contact with the fielder. No aggressive contact will be allowed. If a runner does not attempt to slide or avoid contact the runner shall be declared out. Aggressive contact can result in an ejection from the game.
  9. Teams must have 8 players to start a game. If a team starts with 8 players the 8 players will bat with no outs will be given to the 9<sup>th</sup> spot during the game or until a 9<sup>th</sup> player arrives. If a team starts with 8 players and loses a player and is down to 7 players then the game is over.
  10. No extra inning games will be played during the regular season regardless of the time limit. The home plate umpire is the official time keeper during the game
  11. If a player shows bunt or fake bunt they must attempt bunt if player swings this will result in player being called out.
  12. Noise makers are not allowed in team's dugouts or on the field. Any object that is used by players in the dugout as an intentional distraction to the opposing team will not be allowed. This also goes for players in the dugout trying to intentionally distract an opposing pitcher or hitter. If the umpire deems a noise as distracting to the batter or pitcher then the umpire will ask the coach to remove the noisemakers before the game will continue.
  13. Only 3 coaches are allowed in the dugout and inside the fenced area during games. Coaches may not go past the 1<sup>st</sup> and or 3<sup>rd</sup> coach's box while their team is on defense.

14. During the game players must stay in the dugout unless they are at-bat or in the field.
15. All players must play a minimum of 3 outs in the field and have at least one time at bat in each game. If playing a double header game. Kids who don't start first game must start the second game of the day all age groups.
16. All starters, including the pitcher, may re-enter the game one time. Pitchers may not re-enter the game as a pitcher or a catcher.

## SOUTHWEST VIRGINIA BASEBALL LEAGUE

### League Representative, and Rotation List.

- 2021 season Grayson County Parks and Recreation.
- 2022 season Wythe County Parks and Recreation.
- 2023 season Town of Wytheville Parks and Recreation.
- 2024 season Galax Parks and Recreation.
- 2025 season Fries Parks and Recreation.