

BMBL 2025 MINORS CHEAT SHEET

1. COACHES RESPONSIBILITIES

- CONDUCT OF COACHES, PARENTS AND PLAYERS
 - A. 1ST INFRACTION = WARNING
 - B. 2ND INFRACTION = EJECTION, REFUSAL TO LEAVE. THE GAME IS OVER AND THE MATTER GOES TO DIVISION COMMISSIONER AND THE LEAGUE BOARD
 - C. NO QUESTIONS OF BALLS AND STRIKES DIRECTED TOWARDS THE UMPIRE BY ANY COACH, PARENT OR PLAYER
- KEEP AREA CLEAR BEHIND THE BACKSTOP
- DISTRACTIONS TO THE OPPOSING TEAM
- NO MORE THEN YOURSELF AND 3 ASSISTANTS IN THE DUGOUT OR PLAYING FIELD
- ALL COACHES HAVE APPROPRIATE CLEARANCES
- NO UNREGISTERED PLAYER, SIBLING, FRIENDS IN THE DUGOUT OR PLAYING FIELD
- RULES ARE THE RULES NO HANDSHAKE DEALS AT THE PLATE

2. GAME GOVERNANCE

- TEAMS SHOULD SPLIT THE OUTFIELD WHILE WARMING UP
- 10 MINS BEFORE GAME TIME A COACHES MEETING TO GO OVER RULES
- GAMES START AT 6PM, LASTING 6 INNINGS OR 1 HOUR 45 MINUTES
- DOUBLEHEADERS ARE 6 INNINGS OR 1 HOUR 30 MINUTES WITH A HARD STOP FOR GAME 1
- BOTH TEAMS RESPONSIBILITIES
 - A. PREPARING THE INFIELD DURING WARM UPS
 - B. DRAG/RAKE THE INFIELD, MOUND AND BULLPENS
 - C. DUGOUTS CLEARED OF EQUIPMENT AND TRASH
 - D. ALL ITEMS RETURNED TO THE SHED.
- HOME TEAM RESPONSIBILITIES
 - A. OCCUPY THE 3RD BASE DUGOUT
 - B. GAME BALLS
 - C. SCOREBOARD OPERATION AND CLEAN UP
 - D. POSTPONEMENT OF A GAME UNTIL IT STARTS
 - E. PAYING THE UMPIRE (MONEY PROVIDED BY BMBL)
- DISTANCES
 - A. PITCHING RUBBER TO THE BACK OF HOME PLATE 50FT
 - B. BACK OF HOME PLATE TO 1ST/3RD 60FT
- SUSPENDED GAME
 - A. POSTPONEMENT OCCURS BECAUSE OF DARKNESS OR BAD WEATHER

- B. CONSIDERED COMPLETE AFTER 5 INNINGS (4.5 IF THE HOME TEAM IS AHEAD)
- C. IF THE SCHEDULE DOES NOT ALLOW THE GAME TO LATER BE FINISHED THE GAME MAY BE DECIDED AS FINAL AFTER 3 INNINGS
- D. SCORE REVERTS BACK TO THE LAST COMPLETED INNING
- E. PITCHERS INNINGS AND PITCHES STILL COUNT
- F. RESCHEDULED GAMES RETURN TO EXACTLY WHERE THEY LEFT OFF (COUNT, OUTS, RUNNERS.
- G. HOME TEAMS SCOREBOARD IS THE OFFICIAL RECORD
- H. ONCE A GAME STARTS THE UMPIRE AND BOTH HEAD COACHES DECIDE ON A POSTPONEMENT (SAFETY FIRST)
- I. TIE SCORE AFTER 6 INNINGS ENDS IN A TIE

3. PLAYERS

- MUST BE REGISTER TO BMBL AND BE IN THE CORRECT DIVISION
- ON DECK BATTER SHOULD BE THE ONLY PLAYER OFF THE BENCH
- NO PLAYER BASE COACHES
- FULL GEAR TO WARM UP PITCHERS INCLUDING CUP
- FREE SUBSTITUTION IS ALLOWED
- ALL PLAYERS IN UNIFORM BAT REGARDLESS OF WHETHER THEY HAVE A POSITION IN THE FIELD
- LATE ARRIVING PLAYERS GO TO THE END OF THE LINE UP AND ANNOUNCED TO YOUR OPPONENT
- OUTSIDE OF INJURY ANY PLAYER WHO EXITS THE GAME AND CANNOT BAT IS CONSIDERED AN OUT
- PLAYING TIME
 - A. PLAYERS MUST PLAY AT LEAST 4 INNINGS WITH 1 INNING BEING IN THE INFIELD DURING A 6 INNING GAME
 - B. 3 INNING LIMIT PER GAME
 - CATCHING
 - PITCHING AND CATCHING
 - ◆ FIRST INFRACTION IS A WARNING
 - ◆ SECOND INFRACTION RESULTS IN A FORFEIT
 - ◆ LOSE OF PLAYOFF ELIGIBILITY

4. PITCHING

- LIMITS
 - A. 2 INNINGS OR 50 PITCHES PER DAY (PITCHER MAY FINISH THE CURRENT AT BAT ONCE REACHING 50)
 - B. 6 INNINGS IN A WEEK (SUN-SAT)
 - C. PITCHING CHANGE = 8 WARM UP PITCHES (THEY DO NOT COUNT TO THE PITCH COUNT)
 - D. 5 PITCHES IN BETWEEN INNINGS (THEY DO NOT COUNT TO THE PITCH COUNT)
 - E. 1 FREE VISIT TO THE MOUND BY A COACH PER INNING

- F. 2ND VISIT IN THE INNING THE PITCHER MUST BE REMOVED
- G. NO WRISTBANDS, BATTING GLOVES, JEWELRY OR WHITE APPAREL
- H. **ABSOLUTELY NO BREAKING BALLS!**
 - FIRST BREAKING BALL WILL BE CALLED A BALL
 - SECOND BREAKING BALL THE PITCHER MUST BE REMOVED FROM THE MOUND
- REST DAYS BASED ON PITCHES PER DAY
 - A. 1-20 PITCHES = 0 DAYS REST
 - B. 21-35 PITCHES = 1 CALENDAR DAYS REST
 - C. 36-50 PITCHES = 2 CALENDAR DAYS REST
 - D. 51-65 PITCHES = 3 CALENDAR DAYS REST
 - E. REQUIRED REST IS BASED ON CALENDAR DAYS NOT LIMITED TO THE WEEK THE PITCHER HAS THROWN
 - F. A PITCHER MAY PITCH ON CONSECUTIVE DAYS OR IN CONSECUTIVE GAMES
 - G. PITCH COUNTS MUST BE REPORTED BY 8 A.M. THE NEXT DAY
- ONE PITCH COUNTS AS A FULL INNING PITCHED
- A PITCHER MAY NOT RETURN TO PITCH ONCE THEY ARE REPLACED ON THE MOUND

5. BASE RUNNING

- RUN MAY NOT LEAVE TILL THE BALL CROSSES THE PLATE
 - A. FIRST INFRACTION = WARNING
 - B. SECOND INFRACTION = RUNNER IS CALLED OUT
 - C. IN ALL SITUATIONS THE RUNNER MUST RETURN TO THEIR ORIGINAL BASE
- STEALING OF 2ND AND 3RD BASE IS ALLOWED
 - A. DELAYED STEALS ARE NOT PERMITTED
 - B. STEALING ON THROWS BACK TO THE PITCHER IS ONLY ALLOWED ON AN OVERTHROW
 - C. A BATTER MAY NOT ADVANCE PAST 1ST BASE ON A WALK
- BASERUNNER ON 3RD BASE MAY ADVANCE HOME DURING THE FOLLOWING
 - A. BALL PUT INTO PLAY OR A BASES LOADED WALK
 - B. TAG UP ON A FLY BALL, INCLUDING A FOUL BALL
 - C. BASE RUNNER ON 2ND STEALS 3RD, IN THE CASE OF AN OVERTHROW TRYING TO THROW THAT RUNNER OUT AT 3RD. THE BASERUNNER MAY TAKE HOME
 - D. ANY OTHER SCENARIO THE BASE RUNNER IS FROZEN AT 3RD
 - **BASERUNNER AT THIRD MAY NOT STEAL HOME!**
 - ◆ THIS INCLUDES PASSED BALLS AND WILD PITCHES
 - ◆ 1ST AND 3RD IF THE BASERUNNER AT 1ST ATTEMPTS TO STEAL 2ND, THE RUNNER AT 3RD MAY NOT STEAL HOME ON A THROW FROM THE CATCHER TO 2ND BASE
- ALL PLAY STOPS WHEN THE PITCHER CONTROLS THE BALL
- NO HEAD FIRST SLIDING

- A. THE RESULT OF A HEAD FIRST SLIDE = RUNNER CALLED OUT UNLESS THEY ARE RETURNING TO A BASE
- RUNNERS MUST ATTEMPT TO AVOID CONTACT
 - A. UMPIRES DISCRETION
 - B. NOT A MUST SLIDE RULE
- MALICIOUS BASERUNNING
 - A. FIRST INFRACTION = CALLED OUT AND EJECTED FROM THE GAME
 - B. SECOND INFRACTION = 2 GAME SUSPENSION
 - C. THIRD INFRACTION = SUSPENSION FOR THE REMAINDER OF THE SEASON AND PLAYOFFS. MUST BE REPORTED TO THE DIVISION COMMISSIONER IMMEDIATELY
- 4 RUN LIMIT FOR ALL 6 INNINGS, PLAYOFFS ARE UNLIMITED

6. BATTING

- HELMETS MUST BE WORN BY ALL BATTERS AND BASERUNNERS
- THROWING OF A BAT
 - A. FIRST INFRACTION = WARNING
 - B. SECOND INFRACTION = BATTER IS CALLED OUT
- DRAG BUNTING IS ALLOWED BUT SHOULDN'T BE ENCOURAGED
- FAKE BUNTING WILL RESULT IN THE BATTER BEING CALLED OUT
- ALL BATS MUST HAVE A USA BASEBALL STAMP
 - A. USE OF AN ILLEGAL BAT WITHOUT A USA BASEBALL STAMP
 - THE BAT WILL BE REMOVED FROM THE GAME
 - BATTER WILL BE CALLED OUT
 - HEAD COACH IS EJECTED

7. UMPIRES

- UMPIRE MUST BE DRESSED APPROPRIATE PROTECTIVE UMPIRE EQUIPMENT, NO EXCEPTIONS