



Bat Rules:

50/70 (12u)- Any Bat With a USSSA BPF 1.15 Stamp. USA bats are allowed but not preferred. Bats can be any drop weight (-10,-9,-8 Preferred). 2 3/4" Maximum Barrel.

Valley League and NFHS Tournament Regulations

60/90 (13u)- A Bat Within USSSA BPF 1.15 stamp or BBCOR .50 stamp. Bats can be any drop weight (-8,-5 Preferred ; -5 Required for tournaments). 2 3/4" Maximum Barrel. **Valley League and NFHS Tournament Regulations.**

60/90 (14u)- A Bat With a BBCOR .50 stamp. Bats MUST BE drop 3 in bat Weight:Length ratio. 2 5/8" Maximum Barrel diameter. **Valley League and NFHS Tournament Regulations.**

League Rules:

Approved Bats & Equipment For 12u-14u age divisions

12u: All baseball bats must meet the traditional 1.15 BPF (Bat Performance Factor) and maximum 2 3/4" bat barrel size standards.

13u: May not use more than a drop 8 bat in any tournament and must have readable size markings on the bat when examined. All bats must be stamped with the USSSA 1.15 BPF or "BBCOR" mark. League Games: Open Bat Rule (Any Bat Goes)

14u: USSSA-stamped bats are permitted in 14u age group League games. U14 and above age divisions may not use anything above a drop 3 bat and must have the proper BBCOR certification mark in ALL tournaments.

Re-Entry Rule: It simply states that any of the 9 starting players, regardless of position, may withdraw from and re-enter once, provided such player occupies the same batting position when he is in the lineup. A substitute who is withdrawn may not re-enter. Remember the starter and his substitute cannot be in the game at the same time. The starting pitcher is governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. The starting pitcher withdrawn while a batter or base runner may re-enter the game immediately. (PINCH/RUNNER/PINCH HITTER)

Cleat Rules:

50/70: Players are required to have plastic (molded) cleats ONLY. **No Metal cleats or spikes are allowed in 50/70 play.**

60/90 Turf: ALL turf fields have a strict "NO metal cleats" policy. We advise kids to have a set pair of plastic cleats AND running shoes for these games.

60/90 Dirt: We advise kids to have metal cleats for all dirt field games. Plastic cleats are an all-purpose option that would work just fine if needed.

Best Bet: Buy a pair of plastic cleats. Try to find good deals online like closeouts and clearance.



Continuous Lineup Re-Entry Rule: Any lineup that has every player entered may do open substitutions without reporting to the book. This allows for a new lineup every inning, or substitution at any part of the inning, without pulling the kid out for the rest of the game. If a Player exits or vacates their spot in the lineup, when that hitter comes up to bat, it will be recorded as an automatic out.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A

No White Sleeves Rule: It simply states that any under-apparel in any shade of white may not be used during gameplay to avoid trickery. We require players to have either NAVY BLUE or BLACK undershirts

Important League Rules

- NFHS Rules govern tournament/league rules; Find tournament rules on the tournament website www.sportsmedford.com
- Important rules:
 - Catchers Chest Protectors must be NOCSAE Certified
 - Team has one of these
 - Catchers must have throat protectors
 - Team has one of these
 - Bats are REQUIRED to have the 1.15 BPF Stamp with a barrel diameter no more than 2 ¾. Either USA or USSSA Approved bats are fine.
 - Plastic Cleats ONLY
 - Black or Navy Blue undershirts ONLY; NO White, Grey, or Gold
 - No sunflower seeds allowed on turf
 - No Jewelry
 - Any players, parents, coaches out of line will be kicked for the whole event, not just a game or day.
 - Kids can't Pitch more than 6 innings in a day. 8 innings per tournament.

Curveball Rule (Club Rule):

6th Grade: Beginner Curveball Training. No CB in the game unless approved by the pitching coach. Focus mechanics/form of CB. Prioritize Slider, Cutter, and Changeups before Curveballs.



7th Grade: Novice Curveball Training. 5-10 CB in a game if approved by the pitching coach. Focus Location and control.

8th Grade: Advanced Curveball Training. Free call on curveballs. Focus on building pitch pattern IQ, Commanding the Pitch, Maintaining form after multiple innings.

Gear Required for PRACTICES:

(ALL ITEMS ARE MANDATORY)

***=Provided by BHBC**

Club Hat*
Sweatshirt
Long Sleeve Shirt
Baseball Pants
Athletic Socks
Baseball Belt
Cleats AND Tennis Shoes
Athletic Protective Cup
Personal Baseball Gear
Water/Drink Bottle

Gear Required for GAMES:

(ALL ITEMS ARE MANDATORY)

***=Provided by BHBC**

Club Hat*
Club Jersey*
Long Sleeve Shirt (Navy, Black, or Gold. NO WHITE)
Baseball Pants (Standard Grey Pants; No Piping if possible)
Athletic Socks (Navy Blue)
Baseball Belt (Navy Blue)
Cleats AND Tennis Shoes
Athletic Protective Cup
Personal Baseball Gear
Water/Drink Bottle

Club Rules:

Attitude and Professionalism is Mandatory at all events

3-Strike and a Foul Tip Rule:

Strike 1: After warnings from a coach/coaches, the player will be removed from Practice activities. They will need to work themselves back into rotation via physical workouts and/or conversations.
Game Situation- Sit for the remainder of current game

Strike 2: After warnings from a coach/coaches, the player will be removed from practice completely for the day. Parents will be notified to pick up the child. A meeting between coaches involved and the parents will be followed up with ASAP.
Game Situation- Sit for a game; Possible Demotion from Teams for the week.

Strike 3: After warnings from a coach/coaches, The player will be removed from practices and games completely for the week. Parents will be notified to pick up the child. A meeting with the parent will be followed up with ASAP. The Situations and previous Strikes from the player will be assessed by the board for possible expulsion from BHBC. This will be treated case by case.
No Games For the Week



Foul Tip: If the board does not decide to expel the player, he will be given the “Foul Tip Agreement”. Any Situation or Conflict that arises with a player entered into the “Foul Tip Agreement” will result in immediate expulsion from the club.

Club Rules Cont.:

- Unnecessary Outbursts and Excessive vulgar language will be immediately charged with Expulsion from all BHBC events after the action
 - Board will meet to decide whether or not to lift expulsion after a meeting with parent and player
- Expulsion from a BHBC event could result in complete Expulsion of player and parent from the Club in some cases.
 - This will be treated case by case.
- Misuse/Throwing/Destruction of any equipment, whether players or teams, will result in an immediate Strike 1 Violation.
 - Continuous acts will immediately result in more strikes.
- Kids are expected to be on their best behavior. Most times kids will be with the team, away from parents, to get ready for the games. Kids need to understand that these events are meant to be fun, but taken seriously.
 - Any kid that is misbehaving may be asked to miss a game, day, or even a tournament depending on the conditions.
- Our Motto is to represent Professionalism, Character, and Commitment to these standards. Players, parents, and coaches are expected to be the best representation of these goals any time they represent BHBC.
 - BHBC prides itself on its Quality image across southern Oregon and expects to maintain that.
 - We're very fortunate to have a League to be part of in our small demographic, LOSING THIS WOULD BE DETRIMENTAL TO THE PLAYERS
- Travel is NOT covered by BHBC
 - Multiple hotels offer good rates in the Southern Medford to Phoenix area where the park is.
 - KOA on Blackwell is a great budget camping spot; 15 min. From USCCP
 - Please make sure all travel/lodging arrangements are figured out PRIOR to all events and are Coordinated/Relayed to our Club Manager (Izak) or the Team Head Coach
- Organization at Tournaments and events must be Focused on
- Showing up on time to correct locations
- Displaying the correct uniform and gear
- Players/Kids are in a group, acting in a professional manner
- Any kids not in the team group must be with a parent at all times
- Count-offs of player roster before and after events
- Gear Check Before and After Events
- Communication between parent and coach between game-times and locations.