

## Where Kids Play Ball



*FYBA*

### Fairfield Youth Baseball Association Cal Ripken League (11-12) Pitch Limit Rules

#### **Procedures & Penalties:**

The purpose of the pitch limit program is to ensure the safety of pitchers by preventing overuse through the utilization of pitch count limits. The policies outlined within should not be used to get a cheap win, but rather used with the interest of protecting pitchers. These rules are to be strictly adhered to, and there will be severe penalties for failing to do so.

- I. Prior to the start of each game, opposing managers/scorekeepers should communicate with each other regarding pitchers who are eligible to pitch for both teams. The website <http://fyba.leaguetime.com/> should be used to check the pitch counts prior to games being played. Managers can also talk to managers who recently played their opponent, and can also be asked to see the pitching chart from the game prior.
- II. Each pitch thrown in a game counts towards the pitch count. That includes pitch outs, foul balls, (including those hit with 2 strikes), as well as ball four. Warm up pitchers are not included, nor are pitches thrown when a balk is called.
- III. Managers/scorekeepers should compare scores, and pitch counts with each other after every inning in order to ensure accurate tracking of pitch counts. If someone is consistently difficult in this process please contact the league VP immediately, and get witnesses to corroborate your experience. After comparing pitch counts every inning, managers/scorekeepers should come to an agreement on current pitch counts for all pitchers used.
- IV. As a pitcher approaches his pitch count, ensure that opposing team and the umpire are aware. When the pitch limit is reached, announce to the umpire, and the other team that the pitcher has reached his limit. At that time the pitcher can finish the current batter, but can pitch no more after that.
  - a. If the umpire has not been notified that a pitcher is at his limit, the pitcher can go up to 20 pitches past the limit because the point is to protect the pitcher, not get a cheap win.
  - b. At the moment an umpire is informed that a pitcher has reached his limit, the game should be stopped and the potentially offending coach informed that his pitcher has reached his limit.
  - c. The coach must then remove the pitcher, or be penalized. **The penalty for refusing to remove a pitcher who has reached his pitch limit is forfeiture of the game at that point.** However, if the umpire is informed after the fact, there is no penalty; unless if after going 20 pitches over the limit the manager still does not remove the pitcher.

- V. At the conclusion of every game, teams are to sign off on each other's pitch count form to verify accuracy. It is then the **responsibility of the winning team** to report the score of the game, and accurate pitch counts for **all** pitchers used by **both teams**.
  - a. All scores should be posted by midnight the day of the game, but there will be a 1 day grace period for doing so. So, the winning team must have the scores and pitch counts posted by midnight the day following the game or be subject to penalty.
  - b. **The penalty for failing to report a game will be forfeiture by the winning team.**
    - i. All forfeited games are to be reported on the site as a 9-0 victory for the team awarded the win. All pitch counts for that game will still count.
- VI. It is the responsibility of the losing team to check the website to ensure that the information posted by the winning team is accurate.
  - a. If there is a disagreement, first contact the winning manager to determine a solution.
  - b. If no solution can be reached contact the league VP immediately.
    - i. When making a ruling on the matter the league VP will request copies of both teams scorebooks, as well as the pitch count verification form from both teams.
- VII. If a manger has is found to have exceeded a pitchers limit through late or inaccurate reporting he will be notified that his actions have been made record. If the behavior becomes a pattern, the manager will be subject to up to a 3 game suspension as determined by the league VP. If the pattern of behavior continues, the manager could be subject to a suspension of 6 games, or the remainder of the season as deemed appropriate by the league VP. Any further violations could result in a ban from coaching in FYBA, and that ban cannot be lifted without a hearing before the board of FYBA for reinstatement. This hearing cannot take place until 1 year after the ban was put into place.

**Pitch Limit Chart**

<b><u>Number of pitches</u></b>	<b><u>Days rest required</u></b>
20	None (3 days in a row pitched max)
21-35	1 day rest
36-45	2 days rest
46-60	3 days rest
61-70	4 days rest (70 is the max)