



## Bridgewater Little League Minor League Rules

2017

*Revisions approved by BLL BOD on 1/9/2017*

Below are Bridgewater Minor League local rules which supersede the official Little League rules. Should there be any discrepancy between the "Minor League Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

1. Bridgewater Little League Local Rules apply for the Minors.
2. Minor League teams may remain intact from year-to-year except for players drafted to the Major League or be redrafted as determined by the Minor League VP.
3. Draft
  - a. The Minor League Draft will be held at the earliest date following the Major League Draft.
  - b. Rules for the Minor League Draft will be established prior to the draft and sent out to all managers two (2) weeks prior to the draft.
4. In this League:
  - a. Infield fly rule will apply.
  - b. Base runners can advance as far as possible on wild pitches, passed balls and/or steal attempts, with the exception of being able to advance from third base to home. The base runner has to stop and remain at third base on wild pitches, passed balls and steal attempts, regardless if the ball is overthrown. Runners can only advance home from 3<sup>rd</sup> base if the ball is put in play by the bat, batter is hit by a pitch and the bases are loaded or four consecutive balls are thrown and the bases are loaded.
  - c. No bunting will be allowed. Fake bunting (slash bunts) is also not allowed. This will be an automatic out.
    - i. However, at the Minor League draft, the potential for allowing bunting will be introduced into discussion for the upcoming season.
  - d. The 4<sup>th</sup> outfielder may be used. This 10<sup>th</sup> fielder may not be brought in to create a 5<sup>th</sup> infielder. The 4<sup>th</sup> outfielder must be used in a four across alignment; No short fielders may be used.
  - e. No player may be benched for more than two innings defensively in any game. When 12 or more players are present for a game, each player must sit at least one defensive inning before another player sits again, except for the starting pitcher. If pitching rules allow, the starting pitcher may complete the game.
5. Pitching



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- a. A pitcher may only pitch their allotted number of pitches for their age group. See Regulation VI (c) in the Official Little League Rule Book. All pitch counts and scores must be entered on the BLL website upon completion of the game.
    - i. If a pitcher pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
    - ii. If a pitcher pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
    - iii. If a pitcher pitches 36-50 pitches in a day, two (2) calendar days rest must be observed.
    - iv. If a pitcher pitches 21-35 pitches in a day, one (1) calendar day rest is required.
    - v. If a pitcher pitches 1-20 pitches in a day, no (0) calendar days rest is required.
  - b. A pitcher must be removed after issuing 6 walks in an inning or 4 consecutive walks.
  - c. A pitcher who hits 3 batters in a game must be removed.
  - d. No intentional walks are allowed.
  - e. A pitcher may only pitch their allotted number of pitches for their age group per the pitch count regulation. See Regulation VI (c) in the Official Little League Rule Book.
  - f. No player who is League age of 12 will be allowed to pitch.
  - g. Any player removed as a pitcher will not be able to return as pitcher in the same game.
6. Overthrows
- a. A runner may advance as far as possible on an overthrow that stays in the field of play, except on a stolen base attempt in which the runner must stop at third base.
  - b. A player advancing to third base on a ball hit into fair play can advance to home if the attempt at third is overthrown.
  - c. On an overthrow that goes out of the field of play (out of bounds), the runners will advance 1 base.
7. Game Management
- a. If a team is going to have less than 9 players, the team will reach out the Minor League VP and the Instructional VP as soon as possible so players can be borrowed from the 8 YO league.



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- b. Each Minor League Manager or Coach will (before each game) supply a batting order to the opposing Manager or Coach listing all players present for that game. All players must bat once before a player may bat twice (i.e. continuous batting order will be enforced).
  - c. All Managers are responsible for reporting game scores and pitch counts online within 24 hours of game completion.
  - d. All players in this League MUST wear a protective face mask on the batting helmet while at bat and/or on the base path.
  - e. If a player shows up after the game has started, that player goes to the end of the line-up (i.e. if there are 10 players in the batting order, the late player becomes the 11<sup>th</sup> player to bat in the order).
  - f. Each Minor League Team will be allowed to use a manager and 3 coaches in a game. All adults on the field MUST have a CORI for that playing year on file with BLL. Only the Manager will be allowed to address the umpires as it pertains to the flow of the game. If a Manager has a question about a call made by an umpire, the manager must call the opposing manager and all umpires to home plate for a conference. The umpire's ruling is final.
  - g. All Managers and coaches are to remain in the dugout during the game with the following exceptions:
    - 1) A manager and/or coach is allowed to stand behind first base and third base while their team is at bat.
    - 2) The Manager only is allowed to stand in the door of the dugout or along the fence line while his/her team is in the field.
  - h. There will be a maximum of 6 runs allowed to score for a team in any one inning. If a team scores 6 runs before 3 outs are registered, the ½ inning will end. As an example, if a team has the bases loaded, and the batter it's a triple, only the runner that registers the 6<sup>th</sup> run will count. The play will continue in its entirety, and the inning will end, with the team at bat registering 6 runs.
  - i. All games will continue for 6 innings, unless field conditions prevail.
  - j. Teams are encouraged to play the full game but it is at the discretion of both Managers.
8. Team Rules and Conduct:
- a. Unsportsmanlike conduct (defined in the BLL code of conduct) will not be tolerated. All Managers, Coaches and players are subject to review by the Board of Directors in any case of unethical behavior, including, but not limited to profanity, gestures or abusive language toward anyone associated with the game. Any infraction of this rule must be submitted to the Board of Directors. Anyone ejected from the game will be suspended for at least the succeeding game.



- b. Coaches are encouraged to explain the conduct he/she expects from the player, as well as explain the rules of the Little League. Sportsmanship and good conduct are important parts of being a team member. It may also become a safety factor. Players must learn to win and lose with good sportsmanship.
- c. The purpose of this league, as in the Instructional League, is to teach the kids how to play ball safely and to have fun. Coaches must remember to keep a sense of humor at all times.
- d. Parent participation should be encouraged. However, it is important that the rules are explained clearly. Parents should be reminded that their example of sportsmanship is as important at the Managers and Coaches.
- e. Unlimited free defensive substitutions throughout the game (with the exception of pitchers re-entering the game).
- f. All players will bat and the batting order remains fixed for the duration of the game. If a player is removed from the game with the exception of Ejection when that player comes to bat in the line-up, it is not an out. You simply go to the next player.
- g. Hurry up rule: If the catcher is on base with two outs, the coach may use a substitute base runner for this player so that the catcher can get ready for the next half inning. This substitute runner will be the player who made the last out.

#### 9. Field Maintenance

- a. The home team will be responsible for the bases, outfield cones, temporary pitching mounds (bringing them before the game and returning them after the game) and any other equipment required during the game. Exception: for Saturday and Sunday games, the home team for the first scheduled game of the day is responsible for the placement of the bases and cones. The home team for the last scheduled game for a given Saturday or Sunday is responsible for returning the bases and cones to the equipment building.
- b. The home team will be responsible for raking/dragging and lining the field before the game. Minor League field maintenance equipment is kept in the Sterns Building.
- c. Home team is responsible for raking/dragging the field after the game. Home plate, pitcher's mound and around each base must be raked. Failure to do so can result in forfeiture.
- d. When using the Major League fields, it is imperative that the field be completely raked immediately following your scheduled game. Failure to properly maintain the field will result in the home team forfeiting a winning game.

#### 10. Field Use



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- a. Evening games during the week will continue until completion or field conditions dictate. Light and buzzer will indicate end of play. The score will revert back to the previous completed inning.