

# Bear Creek Little League

PO Box 841970 • Houston • Texas • 77284 • [www.bearcreekll.com](http://www.bearcreekll.com) • League Number 343-1601

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Our goal at BearCreek Little League (BCLL) is to provide a fun and safe atmosphere for kids and parents to enjoy America's past time.

These ground rules are subject to change at the discretion of the current BCLL board of directors as they see fit in order to accomplish this goal.





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## Bear Creek Little League General Rules and Conditions

Pursuant to the authority of Rule 3.13 of Official regulations and playing rules ("L.L. Rules) promulgated by Little League Baseball, the Bear Creek Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the L.L. Rules. The ground rules are applicable to all divisions of Bear Creek Little League (hereafter referred to as "BCLL."), unless otherwise specified. **Familiarity with the ground rules and appropriate L.L. Rules will eliminate most problems.** These ground rules replace all previous ground rules adopted by BCLL and are effective beginning March 1, 2018 and shall remain in effect until changed in writing by the Board.

### Section I – Standards of Conduct

- A. No food or beverages are allowed inside the enclosed playing field. Water or Gatorade-type beverages may be consumed within the dugout. Paper or plastic cups only. Plastic bottles or containers are acceptable.
- B. Use of tobacco in any form by managers, coaches, umpires or players is not allowed, on or off the playing field, during games. Alcoholic beverages are strictly prohibited and shall not be consumed or possessed in any form by any person, including spectators, while they are within the Bear Creek Little League Complex. No player, manager, coach, umpire or any other person associated with BCLL event including team games and practices while under the influence of alcohol or illegal drugs.
- C. Ejection or suspension from a game may result in all-star or post-season ineligibility. The board must approve this ineligibility.
- D. No player in any manner shall warm-up, pitch, throw or bat balls for any reason, outside the playing field except in designated areas. Violation of this rule may result in ejection from the ballpark, and suspension from further participation in activities at the ballpark, or from further participation in any team actives, pending a hearing conducted by the Board.
- E. No "pepper" inside the playing area (Dugout Gate to Dugout Gate). Only a whiffle ball or the equivalent may be intentionally hit into the fences.
- F. Teams cannot conduct practice or warm-ups on game days earlier than one (1) hour prior to game time, (except for the Jr/Sr. division). The penalty will be a one (1) game suspension of the manager. A congregation of three (3) or more players in the company of a Manager or Coach shall constitute an official practice.



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## Section II – Bear Creek Field Complex

- A. Use of BCLL Complex
  - 1. The BCLL Complex is leased from Harris County for exclusive BCLL use.
  - 2. Other persons, teams, or organization without prior approval from the Board of Directors or the Executive Board of BCLL may not use the BCLL Complex.
- B. Maintenance: On weekends, the teams from the appropriate Divisions will be responsible for assisting the Facilities Director with any assigned tasks at the fields
- C. Game Day:
  - 1. Pre-game: The home team will have the field ready for play no later than twenty (20) minutes prior to game time if not already completed by the grounds crew. Each team shall be allowed up to ten (10) minutes on the League field.
  - 2. Post-game: No new inning may start after 9:10 PM, with the exception of the Intermediate and JR/SR divisions. The inning in progress at the end of the time limit shall be played to completion. Both Teams, for the last game, shall pick up the field area and remove all equipment, and drag the infield, etc.
  - 3. Complex Maintenance: Each Team shall be responsible for picking up trash in its own dugout and around the bleachers after each game. Managers, for the last game, shall assist the Board Member on duty with closing.
- D. Batting Cages:
  - 1. All Batting cages are reserved one (1) hour prior to game time for the use of the teams with a regularly schedule game.
- E. Score Box:
  - 1. For safety reasons and to minimize player disturbance, no more than three (3) persons are permitted in or on the scoring facility at any time. All children must have adult supervision.
  - 2. Sitting on the rails of the scoring box is not permitted at any time.
- F. Fall Ball: Division Directors with the approval of the board may alter the playing rules for a fall season to promote more of an instructional season.

## Section III – Manager Selection and Responsibilities

- A. Manager Selection
  - 1. All Manager Candidates, including all previous in BCLL, will complete a league application. Each Division Director, or Player Agent, if so designated, will interview each candidate for their division in order to become familiar with their qualifications and therefore be able to present those qualifications to the Board.
  - 2. Candidates may present themselves and their qualifications directly to the Board of Directors. The President will appoint all Managers and Coaches. They shall be approved by the Board of Directors.
- B. Managers' Responsibilities
  - 1. All Managers will submit their Coaching list to the Division Director for President and board approval.
  - 2. All Managers are required to have read and familiarized themselves with the applicable rules for their respective divisions.

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3. All Managers will be expected to conduct an adequate number of practices to maximize the team's potential for competitiveness. Under normal circumstances, one practice per week is considered minimum.
4. League equipment is the responsibility of the team Manager and Coach.
5. All Managers, or their designated representatives, are required to:
  - a) Attend a League sponsored orientation course
  - b) Attend League sponsored clinics, such as ground rule clinics, umpire clinics, etc.
  - c) Obtain a Team Sponsor
  - d) Appoint a Team Representative (Mom or Dad)
  - e) Appoint a Team Scorekeeper
  - f) Appoint a pitch counter for Little League 9 and up
  - g) Provide field maintenance workers upon request (See Field Maintenance).
  - h) Perform field clean up and maintenance at the end of each game
6. Provide a list of all appointed team person to the Division Director prior to opening day of the season.
7. The penalty for a Manager's failure to fulfill the responsibilities above may result in suspension and may affect future managing opportunities.

## Section IV – Playing Rules

- A. The Manager of a team has the right to not play a child in any given game due to illness or injury. If for any other reason a Manager decides not to play a child, he must notify the Player Agent or the League Director prior to the game, and be prepared to fully explain the reasons for their decision. It shall be the Manager's responsibility to advise the opposing Manager and the Scorekeeper that a Player is not participating in the game prior to the start of the game. (LL Rule 4.01 Note)
- B. Dugout:
  1. The home team shall occupy the third (3<sup>rd</sup>) base dugout.
  2. No player shall be allowed within the batter's cage. All bats not in use on the playing field must remain in the batter's cage. No bats are allowed in the dugouts. There are no exceptions to this rule.
- C. Scorekeeper:
  1. It shall be the responsibility of the Manager to furnish a competent Scorekeeper for all their respective team's games, and said Scorekeeper must occupy the scoring booth. The Home Team Scorekeeper is the League Official.
  2. Until the Scorekeeper and the Home Plate Umpire sign a properly completed score sheet, the game will not count in the standings.
- D. Run rules will be per. LL RULE 4.10(e).
- E. Sunday is the 1<sup>st</sup> day of the Little League calendar week.
- F. Sunday practices are discouraged. If one is held, it can only be held after 1:00 p.m. and attendance is not mandatory.
- G. The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. Home plate umpire has sole authority on time. Innings start after the third out is made.



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## H. Standings:

1. Conference or league standings shall be based on winning percentage. Ties will count as 1 half (1/2) of a win.
2. If a tie results in the conference or league standings which affects a team's position in the league's playoffs, the tie will be decided by the result of head-to-head regular season completion or if necessary conference record or a single play-off game.

I. Protests: Little League rules govern all protests. Protests in the Little League intermediate through the Senior divisions only. However, Little League officials are urged to take precautions to prevent protest.

J. Each Home Team is responsible for providing a minimum of two (2) games balls to the Plate Umpire prior to the start of each game.

## Section V – All-Star Selection (Tournament Team)

A. The selection process of the tournament team players must occur in the order listed by the League President.

### B. All-Star Managers

1. Managers will be selected by the division director and approved by the BCLL president. All star manager selection process includes but is not limited to conduct on and off the field, service to BCLL, and knowledge and experience.
2. All-Star Team managers shall select their own coaches subject to approval by the Division Director and the President.

### C. All-Star Players

1. **ONLY** players from their respective divisions will make up the All-Star teams.

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2. All eligible players wanting to participate in the the All Stars are invited to tryout. The All Star committee which consists of the division director, Manager of the respective age group, and select board members will determine and approve all Rosters.

<b>NOTE</b>	<b>The goal of All-Star play is to put the BEST players on the field to win District, State, Regional and World Series play.</b>
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## Section VI – Playoffs

- A. All teams within the Division make the playoffs. A playoff tournament will be held to determine the league Champion. Seeding within the tournament will be decided by the regular season record. The tournament will be a single elimination format. Division directors with Board approval may change this format.

## Section VII – Miscellaneous

- A. There will be NO unscheduled events on Bear Creek Little League facilities under any circumstances. Teams will be charged for field use if rule is ignored and disciplinary action by the Board will be taken.



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## Junior / Senior and Intermediate Division (Baseball)

These ground rules are applicable to the Junior/Senior and Intermediate Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Junior/Senior League Official regulations and playing rules. These ground rules are applicable to Junior/Senior Division games played at Bear Creek Park. Inner league games played by Bear Creek teams, at other parks will be governed by the ground rules of the hosting league. Junior/Senior League Official regulations and playing rules supersede all ground rules.

### Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Division Director, subject to Presidents approval.
- B. Practices
  - 1. Practices shall be limited to three (3) hours in duration
- C. Regular Season Game Times (Senior / Junior Intermediate)
  - 1. Games (both weekdays and weekends), no new inning shall start after one (1) hour and forty-five (45) from the scheduled start time established by the season schedule, unless the start time is altered by the board member on duty or the umpire in charge. Game outcome shall be governed by LL Rule book Rule 4.10 (c).
  - 2. Games must be played out until there is a winner, **NO TIES**. There is a drop dead time of 9:10 pm if a regulation game has been completed and any incomplete inning will revert back to the previous inning. If a regulation game has not been completed, the game shall be resumed at a later date.

### Section II- Playing Rules

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time there is no automatic forfeiture but will be turned over to the league board for direction.
- B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game.
- C. Coaches should remain in the dugout while their team is in the field defensively.
- D. Only one player shall be allowed within the on-deck cage at one time.
- E. No coaches are permitted to warm up pitchers. **NO EXCEPTIONS**. A player with a catcher's mask may be utilized to warm up a pitcher between innings.
- F. The home team is responsible for keeping the official score book and pitch count for their game. Games will not be started until a scorekeeper and pitch counter have been identified. **Scorekeeper is to remain neutral and work with Umpire by keeping an accurate record of the game and aiding in resolving any disputes.** Pitch counts will be recorded into official book and book must be signed by both Managers and Plate Umpire. Book will be made available at all times.

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- G. A regulation game consists of 5 innings of play or 4 ½ innings of play if the home team is in the lead, or the time limit has been reached.
- H. Teams playing within Bear Creek Little League will bat a continuous roster.
- J. **Fall League**
  - 1. Games will have a five run per inning limit
  - 2. Pitchers can pitch six consecutive outs. After completing six outs, a pitcher may not be eligible to return to pitch in that game. There is no minimum rest requirement for pitchers in the fall league, however it is recommended that coaches keep a pitch count and rest pitchers accordingly.

## Section IV – Teams

- A. Friendship Teams
  - 1. Players and coaches may opt to pre-form a team in Bear Creek Little League with two mandatory conditions. If either of these conditions is not met then the request will not be honored.
    - a. The team manager is requesting that a player be placed on his/her team
    - b. The player's parents indicate that they want their child on named managers team
- B. Draft
  - 1. Players not meeting the requirements for the option above will be placed in a draft pool.





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## Minors

**These ground rules are applicable the Little Minor Division of BCLL** unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Little League Official regulations and playing rules.

### Section I – Schedules

A. The Division Director, subject to Board approval will determine all playing schedules for regular and postseason games (not including Tournament play).

B. Practices

1. Teams may meet no more than four (4) times per week, including games.
2. Any meeting of three (3) or more team members, for instruction of any nature, with a coach or manager, shall constitute a practice
3. Practices shall be limited to two and a half (2 1/2) hours in duration.

C. Regular Season Game Times

- a) Minors Division games, (both weekdays or weekends), no new inning shall start after one (1) hour and forty-five (45) from the scheduled start time established by the season schedule, unless the start time is altered by the board member on duty or the umpire in charge. Game outcome shall be governed by LL Rule book Rule 4.10 (c) and
- b) The inning in progress at the end of the time limit shall be played to completion. No play shall continue past 9:10 PM. At 9:10 PM the game shall be concluded.

### Section II- Playing Rules

A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time there is no automatic forfeiture but will be turned over to the league board for direction

B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game unless approved by the division director and current BCLL UIC.

C. A “continuous batting” order is in-place in the Little League Division.

D. Run Limit: There will be a five (5) run limit in innings one (1) through four (4). Unlimited runs in the fifth (5) and sixth (6) innings.

E. Infield fly rule is NOT in effect.

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F. Dropped third Strike rule is not in effect

## Section III – Eligibility, Tryouts and the Draft

### A. Eligibility

1. Eight (8), Nine (9), Ten (10), eleven (11) and twelve (12) year-old players are eligible to participate in the Little League Minor Division.

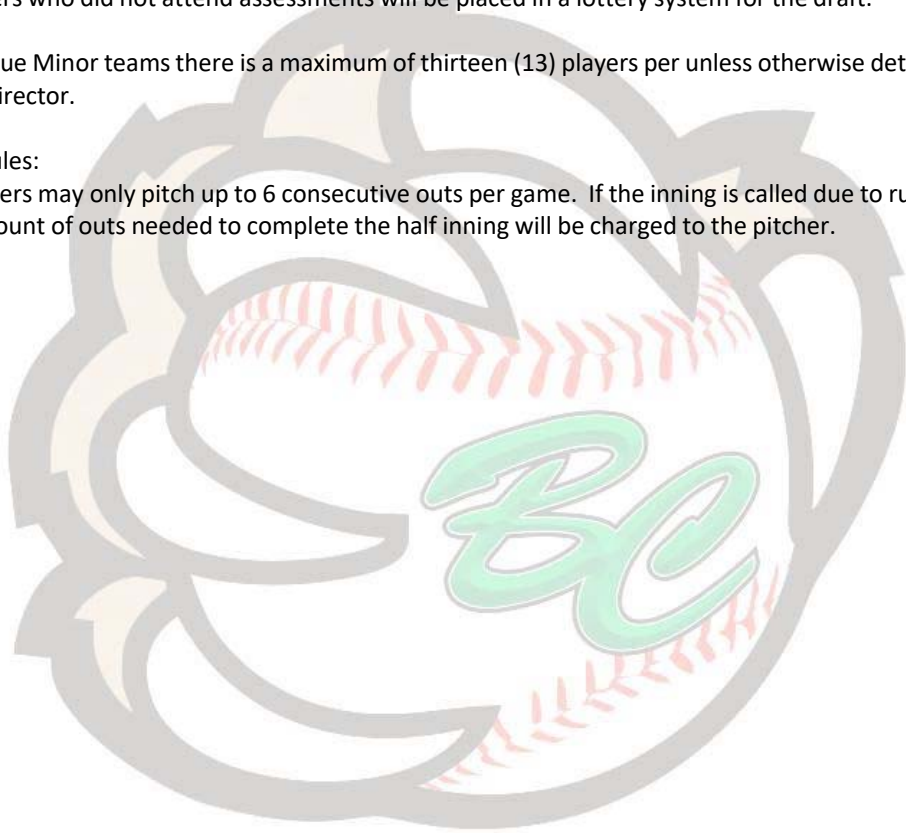
### B. Assessments

1. All players are required to attend at least one scheduled assessments
2. Players who did not attend assessments will be placed in a lottery system for the draft.

C. For Little League Minor teams there is a maximum of thirteen (13) players per unless otherwise determined by the Division Director.

### D. Fall season rules:

1. Pitchers may only pitch up to 6 consecutive outs per game. If the inning is called due to run limit then the amount of outs needed to complete the half inning will be charged to the pitcher.





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## **Rookie Division Ground Rules (Tee Ball & Machine Pitch)**

All competition is to be conducted under official Little League rules. These ground rules are applicable to the Rookie Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year official regulations and playing rules.

### **Section I – Schedules**

- A. The Division Director and League Scheduler, subject to the President's approval will determine all practice and playing schedules for regular and post-season games (not including Tournament play). Teams may play a regular season game with less than 9 players with division director and UIC approval.
- B. **Practices (Tee Ball & Machine Pitch)**
  - a. Teams may meet no more than three **(3)** times per week, including games.
  - b. Any meeting of three **(3)** or more team members, for instruction of any nature, with a coach or manager, shall constitute a practice.
  - c. Practices shall be limited to:
    - i. **Tee Ball: (1) hour and (15) minutes**
    - ii. **Machine Pitch: (1) hour and (30) minutes**
- C. **Regular Season Games**
  - 1. Official game time:
    - a. **Tee Ball: (1) hour and (15) minutes**
      - 1. No new inning shall start after one **(1) hour and (15) minutes**
    - b. **Machine Pitch: Official game time: (1) Hour and (30) Minutes**
      - 1. No new inning shall start after one **(1) hour and thirty (30) minutes**
  - 2. Games will be (6) innings if time permits
  - 3. An official game constitutes as four complete innings or 3-1/2 innings if the home team is ahead
  - 4. Any suspended games due to weather can be rescheduled with the approval of the Division Director
  - 5. Regular season games may end in a tie **(Extra innings only in playoffs)**
  - 6. Games to be played on both weekdays and weekends (Saturday)
  - 7. (1) league approved umpire for games
  - 8. Official scorebook kept by Home Team
  - 9. Final scores to be sent to Division Director
  - 10. **HAVE FUN**

### **Section II – Eligibility, Assessments and Draft**

- A. **Eligibility** (See League Age Chart on website to determine league age)
  - 1. Tee Ball: League age 4 & 5 year olds
  - 2. Machine Pitch: League age 6 & 7



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**B. Assessments**

1. All players are required to attend at least one scheduled assessments.
2. Players who did not attend assessments will be placed in a lottery system for the draft.

**C. Draft**

1. Managers will draft players in a snake draft after assessments conclude.
2. Teams will consist of no less than (9) and no more than (12)
3. Draft will be conducted by the division director.
4. Request of players to play for managers is up to the discretion of the division director.

**Section III- Conduct**

- A. All Managers, Coaches and Volunteers, who have repetitive access to, or contact with, players, teams or league activities must have annually completed and submitted a Little League Volunteer Application prior to the applicant assuming his/her duties. The Little League Volunteer Application is located on the Bear Creek Little League website.
- B. Managers are responsible for the conduct of their coaches, players and parents before, during and after the game.
  - a. Absolutely **NO** profanity or name calling tolerated.
- C. Only uniformed players, the Manager and three (3) coaches are permitted in the dugout during the game, except with approval from the division director and BCLL UIC.
- D. In addition to the Manger and (3) coaches, each team is allowed to provide a dugout parent. This dugout parent will remain inside the dugout and has no role in the operations of the game itself. They are there to aid the players in the dugout only.
- E. All other parents and siblings must stay outside fence at all times during regulated games.
- F. **BOTH** teams are responsible for the cleanliness of the dugout, field and bleachers.
- G. Any persons that do not comply with Bear Creek Little League code of conduct will be asked to remove themselves from the park. All incidents will be reviewed by board where proper disciplinary actions will be made.

**Section IV- Playing Rules**

**Tee Ball**

**A. Batting**

1. League provided Tee Balls will be used.
2. Only Little League approved bats may be used.
3. The batting order shall be continuous and consist of all players present, eligible and properly dressed.
  - a. A player who arrives after the start of the game will be inserted at the bottom of the batting order.
  - b. Batting order shall remain the same throughout the game except;
    1. In the case of an injury/conduct and the player cannot bat, the player must be removed from the game and the following batters will move up in the batting order.



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2. In the event a player is hit by a pitch and is unable to run the last recorded out will become a substitute runner.
4. On deck batters **MUST** remain in dugout until their turn to bat.
  - a. On deck batters are not allowed to have a bat while on deck
  - b. No warm up swings allowed in cage.
5. Teams will provide their own adult pitcher to pitch (2) pitches to the batter. After (2) two pitches, the batter will use the tee. If on the second pitch the batter fouls the ball, the batter should be granted (1) one additional pitch.
  - a. Pitches are to be thrown **overhand** (no underhand toss)
  - b. No balls will be called.
  - c. Adult pitcher must be inside the pitchers circle while delivering pitched ball and must exit the field promptly if batted into play.
  - d. Any batted ball that hits the coach pitching will result in a dead ball and the hitter will be awarded first base and each base runner may advance one base.
  - e. Coach pitching shall make reasonable effort to avoid contact with the batted ball.
  - f. Bunting or fake bunting is not permitted.
6. If the player has not hit the ball, a tee will be used for the player to put the ball into play.
  - a. The coach or manager can position the tee and batter as long as the tee remains in contact with home plate. If a batter requires assistance to put the ball in play, the coach or manager may assist the batter after the batter has attempted several swings.
  - b. There will be no strike outs in T-Ball.
  - c. Batted ball must cross semi-circle in front of plate. A ball that does not cross the semi-circle will be declared a foul ball.
7. Offensive coaches must stay off the field of play until the ball is dead and time out is granted to him by the umpire. Failure to stay off the field of play during a live ball may result in a dead ball and the runner being called out.
  - a. Time outs may be requested only after the play has stopped. Do not approach the field of play until time out has been granted by the umpire.
8. Base runner(s) may only advance one (1) base on an overthrow. Time should be called as soon as the runner advances to the next base.
9. If a batted ball reaches the outfield (line will be marked on field), batter/runner(s) may only advance two (**2**) bases as long as there is not an attempted out made.
10. If a batted ball does not reach the outfield, the batter/runner(s) may only advance (**1**) base as long as there is not an attempted out made.
11. The ball must be batted into play in order for a base runner to score.
12. A base runner cannot lead off a base. A base runner may not leave the base until the ball is hit.
13. Base coaches are **NOT** permitted to grab/push base runners to stop or advance them.
  - a. Runner will be called out.
14. Inning will end after;
  - a. 3 outs made
  - b. (5) run limit

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## B. Defense

1. All players on a roster are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman and shortstop (catcher optional). The remaining players are positioned in the outfield.
  - a. All players must be properly equipped.
  - b. Pitcher must stay in circle until the ball is put into play.
  - c. Player Pitcher must wear an approved protective helmet.
  - d. Defensively, the pitcher cannot make an unassisted put-out at first base but must throw the ball to the first baseman. The pitcher can, however, make plays unassisted at any other base including home.
  - e. Infielders may not play in front of line extending from first base to third base until the ball has been put into play.
  - f. Outfielders must play behind the outfield line at all times unless assisting on a play. They cannot interfere with the base runners.
2. Defensively, each team is allowed to have two coaches on the field but they should remain in the outfield while the ball is in play.
3. The play is considered dead when;
  - a. A ball hit into the outfield is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield and an infielder has control of the ball without making an attempt on the runner(s).
  - b. A ball fielded in the infield, once the pitcher has control of the ball within the pitchers circle or the lead runner has stopped at a base.
  - c. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. If the ball is live and a play is made on a runner who has reached the halfway mark, runner is at risk of being out.

## Machine Pitch

### A. Batting

1. League provided balls will be used.
2. Only Little League approved bats may be used.
3. The batting order shall be continuous and consist of all players present, eligible and properly dressed.
  - a. A player who arrives after the start of the game will be inserted at the bottom of the batting order.
  - b. Batting order shall remain the same throughout the game except;
    1. In the case of an injury/conduct and the player cannot bat, the player must be removed from the game and the following batters will move up in the batting order.
    2. In the event a player is hit by a pitch and is unable to run the last recorded out will become a substitute runner.
4. On deck batters **MUST** remain in dugout until their turn to bat.
  - a. On deck batters are not allowed to have a bat while on deck

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- b. No warm up swings allowed in cage.
5. Teams will provide their own adult pitcher to pitch to the batter.
  - a. The speed of the pitching machine shall be set at **(32)** mph with the back leg set up against the front of the pitching rubber. (Use the JUGS MVP machine -- it indicates mph.)
  - b. A coach or manager will feed the machine and **CAN NOT** instruct the batter verbally or with gestures, should not approach the batter and must exit the field promptly if batted into play.
  - c. If a child is at risk of being hit by the pitch, the pitcher can instruct the base coach to avoid injury.
  - d. If a batted ball strikes the machine/coach, the ball is dead, and the batter and all runners automatically advance one base. (The cord of the machine is considered part of the machine.)
  - e. Coach pitching shall make reasonable effort to avoid contact with the batted ball.
6. The pitching machine shall be set and agreed upon by each manager prior to the start of the game. The pitching machine shall only be adjusted after each team has had an equal amount of at bats or when deemed unhittable by umpire.
  - a. Exceptions: If the machine is jolted during play by any means the pitching coach may request to adjust the machine with the umpire's permission. If the machine is adjusted at any time play will not resume until each manager agrees upon the setting.
7. The batter will be given (5) five pitches.
  - a. Strikes are considered:
    1. Swing and miss
    2. Fouled off on strikes 1 and 2
  - b. The batter cannot end his at bat on a foul unless caught.
    1. If batter fouls the fifth pitch, they continue until either ball put into play or called strike swinging.
  - c. If **ONLY** the fifth pitch is not considered unhittable by the umpire, an additional pitch will be made.
  - d. Balls will not be called in this league.
8. Bunting or fake bunting will **NOT** be allowed. The batter must attempt to make a full swing.
9. A base runner cannot lead off a base. A base runner may not leave the base until the ball is hit. Please note Rule 7.13 regarding runners who leave the base early.
10. Stealing is not permitted.
11. Base runner(s) may only advance one (1) base on an overthrow at their own risk of being out. Time should be called as soon as the runner advances to the next base.
  - a. There shall only be 1 overthrow per play. Runners advancing the 1 allowable base shall do so at their own risk.
12. The ball must be batted into play in order for a base runner to score.
13. Base coaches are **NOT** permitted to grab/push base runners to stop or advance them.
  - a. Runner will be called out.

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14. Should the catcher be on base with two (2) outs, he/she must be replaced with a courtesy runner. The courtesy shall be the player that was the last out.
15. Inning will end after;
  - a) 3 outs made
  - b) five (5) run limit in all innings.

## B. Defense

1. Under normal playing conditions offense and defense transition shall be limited to 3 minutes.
2. (10) Players are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman, shortstop and catcher. The remaining players are positioned in the outfield.
  - a. All players must be properly equipped.
    1. Male catchers **MUST** wear an athletic cup. (It is highly recommended that all male players wear one.)
  - b. All defensive players should be in their positions when the pitch is delivered.
  - c. The pitching position should be played left or right of the machine even with the pitching wheel but not in front, with one foot in the dirt and one in the grass.
  - d. Player Pitcher must wear an approved protective helmet with face mask.
  - e. Defensively, the pitcher cannot make an unassisted put-out at first base but must throw the ball to the first baseman. The pitcher can, however, make plays unassisted at any other base including home.
  - f. Infielders may not play in front of dirt area of infield until play is made on ball.
  - g. Outfielders must play behind the outfield line at all times unless assisting on a play. They cannot interfere with the base runners and must throw the ball into infield.
3. Defensive coaches are not allowed on the field unless time is granted by the umpire.
4. The play is considered dead when;
  - a. A ball hit into the outfield is returned to the infield and controlled by an infielder. Once the ball breaks the plane of the base path, it is considered in the infield.
  - b. Once the ball is possessed in the infield by an infielder and runners have stopped advancing.
  - c. Base runners may advance until a play is made at any base without an overthrow, or the lead runner is stopped. In the case of an overthrow, all runners may advance (1) base.
  - d. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty.
  - e. Time will be called by the umpire.
5. Infield fly rule is NOT in effect.





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### Little League Congress Rules

The following rules have been adopted by the Little League Congress, but are not included in the 2018 Rule Book. However, these rules form part of the 2018 playing rules and shall be followed.

#### **Rule 1.10 – Baseball**

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2½ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions.

#### **Rule 4.10: (e)**

If after three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings [Intermediate (50-70) Division/Junior/Senior League: five innings], three and one-half innings [Intermediate (50-70) Division/Junior/Senior League: four and one-half innings] if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule

RUN RULE: If at the end of three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings [Intermediate (50-70) Division/Junior/Senior League: five innings], three and one-half innings [Intermediate (50-70) Division/ Junior/Senior League: four and one-half innings] if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning

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**8.06** - This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound. [LittleLeague.org/Congress](http://LittleLeague.org/Congress) 2018 Little League International Congress Agenda Page

(a) A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(b) A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.