



BRANHAM HILLS LITTLE LEAGUE

2021 LOCAL GROUND RULES AND REGULATIONS MAJORS DIVISION

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Branham Hills considers this division to be competitive.

Managers' Rules and Regulations:

1. The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the umpire, scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.
2. The home team shall occupy the first base side of the field.
3. The next batter in the order may occupy the designated area outside the dugout within the coach's deck area.
4. If a fair ball strikes a tree limb above the outfield fence it will be ruled a home run by the umpires. If a ball strikes a tree limb along the third base line it will be ruled a dead ball and advancement of the runners will be the judgment of the umpires.
5. Teams may have two (2) adult base coaches per rule 4.05.
6. In accordance with Regulation 4.10E of the Little League Rulebook, the **twelve (12)** run rule will be enforced.
7. **Continuous batting will be used for every regular season game and it will be used for the playoffs.**
 - For Continuous Batting: Defensive substitutions may be made freely, subject to Pitcher rules. A player's minimum playing time will depend on the number of defensive innings his/her team plays in any one game. For 5 or more defensive innings played by a team, the minimum play shall be 9 defensive outs for that team and 1 at bat. For 4 or less defensive innings played, the minimum play shall be 6 defensive outs and 1 at bat.
 - For Substitution Rules: Per Regulation IV – The Players, Part (i) of the Little League Rulebook => Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

NOTE: All players not receiving the required minimum playing time shall start the next scheduled game and may not be removed until past and current game time requirements are met. Substitutions will be based on rule 3.03. Failure of Manager to get minimum playing time will be subject to disciplinary actions.

- Per Regulation IV - The Players, Part (i), Note 2 of the Little League Rulebook => There is no exception to this rule unless the game is shortened for any reason, at which time the Board of Directors may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.
8. Visiting team will be responsible for set up, prep of field before each game. Home team will be responsible for tear down, clean-up of all dugouts and dressing of field after each game. During interlock games, the BHLL team will complete set up, tear down and all necessary tasks.
 9. The home team Manager, Coach or team representative shall remain at the field after the final game of each day and escort snack shack personnel to their vehicle. Penalties can be imposed on the Manager for non-compliance.
 10. Both Official Team Scorekeepers must occupy the designated scorekeeper area during the game.
 11. All Managers/Coaches must wear appropriate attire (no tank tops, open toed footwear, alcohol/tobacco advertisements, etc.).
 12. No seeds, peanuts or chewing gum allowed on the playing field or in the dugout. This applies to all participants (players, managers, coaches, umpires, etc.).
 13. **PITCHERS – Per Regulation VI, (d) of the Little League Rulebook, the manager must remove the pitcher when said pitcher reaches the limit. Violation of pitching rules is subject to protest. However, regardless of protest or not, the offending manager is still subject to disciplinary action by the BoD.**

<u>Games</u>	<u>Limit</u>
1-5	50 pitches/3 inning
6-10	60 pitches/4 inning
11-16	70 pitches/5 inning

EXCEPTION: Per Regulation VI, (D) of the Little League Rulebook, if a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

EXCEPTION: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play catcher, provided the pitcher is removed before delivering a pitch to another batter.

Any player who has played catcher in four (4) innings or more, or in any part of four innings in a game, is not eligible to pitch on that calendar day.

Note: A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

EXCEPTION: If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, provided the pitcher is removed before delivering a pitch to another batter.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
- **NOTE:** Under no circumstance shall a player pitch in three (3) consecutive days

14. Both teams will provide the umpire with two game balls prior to the start of the game.

15. Pre-game warm ups;

- A. Home team takes the **entire field** at 30 minutes prior to start for a (ten) minute infield.
- B. Visiting team takes infield at 20 minutes prior to start time for a (ten) minute infield.

Both teams to clear the field 10 minutes before game start time until the umpire invites the teams to take the field. This is subject to time allowed and at the umpire's discretion.

16. Unintentional Thrown Bats:

- A. A dangerous unintentional thrown bat during an at bat is determined by the umpire's judgment. Bats tossed, thrown lightly, or not deemed dangerous should not be considered under this rule.
- B. Be reminded that any unintentional bat thrown into fair or foul territory that interferes with a player trying to make a play can be considered interference (Rule 6.05g page 93).
- C. "Intentionally thrown bats" out of anger or frustration should be dealt with as disciplinary situations by the manager and umpire. Umpire judgement rules in these rare cases.

D. That said, when we have an instance of a dangerous unintentional thrown bat:

-First occurrence of a dangerous unintentional thrown bat: player is given a stern warning. This is regardless of whether it hits someone or not. Coach mediated benching or umpire mediated ejection is not an option with the first occurrence as this is an unintentional action and should be dealt as such.

-Second occurrence of a dangerous unintentional thrown bat: the umpire gives the coach 2 options. The coach benches the player for the rest of the game under the coach's authority OR the umpire ejects the player under the umpire's authority. In every instance, the manager should choose to bench the player under his authority to avoid the extra game suspension.

-If benching or ejection occurs:

MAJORS- an eligible substitute will be inserted to finish at bat or enter as a pinch runner. If there are no eligible substitutes, the opposing manager chooses from the players that are present (Rule 3.03 page 77-78 note 3).

MINORS- the player making the last out will assume the at bat or enter as a pinch runner. The player removed will be skipped over in subsequent at bats.

-If the benching by the coach results in missed minimum playing time for the player, the coach should follow the normal procedure for that the next game. The BOD would not impose any disciplinary actions with regards to the manager in these cases for missed minimum playing time.

-NOTE: AA Division will give 2 warnings before benching or ejection.

17. If a player shows bunt they must either: a) attempt to bunt the ball OR b) pull the bat back and take the pitch. If a player that shows bunt pulls the bat back and makes an attempt to swing at the pitch the umpire will rule the batter out, regardless of the count. If the ball is put into play, the play will be considered dead and runners will return to the bases they occupied at the time of the pitch. Batter will be recorded as a swinging strikeout in the score book.
18. **No drop 3 strike rule this season: Batters cannot advance to first base on a dropped third strike. With less than two outs, runners can advance at their own free will. With two outs the half inning is over and no runners can advance.**
19. **Once a team has a 5 run lead, runners cannot score from 3rd base on a passed ball, wild pitch or throw back to the pitcher. Once the lead has dropped to 4 or less, stealing home can resume.**