

BRHLL Local Rules

The following are local rules for play at BRHLL. These rules are intended to supersede or to clarify official Little League rules for regular season and tournament play at BRHLL. Official Little League Softball and Baseball rules govern all rules not enumerated below.

Please note that inter-league games often have differing rules and the local rules of the host team will govern.

1 Prohibitions

The Officer of the Day, or any Board Member, has the authority to remove any player, manager, coach, parent, or spectator from the premises for unsportsmanlike or inappropriate behavior.

Smoking, alcoholic beverages, and illegal drugs are prohibited on Little League grounds.

Pets are prohibited on Little League, IPS, and Indiana State Fairgrounds grounds.

Each team is responsible for keeping dugouts and playing area clean and litter free.

BRHLL discourages chanting of all types during games. Players should instead focus their communication on the number of outs, the play to be made, and the encouragement of their fellow players. Softball cheers that are positive and directed towards their own team are acceptable. Any negative chatter will be issued a warning. If the negative chatter continues after the warning, the umpire shall stop the game until the negative chatter ceases, and shall report the manager to the Board of Directors for disciplinary review.

2 Rainouts

Always assume that games will be played. Our diamonds absorb water very well and usually can be put into shape very quickly. If you are concerned about bad weather, check www.brhll.com regarding that day's schedule, or subscribe to the BRHLL Twitter account (twitter.com/BRHLL).

2.1 Playability

The Officer of the Day will determine if games will be started. A thirty (30) minute delay will be permitted.

Once a game begins, the umpire is the sole arbiter of the playability of the fields.

2.2 Game Continuation

2.2.1 Minors Softball, Minors Baseball, and Rookies Divisions

There are no official make-up games in the Minors Softball, Minors Baseball, and Rookies divisions. If managers wish to make up the games, they must check with the president on available field time.

2.2.2 Majors and AAA Softball and Baseball

The continuation of a suspended game may be completed immediately preceding the next scheduled game between the same teams (per LL Rule 4.12).

If the continuation was a timed game, the "no new inning" clock will not be reset for the continuation. It will pick-up where it left off when the game was suspended and apply normally. For Majors Softball, the clock will be reset for the continuation per Local Rule 8.1.1.

Managers are strongly encouraged to review the official Little League pitch count/innings and appearance and innings caught rules prior to continuation games, especially in the case where a continuation game is played on the same day as a regularly scheduled game.

3 Managing and Coaching Limitations

3.1 Persons Allowed in Dugouts

No one except eligible players in uniform, a manager, and not more than two assistant coaches shall occupy the bench or dugout (refer to rule 3.17). Any non-coach individual who may be keeping the score-book and/or keeping track of pitch counts, if applicable, must be positioned outside the fencing of the dugout.

For Minors Baseball and Minors Softball and Rookies divisions, one additional adult individual – assistant coach or non-coach – shall be allowed in the dugout to assist in managing dugout behavior and the batting line-up.

3.2 Limitations on Activities

In order to provide as many softball- and baseball-related opportunities for players, coaches shall not warm up pitchers before or during games, act as a protector for bullpen pitchers, or catch for the coach hitting pre-game outfield and infield practice.

If a team has only 11 players at a game, a coach may serve as the protector of the pitcher and catcher that are warming up. The coach must wear a glove, but the coach will not be required to wear a helmet. If a team has only 10 players at a game, a player must wait until the team is batting before warming up.

4 Players Required

A game may start and be completed with eight (8) or greater players. If a team begins a game with only 8 players, they must enter a “ghost” player into the ninth batting position that will count as an out when that spot in the batting order is reached. If the ninth player arrives after the game has begun, they may be inserted at the beginning of any half inning, not in the middle of any half inning.

5 Batters

5.1 Backwards Hats under Helmets Not Permitted

Players may not wear a baseball/softball hat backwards under their batting helmet.

5.2 Bat Safety

During a game, no player is permitted to hold a bat prior to her turn at-bat.

Any player holding a bat must wear a helmet during a game or at practice.

5.3 Thrown Bats

A batter will receive a warning from the umpire the first time a bat is thrown. The batter will be called out if the bat is thrown again during the same game.

6 Playing Time

6.1 Free Substitution

There is free substitution at all divisions of softball and baseball, meaning that a player may come out of the game defensively and reenter with no limitations, subject to the playing time rules.

6.2 Continuous Batting Order

All divisions of softball and baseball division shall employ a continuous batting order.

6.3 Minimum Playing Time

No player will sit for more than two (2) innings in a regulation 6-inning game in baseball or softball. The penalties for the manager are as follows:

- First offense: receives a written warning
- Second offense: is suspended for one game
- Third Offense: is suspended for the remainder of the season

The Board of Directors recommends every player sit out at least one (1) inning to increase playing time for all players. This rule also applies to a player called up for a game from Minors to AAA, or from AAA to Majors.

6.4 Adjustment to Minimum Playing Time

If a player is not attending practice consistently, a manager may, upon receiving the Player Agent's permission, warn the parents and player that continued absences may result in a reduction of playing time below the required minimum level. If such absences continue, the manager may, with the permission of the Player Agent, reduce the playing time for one or more games.

6.5 Minimum Play Requirements for All-Star Eligibility

The term "participated" as used in Tournament Rules and Guidelines – Player Eligibility shall be defined as meeting minimum play requirements as set forth in Local Rule 6.3. Therefore, the player must meet BRHLL minimum playing time for 60% of the regular season games to be eligible for all-stars (subject to the exceptions as defined in the official Little League Rules).

7 Ground Rules

7.1 Fence Openings

A thrown or batted ball going over or under the fence, into the fenced dugouts (beginning with real or imaginary perpendicular line extended from end of dugout fence to field fence), or through the maintenance openings on...

- Either side of the home plate backstop
- West fence of Diamond #1
- East Fence of Diamond #2
- North Fence of Diamond #3

... is out of play and the ball is dead. The batter and runners are entitled to the number of bases as provided for in Little League rules 7.05(f), 7.05(g) and 7.05(h).

7.2 Overthrows and Limited Fencing on Diamond #5 and Diamond #6

Due to the limited fencing on Diamond #5 and Diamond #6, Rule 7.05(g) is replaced with the following for play on those diamonds: In the event a thrown or batted ball goes out of play, a runner is entitled to the base to which he is advancing plus one additional base. In the event the runner is not advancing at the time the ball is goes out of play, he is awarded only one additional base.

7.3 Overhanging Trees and Bushes

A ball hit into an overhanging tree or bush will be ruled fair or foul based on the position of the ball at the time it contacted the overhanging tree or bush. If ruled fair and the ball does not clear the outfield fence, the ball is dead, the batter shall be awarded two bases, and any other runner will advance two bases. If ruled fair and the ball carries over the outfield fence in fair territory, it is a homerun.

8 Rules of Play

8.1 Majors Softball

8.1.1 General Rules

Time Limit.....No new inning will be started after 2 hours.
A new inning may begin after the time limit if the score is tied.
In the case of a suspended game, a new time limit will be applied.

Maximum Runs per Inning.....Seven (7) run maximum per team per inning.
Unlimited scoring is allowed beginning in the 5th inning.

Mercy Rule10 run rule in the 4th inning

End of Team At-BatThree (3) outs, or
Run limit reached

Players in the FieldNine (9)

8.1.2 Deviation from Official Little League Pitching Limits

A player may pitch in a maximum of nine (9) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

This Local Rule will not apply to our BRHLL tournament or to President's Cup. In the BRHLL tournament, the current year's Little League Softball pitching rules will apply. In the President's Cup, BRHLL will follow the President's Cup pitching rules.

8.1.3 Inter-League Games

Inter-League games will follow the Little League rules book with the exception of:

- No new inning will be started after two hours from the start of the game if four innings have been completed.
- Innings 1 through 4 will end when three outs are made or 7 runs have been scored. Beginning with inning 5 unlimited runs may be scored.
- A continuous batting order will be used.

8.2 AAA Softball

8.2.1 General Rules

Time Limit.....No new inning will be started after 1 hour 45 minutes.
A new inning may begin after the time limit if the score is tied.

Maximum Runs per Inning.....Five (5) run maximum per team per inning.
Unlimited scoring is allowed beginning in the 6th inning.

Mercy Rule10 run rule in the 4th inning

End of Team At-BatThree (3) outs, or
All players in the lineup have batted once in that half-inning, or
Run limit reached

Players in the FieldNine (9)

8.2.2 Walks / Coach Pitch

There are no walks. After the fourth pitched ball by the player-pitcher, the offensive team manager or a coach designee shall enter the game to pitch to the batter through the completion of the at bat. The number of strikes on the batter is

inherited by the coach-pitcher. The completion of the at bat shall be the earliest of (a) the batter hitting the ball fair; (b) the batter strikes out; or (c) the coach-pitcher delivers four pitches. If on the fourth or later pitch delivered by the coach the batter strikes the ball foul, the batter shall receive an additional pitch. No bunting is allowed on a pitch delivered by a coach. Non-swinging strikes may be called by the umpire on coach-delivered pitches.

8.2.3 Deviation from Official Little League Pitching Limits

A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

This Local Rule will not apply to our BRHLL tournament. In the BRHLL tournament, the current year's Little League Softball pitching rules will apply.

8.3 Minors Softball

8.3.1 General Rules

Time Limit.....No new inning will be started after 1 hour 45 minutes.
Ties are possible.

Maximum Runs per Inning.....Five (5) run maximum per team per inning.
Unlimited scoring is allowed beginning in the 6th inning.

Mercy RuleN/A

End of Team At-Bat.....Three (3) outs, or
All players in the lineup have batted once in that half-inning, or
Run limit reached

Players in the Field.....Ten (10), with four (4) outfielders.

8.3.2 Additional Rules

8.3.2.1 All players in the lineup must play a minimum of two (2) full innings in the infield.

8.3.2.2 All teams will have one (1) designated "fielding pitcher" who must play the pitchers fielding position to the side or rear of the adult pitcher. Until the ball is batted, the fielding pitcher must remain in the mound area no closer to home plate than the adult pitcher.

8.3.2.3 The fielding pitcher must wear a mask.

8.3.2.4 Once the fielding pitcher has the ball in the mound area, all runners that have not crossed the halfway point between bases must return to base and may not leave until the ball reaches the batter.

8.3.2.5 Every batter will be entitled to:

(a) Three (3) swinging strikes, or

(b) Six (6) total pitches, unless the sixth or subsequent pitch is a foul tip or foul ball not caught by a defensive player, at which point another pitch may be made until it is not a foul tip or foul ball not caught by a defensive player. Failure to hit the ball within the six (6)-pitch limit will be counted as an out. Managers will be responsible for tracking the number of pitches thrown to each batter.

8.3.2.6 No balls or non-swing strikes will be called.

8.3.2.7 The Infield Fly Rule is not in effect.

8.3.2.8 No bunting is allowed.

8.3.2.9 No stealing of bases is allowed.

8.3.2.10 All play shall stop upon any action resulting in injury to a player. The ball is dead and runners will not advance.

8.3.2.11 The defensive team may have only one (1) coach on the field of play and this coach must be positioned on the grassy part of the outfield.

8.3.2.12 Minors division teams will play 10 defensive players, with four of those players in the outfield.

8.3.2.13 Coach Pitch

- (a) Coaches must pitch underhand.
- (b) The team manager, coach or designated adult will pitch to his/her own players and will pitch from a distance of thirty-five (35) feet measured from the back of home plate in line with the pitching plate.
- (c) The adult pitcher shall make every effort to avoid being hit by a batted ball. If the adult pitcher is hit by a batted ball, the ball is considered dead and there is no play.
- (d) After each pitch, the adult pitcher is out of play until the ball is dead.

8.4 Majors Baseball

Time Limit..... No time limit
Maximum Runs per Inning..... Unlimited
End of Team At-Bat..... Three (3) Outs
Players in the Field..... Nine (9)
Mercy Rule..... 10 run rule in the 4th inning

8.5 AAA Baseball

Time Limit..... No new inning will be started after 1 hour 45 minutes.
A new inning may begin after the time limit if the score is tied.
Tournament Games: No time limit
Maximum Runs per Inning..... Five (5) run maximum per team per inning.
Unlimited scoring is allowed beginning in the 6th inning.
Mercy Rule..... Mathematical End of Game (See “Definitions”)
Tournament Games: 10 run rule in the 4th inning
End of Team At-Bat..... Three (3) outs, or
All players in the lineup have batted once in that half-inning, or
Run limit reached
Players in the Field..... Nine (9)

8.6 Minors Baseball

8.6.1 General Rules

Time Limit..... No new inning will be started after 1 hour 45 minutes.
Ties are possible.
Maximum Runs per Inning..... Five (5) run maximum per team per inning.
Unlimited scoring is allowed beginning in the 6th inning.
Mercy Rule..... N/A
End of Team At-Bat..... Three (3) outs, or
All players in the lineup have batted once in that half-inning, or
Run limit reached
Players in the Field..... Ten (10), with four (4) outfielders.

8.6.2 Additional Rules

All rules in Section 8.3 Minors Softball apply to Minors Baseball with the following exceptions:

8.6.2.1 Pitching Machines

- (a) Pitching machines are mandatory for games, subject to the exceptions in this section.
- (b) All pitching machines used in games must be provided by or approved in advance by the League.
- (c) The pitching machines should only be operated by a trained, adult volunteer.
- (d) The pitching machine shall be placed at a distance of forty (40) feet from home plate measured from the back of home plate in line with the pitching plate.
- (e) The pitching machine shall be set at a standard speed of 30-35mph for all games.
- (f) Any batted ball striking the pitching machine and bouncing away is considered in play.
- (g) Any thrown ball striking the pitching machine during the course of play will be considered dead and the runners will be awarded the base they are running to at the time the ball struck the machine.
- (h) Any batted or thrown ball coming to rest under the pitching machine during play will be considered dead and the runners will be awarded the base they are running to at the time the ball came to rest.
- (i) If the adult pitching machine operator is struck by a batted ball, the ball is considered dead (no pitch) and there is no play.
- (j) If the pitching machine delivers an “errant pitch” (wildly out of the strike zone) it will be considered a “no pitch.” The pitching machine operator will ensure that the pitching machine is in proper working order before the pitch count is resumed.
- (k) After each pitch, the adult pitching machine operator is out of play until the ball is dead.
- (l) If the pitching machine is damaged or is considered not operational during a game by agreement of the two team managers, the game will be continued with coach pitching to prevent cancellation.

8.6.2.2 Coach Pitch (Replaces Local Rule 8.3.2.13)

- (a) When a pitching machine is not used, coaches must pitch overhand. Flinging the ball (dart throwing) is not allowed.
- (b) The team manager, coach or designated adult will pitch to his/her own players and will pitch from a distance of forty (40) feet measured from the back of home plate in line with the pitching plate.
- (c) The adult pitcher shall make every effort to avoid being hit by a batted ball. If the adult pitcher is hit by a batted ball, the ball is considered dead and there is no play.
- (d) After each pitch, the adult pitcher is out of play until the ball is dead.

8.7 Rookies

8.7.1 General Rules

Time Limit.....No new inning will be started after 60 minutes.

There is a 75-minute time limit.

Maximum Runs per Inning.....N/A

Mercy RuleN/A

End of Team At-Bat.....Three (3) outs, or

All players in the lineup have batted once in that half-inning

Players in the Field.....Entire roster

8.7.2 Additional Rules

- 8.7.2.1 The Rookies division utilizes a tee-ball format. A player may swing at a ball on the tee as many times as necessary to put the ball in play.

8.7.2.2 In the second half of the season and at the discretion of the VP of Rookies, a coach may pitch to one or more players. When pitching to a player, a maximum of three (3) pitched balls may be thrown to a batter. If the batter fails to put a thrown pitch in play, then the tee will be utilized pursuant to Local Rule 8.7.2.1.

9 Definitions

9.1 Continuous Batting Order

All players present for the game shall bat (“in the lineup”), regardless of whether they are currently in the game defensively. The same order is maintained for the entire game.

9.2 “Last” Inning

An inning is not the “last” inning unless it is the 6th or greater inning.

9.3 Mathematical End of Game

In AAA Baseball regular season games, if the “mathematical end of game” has been reached in less than 1:45, the game will end unless both managers agree to continue into the 6th inning for developmental purposes. The “mathematical end of game” is when it is a mathematical impossibility for a team to score enough runs to tie the game after the 5th inning. Example: After the top of the 5th inning at the 1:37 time, the away team is losing 12 to 1, and they only have 10 players present at that game. Given that a team may only bat once through their batting order, the game would be ruled as over because the maximum runs the away team could score in the 6th inning would be 10 runs, making it a 12-11 game at best.

9.4 New Inning

A new inning begins at the instant the third out is made in the previous bottom half-inning.