



# BNLL BASEBALL RULES PROGRESSION

DIVISION	TEE BALL		PEE WEES	ROOKIES		A	AA	AAA MINORS	MAJORS	JUNIORS
Age Group	5's		6's	7's		8's	9's	10/11's	11/12's	13/14's
Period of Time	First 4 Games of Season	Remainder of Season	Entire Season	First 4 Games of the Season	Remainder of Season	Entire Season	Entire Season	Entire Season	Entire Season	Entire Season
Scoring Kept	No		No	No		No	Yes	Yes	Yes	Yes
Pitch Delivery	Tees for 1st 6 swings, then automatic walk	Optional soft toss for kids for 6 swings then automatic walk	Pitching Machine for minimum 4 swings and 5th swing if 4th is a foul, then strikeout if not ball in play	Pitching Machine for 1st 4 swing, then 5th if 4th is a foul and then strikeout if not ball in play	Last Inning, kid pitches first 4 pitches. If not a ball in play or strikeout, then reduce strikes by 1 and coach pitches until strikeout or ball in play.	Innings 1-3: Kid pitches first 3 pitches. If not a ball in play or strikeout, then reduce strikes by 1 and coach pitches until strikeout or ball in play. Innings 4+ Machine Pitch	Kid Pitching - Normal Rules	Kid Pitching - Normal Rules	Kid Pitching - Normal Rules	Kid Pitching - Normal Rules
Eligible Hitters	All players on team	All players on team	All players on team	All players on team	All players on team	All players on team	All players on team	All players on team	All players on team	All players on team
End of Inning	Last player on each team get an at-bat	Last player on each team get an at-bat	3 outs or 5 runs per inning	3 outs or 5 runs per inning	3 outs or 5 runs per inning	3 outs or 5 runs per inning	3 outs or 3 runs except in 6th as many runs without batting through order	3 outs or 5 runs except in 6th as many runs without batting through order	3 outs	3 outs
Base Path Size	60'	60'	60'	60'	60'	60'	60'	60'	60'	90'
Advance on Passed Ball/Wild Pitch	No	No	No	No	No	No	Yes but not home	Yes but only on home if it passes catcher or pitcher	Yes	Yes
Leading off	No	No	No	No	No	No	No	No	No	Yes
Walks for 4 Balls or HBP	No	No	No	No	No	No	Yes	Yes	Yes	Yes
Advance on Defensive Overthrow	No	No	No	1 Base	1 Base	1 Base	Yes	Yes	Yes	Yes
Extra Base Hits	No, except last battery each inning is HR hitter	No, except last battery each inning is HR hitter	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Pitcher Distance from Home Plate	NA	NA	NA	NA	On rubber or no closer than 40' if needed to cross home plate	On rubber or no closer than 40' if needed to cross home plate	On rubber	On rubber	46'	60'6"
Max Pitch Counts	NA	NA	NA	50 max pitches/day		50 max pitches/day	75 max pitches/day	75 max pitches/day	85 max pitches/day	95 max pitches/day
Pitching Days to Rest (see * note)	NA	NA	NA	No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches		No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches	No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches, 3 days rest if 51-65 pitches, 4 days rest if 66+ pitches	No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches, 3 days rest if 51-65 pitches, 4 days rest if 66+ pitches	No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches, 3 days rest if 51-65 pitches, 4 days rest if 66+ pitches	No days rest if 0-20 pitches, 1 day rest if 21-35 pitches, 2 days rest if 36-50 pitches, 3 days rest if 51-65 pitches, 4 days rest if 66+ pitches
Need 9 Players to Start a Game	No	No	No	You can start with 8 regular season	You can start with 8 regular season	You can start with 8 regular season	You can start with 8 regular season	You can start with 8 regular season	You can start with 8 regular season	You can start with 8 regular season
Type of Baseball Used in Games	Safety 1	Safety 1	Safety 5	Safety 5	Safety 5	Safety 5	Regular baseball	Regular baseball	Regular baseball	Regular baseball
Who Calls Defensive Outs & Balls/ Strikes	Defensive Coaches	Defensive Coaches	Defensive Coaches	Defensive Coaches	Defensive Coaches	Defensive Coaches	Umpires (Managers)	Umpires (Managers)	Umpires	Umpires
Defensive Coaches on Field	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No	No
Max Coaches in Dug Out During Game	NA	NA	NA	NA	NA	NA	3	3	3	3
End of Defensive Play	When last runner reaches next base or is out by force or tag	When last runner reaches next base or is out by force or tag	When last runner reaches next base or is out by force or tag	When last runner reaches next base or is out by force or tag or there is an overthrow	When last runner reaches next base or is out by force or tag or there is an overthrow	When last runner reaches next base or is out by force or tag or there is an overthrow	Pitcher controlling ball and runners returning to base. (See **note)	Pitcher controlling ball and runners returning to base (See **note)	Pitcher controlling ball and runners returning to base (See **note)	Pitcher controlling ball, catcher in catchers box and batter in batters box
Latest Last Inning Starts after Game Start	1:30, and hard stop at 7pm midweek	1:30, and hard stop at 7pm midweek	1:30, and hard stop at 7pm midweek	1:30, and hard stop at 7pm midweek	1:30, and hard stop at 7pm midweek	1:30, and hard stop at 7pm midweek	1:50	1:50 on weekends only	1:50 on weekends only	2 hrs all games
Minutes Between Innings							1	1	1	1
Can a pitcher removed from pitcher return later in game	NA	NA	NA	No	No	No	No	No	No	Yes

\* Pitching Days to Rest note: A pitcher reaching the maximum number of pitches allowed in a day while facing a batter may continue with that batter until they reach base, are put out or the 3rd out of the inning is registered  
 \*\* After a defensive play is made against a runner, defensive player awareness must continue while ball is returned to and controlled by the pitcher on the mound dirt. Once this is complete, runners may not advance at this point.

PITCHING RULES:	
ITEM	RULE
Max Pitcher Warm-ups	1 minute OR 5 pitches between innings and 8 for new pitcher
Penalty for Exceeding Pitch Counts	Manager ejected from the next game scheduled for their team
Rotation of Players	All players to play infield and outfield every game unless an injury is likely to occur
Ejected Managers - 1st Time	Will not be able to attend following game and meet with President, VP or Division Commissioner before returning
Ejected Managers - 2nd Time	Will not be allowed to return to remainder of season
Umpire Managers Missing Their Assignment	Not allowed to manage or be in the dugout for their next game