



# Local Rules

Revised 03/08/26

The following are local rules for play at Broad Ripple Haverford Little League. 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 vs. the opposing teams. Players should instead focus their communication on the number of outs, the play to be made, and the encouragement of their fellow players. 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. In the event games are cancelled due to inclement weather, the VPs of softball & baseball will notify coaches. The coaches will then notify their team's parents via the designated communications app.

### 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 VP of Baseball/Softball on available field time.

#### 2.2.2 Majors and AAA Softball and Baseball

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 required to review the official Little League pitch count/innings 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. 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. Any coach or manager shall not keep the book/app while coaching a base.

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.

## 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 Bat Safety

During a game, no player is permitted to hold a bat prior to their turn at-bat. Any player holding a bat must wear a helmet during a game or at practice.

### 5.2 Thrown Bats

A batter will receive a warning from the umpire the first time a bat is thrown. If it continues, the batter may be removed for unsportsmanlike conduct, as this can cause an unsafe condition.

## 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, subject to the minimum playing rules.

### 6.2 Continuous Batting Order

All divisions 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 of 8 regular season games-to be eligible for all-stars (subject to the exceptions as defined in the official Little League Rules).

## 6.6 Pool Players

Pool player(s) can be called up from lower divisions onto a Major and/or AAA roster when absences are anticipated. A list will be generated by the player agent from a pool of available players at the lower division. For baseball, only 10-year-olds for Majors, only 8-year-olds for AAA. For softball, players can come from any lower division.

### 6.6.1 During the Regular Season and Playoffs:

Pool player(s) can be called up onto a Major and/or AAA roster such that the roster is no more than ten (10) players. Upon accepting pool player(s) the accepting manager agrees that the assigned pool player cannot catch or pitch and must bat in the last position in the batting order.

### 6.6.2 Rule stipulations:

- The assigned pool player will be determined by the Player Agent in a rotational order and will be subject to availability of the player.
- The first team to request an available pool player will receive the first available player. Subsequent requests will be filled in the same fashion.
- Pool players are not exempt from minimum play requirements
- Once a pool player is allocated by the player agent, the manager's request is non-revocable and that player MUST play if present at game.

# 7 Ground Rules

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

Due to the limited fencing on Diamond #5 and Diamond #6, lines are to be striped, cut, clearly identified to continue "fence" line.

# 8 Rules of Play

## 8.1 Majors Softball

### 8.1.1 General Rules

Time Limit	No time limit.
Maximum Runs per Inning	Unlimited
Mercy Rule	15 after 3 innings, 10 after 4 innings, and 8 after 5 innings
End of Team At-Bat	Three (3) outs, or



## 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 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 may	Ten (10), with four (4) outfielders. If a team only has nine (9) players available, it  play with nine (9) in the field and position a coach at the backstop for the purpose of returning the ball to the pitcher, only.

### 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 (the chalked circle) 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~~ A hit equals one base. However, if a batted ball reaches the outfield grass the batter/runner(s) may advance at their own risk.
- ~~8.3.2.11~~ Batter/runners may advance one base on an overthrow at their own risk of being tagged out.
- 8.3.2.12 All play shall stop upon any action resulting in injury to a player. The ball is dead and runners will not advance.
- 8.3.2.13 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.
- 8.3.2.14 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. The coach should have at least one foot in pitching circle at minimum.
- (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	15 after 3 innings, 10 after 4 innings, and 8 after 5 innings.
Tie Games	Games can end in a tie. <b>Tournament Games:</b> If tied after the 7 <sup>th</sup> inning, the last batter of the previous inning shall take their position at 2 <sup>nd</sup> base.
Pitch Count	Maximum of 85 per day (Little League roll back rule applies)

## 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. <b>Tournament Games:</b> No time limit
Maximum Runs per Inning	Five (5) run maximum per team per inning through the 5th inning- Unlimited scoring is allowed beginning in the 6 <sup>th</sup> inning.
Mercy Rule	15 after 3 innings, 10 after 4 innings, and 8 after 5 innings. <b>Tournament Games:</b> If tied after the 7 <sup>th</sup> inning, the last batter of the previous inning shall take their position at 2 <sup>nd</sup> base.
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, excluding the 6 <sup>th</sup> inning and beyond.
Players in the Field	Nine (9)
Tie Games	Games can end in a tie. <b>Tournament Games:</b> If tied after the 7 <sup>th</sup> inning, the last batter of the previous inning shall take their position at 2 <sup>nd</sup> base.
Pitch Count	Maximum of 75 per day (Little League roll back rule applies)

## 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 through the 5 <sup>th</sup> 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 if applicable
Players in the Field	Ten (10), with four (4) outfielders.
Tie Games	Games can end in a tie. <b>Tournament Games:</b> If tied after the 7 <sup>th</sup> inning, the last batter of the previous inning shall take their position at 2 <sup>nd</sup> base.

## 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—Coach Pitch

- Coaches must pitch overhand. Flinging the ball (dart throwing) is not allowed.
- 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.
- 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.
- After each pitch, the adult pitcher is out of play until the ball is dead. They are not a base coach and are to stay within the pitching area for player safety.

## 8.7 Rookies / Tee Ball

### 8.7.1 General Rules

Time Limit	Games are based on a 60 minute schedule.
Maximum Runs per Inning	N/A
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 Players in the Field	Entire roster

### 8.7.2 Additional Rules

- 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.

## 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 New Inning

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

## 9.3 Days Rest Threshold (baseball)

- ◆ 1-20 Pitches = 0 Days Rest
- ◆ 21-35 Pitches = 1 Day Rest
- ◆ 36-50 Pitches = 2 Days Rest
- ◆ 51-65 Pitches = 3 Days Rest
- ◆ 66+ Pitches = 4 Days Rest

## CLARIFICATION

Any games or activities played outside of BRHLL Little League sanctioned games have no impact on application of these rules to BRHLL Little League games.