BONNEY LAKE SUMNER LITTLE LEAGUE
MANAGER'S HANDBOOK FOR BASEBALL DIVISIONS

Last Updated: 1/17/22

"TEE-BALL" DIVISION RULES

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. **Safety first** – Safety of the players, coaches and spectators is paramount. Coaches have the responsibility to stop any unsafe act immediately. Be especially vigilant for children around the batter. Use only the Soft-tee balls (no hardballs are to be used).

2. **Player Development** – Tee ball is about player development, not competition. ALWAYS be positive when making a correction or suggestion to a player. Have fun and teach the basics that will be the building blocks for future development.

3. **Sportsmanship** – Reinforce fair play and sportsmanship at all times. Do not tolerate temper tantrums, especially where a child throws balls, bats or other equipment in anger or frustration (see rule 1).

4. **Uniforms** – Reinforce with players the proper way to wear his/her uniform (especially caps). At more senior levels, players will be precluded from playing if they are not in proper uniform.

5. **Equipment**- Only league approved bats shall be used in games and practices. Coaches shall inspect helmets to make sure that they are in good working order (contains all of the pads and no cracks). No stickers or decals are allowed on them. All players shall wear groin protection.

6. **Don't Keep Score!** Tie games are perfectly acceptable!

7. **Length of Games**: Each game is limited to 1 hour and 30 minutes. The field must be cleared at the end of the time limit even if an inning has not concluded.

8. **Field Clean-up** – Coaches are responsible to ensure that their side of the field and areas used by spectators are clean of trash at the end of the game.

9. **Dugouts**- No player shall stand in the dugout entrance where a foul ball can hit them.

10. **Throwing the Bat**- If the batter throws the bat, please stop the game and coach everybody on the safety issues.

11. No smoking of any kind (vape included) nor the consumption of alcohol is allowed by a coach on the field or dugout.

GAME RULES

1. **Field-** The base length shall be 60 feet and the pitcher's mound shall be 46 feet and the pitcher's circle shall be 10 feet in diameter.

2. **Batting –**The whole team bats each inning, Coaches should announce to the fielding team when the last batter comes up to bat. When the last batter hits the ball, all runners should advance to home including the batter.

Offensive Team:

1. **At Bat –** Coaches tee up the ball; batters are allowed three attempts to hit the ball on his/her own before the coach must assist the batter. The batter and all base runners must wear helmets at all times.

2. **Batting Order –** Switch the batting order every game so that the same child does not bat at the bottom of the order each time up.

3. **Coaches** -- Use at least two coaches while the team is at bat: one to assist the batter and one to line up the children in batting order and assist the next batter in getting ready.

4. **No on deck circle –** the only batter shall hold a bat. The next batter in the order should have a helmet (if available), but not a bat while waiting his/her turn.

5. **Running the bases –**runners shall advance one base when the ball is hit (unless the ball is hit into the outfield unobstructed). If a runner is out, the player will go the dugout. Also, on plays where the ball is overthrown in the infield allow the runner to advance one base only. Stealing bases are not allowed.

Defensive Team:

1. **Players on the field** -- All of the players present will play in the field. Use no more than 5 infielders plus the pitcher (all regular infield positions plus one player just behind second base). Keep the infielders back to at least the base line. After the play is over, the closest Coach to the ball should instruct the fielder to throw the ball to the pitcher who should then throw it to the Coach on the opposing team who is helping the batter. Rotate infielders and outfielders after every inning.

2. **Teach Positioning** -- Teach the players about positioning … don't let them cross the field chasing a ball or bunch up around a base. Teach them how to back-up a play and where to go (cover a base, back up …) when the ball is not hit to them.

3. **Coaches –** Use no more than four coaches on the field at one time, two in the infield and two in the outfield. Infield coaches should stand behind the infielders and not obstruct the view of the outfielders. Allow only one over-throw before stopping the play.

4. **Catcher**- A catcher shall wear full catcher's equipment and stand off to the side when the batter is at bat.

ABOVE ALL – HAVE FUN!

Coach Pitch (Single-A) Rules

Coach Pitch (Single-A) Standing Rules for BLSLL
All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Home team
    a. Receives third base dugout.
    b. Prepares (drags, chalks, fence) the field for play.
    c. Makes determination of rain outs due to field conditions(contact away coach) d. Keeps the official scorebook.

2. Away team
    a. Puts all of the equipment away at the end of the game and secures the field.

3. Each offensive team shall be limited to 5 runs per inning or 3 outs, whichever occurs first.

4. No new inning shall not start after 1 hour 15 minutes. All play will end at 1 hour 45 minutes, regardless of outcome.

5. Mercy rules for runs scored are not applicable, but no team shall bat any player more than once per inning.

6. No record of game result will be kept.

7. The entire team roster present at the game will be in the batting order. After batting order is established, a player may only be skipped due to injury, without recording an out for injured batter. Players that show up late will be added to end of batting order in current or most recent completed inning.

8. No special pinch runners

9. Bunting is not allowed.

10. No on-deck batters.

11. No runner may steal a base.

12. Coaches may be in the outfield and instruct defensive players to make appropriate plays.

13. When the ball is hit to the infield, the infield defense may make one play to the appropriate base, at which point play is halted. There will be no runner advancement on overthrows or inappropriate plays. Runners may advance at risk to the next base (if over halfway to the next base at time play was halted), and upon reaching base or being put out all remaining play stops.

14. When the ball in the air and lands in the outfield, a runner may choose to take one additional base at their own risk. Upon runner reaching base or being put out all remaining play stops.

15. Defense shall consist of ten (10) players. All ten (10) defensive players shall be positioned in the location where that position is traditionally played: Four outfielders (left, left center, right center, right), four infielders (first base, second base, third base, shortstop), one pitcher and one catcher.

16. Recommend coaches pitch from a kneeling position to train batters to learn to see pitch from anticipated pitcher height in subsequent years. Recommended, but not required. Consider your safety always.

17. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

Kid Pitch (AA) Rules

****This is a developmental division focused on teaching pitching fundamentals, there will be not playoffs. Scores and season rankings will be posted.**

Kid Pitch (AA) Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
    a. Coaches are responsible for their team's assistant coaches, players, parents and spectators conduct at all times.

2. Home team
    a. Receives third base dugout.
    b. Prepares (drags, chalks, fence) the field for play. Pitching mound may be used if available, but not required.
    c. Reports score and keeps track of home team's pitch count
    d. Keeps the official scorebook.
    e. Makes determination of rain outs due to field conditions with away team Manager. Contact umpires and let them know of game cancellation at least two hours in advance.

3. Away team
    a. Puts all of the equipment away at the end of the game and secures the field.
    b. Reports score and keeps track of away team's pitch count

4. Playing time below is based on a six-inning game.
    a. All players must play a minimum four (4) defensive innings and each player must play at least two (2) innings in each of the first four (4) innings. Rationale – Game could end early due to mercy rule or time limit, intent is to get all players on defense before any game ends.
    b. During six (6) innings of play;
        i. All players must play at least one (1) inning in the infield (pitchers and catchers are considered infield).
        ii. All players must play in an outfield position for at least one (1) inning.
    c. No player is allowed to play catcher more than two (2) innings.

5. Length of game
    a. Limited to six innings regardless of outcome.
    b. A new inning cannot start after 1 hour 45 minutes. If unlikely to get a full six innings completed in 1 hour 45 minutes, then the last playable inning must be declared prior to 1 hour 45 minutes.
    c. Mercy rules do apply and may end game, as applicable.
    d. A five-run inning maximum is enforced except in last inning.

e. When the last inning is declared by umpire (due to time or otherwise), there is no limit for number of runs to be scored in the last inning. Managers and coaches are responsible to advise the umpire if nearing the playing time maximum and can request the last inning be declared prior to start of said inning.

6. Mandatory Play

a. 9 is the minimum number of players that are required to play a game. Game will be attempted to be made up if possible.

7. Equipment.

a. Only Little League approved bats may be used at any Little League event, this includes both practices and games. Regular baseballs are utilized and provided with other needed equipment by the League. Batters, runners, and catchers must wear protective helmets approved by Little League. Athletic cups are required to be worn.

8. Defensive Rules.

a. Fielders may not block base paths without possession of the ball.

b. No balks will be called. Pitcher will be instructed and warned.

c. Infield fly rule will NOT be called.

d. The 46-foot pitching rubber is to be used for the entire season.

e. Ball is considered live until pitcher toes rubber or time is given by umpire.

f. All nine (9) defensive players shall be positioned in the location where that position is traditionally played: Three outfielders (left field, center field, and right field), four infielders (first base, second base, third base, and shortstop), one pitcher and one catcher.

g. One base advanced on an overthrow of batted balls. Except over throws to 3rd. No taking home on any overthrow.

9. Offensive Rules.

a. The entire team roster present at the game will be in the batting order. After batting order is established, a player may only be skipped due to injury, without recording an out for injured batter. Players that show up late will be added to the end of batting order in current or most recently completed inning.

b. Each offensive team shall be limited to 5 runs per inning or 3 outs, whichever occurs first. Maximum 5 runs can be recorded for any inning, regardless of how many runners cross home plate.

c. Stealing is allowed. See rule 12 for seasonal adjustments to stealing home.

d. The base runner may not leave the base until a pitched ball has passed home plate. All passed balls and wild pitches are live. (Unless Manager/Coach is pitching)

If a base runner leaves early, and;

1. Is thrown out, the runner is out.
2. Is safe, the runner must return to the previous base.
3. The ball is hit, the defensive team has the option of the result of the play or a dead ball and base runner returns and hitter hits again.

4. The ball is not hit, result of pitch (ball or strike) will count.

e. A base runner may only steal **one** base per pitch regardless of throwing errors.

f. When a base runner is sliding to oncoming base, feet-first sliding is required.

g. Head-first sliding is not permitted, unless returning to previous base. Base runner must be called out if sliding head first to oncoming base. It is the base runners' responsibility to avoid contact with the fielder that has the ball.

h. No on-deck batter is allowed.

i. The batter may not attempt to advance to first base on a dropped third strike.

j. Bunting is permitted.

k. Courtesy runners, If there are two outs and the catcher of the next inning is on base, the catcher may be substituted with the runner that was last out. This is to give the catcher the opportunity to get the catcher's gear on and be ready for the next inning.

l. There will be no warming up or taking infield on the infield while fields are being prepped or after field is prepped before a game. (Common sense but here it is in writing.)

10. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.

11. Pitching

a. Pitch count limitations and mandatory days of rest are observed for all players. b. Managers of both teams and corresponding coaches are mutually responsible to track pitch counts and ensure rules are followed. Pitch counts are to be sent in to scheduler for recording with final score after each game. These counts will be available on the standings page.

c. Failure to take action upon known violation of pitch count rules or observing required days of rest by any Manager or assistant may result in Board discipline. It is all of our jobs to ensure no player's arm is harmed.

12. Special Pitching/Offensive rules

Start of regular season – (Weeks 1-3 of game play)

a. There will be no walks at any time. Upon the batter receiving ball four, the batting team's Manager or Assistant coach will come in to pitch the remaining count. The at bat can only result in batter striking out or putting ball in play. The umpire will call balls or strikes for the remaining at bat, just the same as if a player was pitching.

b. Stealing home is not allowed at any time.

c. The manager or coach must pitch from the pitching rubber in a manner and speed consistent with AA player's abilities. (No lobbing of the ball. Lobbing does not help the players get better and prepare for them for what they will see in the future.)

d. Only the Manager of the batter (or designated assistant coach) can be the pitcher. No parents or others are allowed to pitch.

e. When the preceding rule is in effect, the opposing pitcher will start play near pitcher mound and can field a hit. (Never behind the Manager/Coach pitcher).

f. Pitches by Manager/coach do not count towards the total of opposing pitcher pitch counts

g. No stealing is allowed when Manager/ Coach is pitching but stealing may occur as a result of a batted ball put into play. See rule 9E for stealing constraints.

Middle of regular season – (Weeks 4-6 of games play)

h. There will be walks unless bases are loaded. When bases are loaded, a base runner cannot be walked in to score. Upon the batter receiving ball four, the batting team's Manager or Assistant coach will come in to pitch the remaining count. The bases loaded at bat can only result in batter striking out or putting ball in play. The umpire will call balls or strikes for the remaining at bat, just the same as if a player was pitching.

i. Stealing home is not allowed at any time.

j. The manager or coach must pitch from the pitching rubber in a manner and speed consistent with AA player's abilities. (No lobbing of the ball. Lobbing does not help the players get better and prepare for them for what they will see in the future.)

k. Only the Manager of the batter (or designated assistant coach) can be the pitcher. No parents or others are allowed to pitch.

l. When the preceding rule is in effect, the opposing pitcher will start play near pitcher mound and can field a hit. (Never behind the Manager/Coach pitcher)

m. Pitches by Manager/coach do not count towards the total of opposing pitcher pitch counts

n. No stealing is allowed when Manager/ Coach is pitching but stealing may occur as a result of a batted ball put into play. See rule 9E for stealing constraints.

End of Regular season – (Week 7 through end of season)

o. No Manager/Coach Pitch at all. Runners can be walked at any time.

p. Stealing home is allowed.

q. No constraints or limitations for stealing any base, including home.

****Any game that is rescheduled due to rain-out etc, will be played based on the rules for the week it is played and not on the rules it was originally scheduled during.**

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

UMPIRING - To keep BLS Little League costs down we may require each team's manager and coaching staff to umpire some games. There will be an umpiring clinic at a yet to be determined date.

Minors Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
    a. Coaches are responsible for their team's players, parents, and spectators conduct at all times.

2. Home team
    a. Receives third base dugout.
    b. Prepares (drags, chalks, fence) the field for play. Pitching mound use is preferred, but not required. Home team makes final determination on use of pitching mound.
    c. Makes determination of rain outs due to field conditions with a away team Manager. Reasonable efforts are expected to make the field playable.
    Contact scheduler if the game is rained out so the umpire is notified.
    scheduler@blslittleleague.org
    d. Responsible for reporting scores and keeping pitch counts.
    scheduler@blslittleleague.org
    e. Keeps the official scorebook.

3. Away team
    a. Puts all of the equipment away at the end of the game and secures the field. b. Makes determination with home team Manager of rain out due to field conditions. Reasonable efforts are expected to make field playable.

4. The entire team roster present at the game will be in the batting order. Bat the bench rule is in effect for the season and playoffs. <u>All players will bat.</u>
    *If a player is <u>late t</u>hey will be added to the bottom (or last spot in the original line up) If they are so late that they can't get in their 6 consecutive outs in the field then they should not be added.
    * If a player has to leave early from a game that players spot in the line up will be an out in the line up when their turn comes to bat.(please no fake injuries)
    * If a player gets injured and can't continue then their batting spot will not be an out. They however can't return to the game in the field either. (please no fake injuries)

5. Each player must play a minimum of six consecutive defensive outs, two innings total within the first 4 innings of the game. Rationale – Game could end early due to mercy rule or time limit, intent is to get all players on defense before any game ends.

6. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.

7. No new inning after 1 hour and 45 minutes.

8. There is a 5 run inning rule.

9. Unlimited runs can only be scored in the last inning if it is the 6th or announced last inning by the umpire.

10. Courtesy runners are allowed if there are two outs and the catcher of the next inning is on base, the catcher may be substituted with the runner that was last out. This is to give the catcher the opportunity to get the catcher's gear on and be ready for the next inning. No courtesy runner for pitcher.

****Playoff seeding will be drawn at random at the beginning of season. During Playoff Play all games will follow the rule of NO 5 run rule, NO time limit, drop 3rd will be enforced.**

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

Majors Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
    a. Coaches are responsible for their team's players, parents and spectators at all times.
2. Home team
    a. Receives third base dugout.
    b. Prepares (drags, chalks, fence) the field for play.
    c. Makes determination of rain outs due to field conditions with the Away team manager. Contact UIC so umpires can be notified. scheduler@blslittleleague.org
    d. Responsible for reporting scores and keeping pitch counts. (that night) scheduler@blslittleleague.org
    e. Keeps the official scorebook.
3. Away team
    a. Puts all of the equipment away at the end of the game and secures the field.
    b. Makes determination of rain outs due to field conditions with Home team manager.
4. Bat the bench rule is in effect for the **regular** season. All players will bat.

    Bat the Bench scenarios

    *If a player is late they will be added to the bottom (or last spot in the original line up) If they are so late that they can't get in their 6 consecutive outs in the field then they should not be added.

    * If a player has to leave early from a game that players spot in the line up will be an out in the line up when their turn comes to bat. (please no fake injuries)

    * If a player gets injured and can't continue then their batting spot will not be an out. They however can't return to the game in the field either. (please no fake injuries)
5. Each player must play a minimum of six consecutive defensive outs.
6. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.
7. There is no run rule per inning.
8. There is no time limit, however, games can be called due to darkness.

***Playoffs we will have a 1-9 batting order with every player getting at least 1 AB and 6 consecutive outs in the field.**

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.