

BLL-Local Rules

Local Rules – Spring 2024

All Divisions of Bulverde Little League Baseball (BLL) are subject to the Official Rules and Regulations of Little League, as distributed by Little League International. Each coach and umpire is expected to be familiar with these rules. The following additional rules apply to all Divisions of Bulverde:

GENERAL:

1. Alcoholic beverages and tobacco products are strictly prohibited at any Little League facility or function. No member may attend any League function under the influence of alcohol or drugs.
2. There will be no gum, seeds of any kind, or metal cleats allowed on any field during practice or games at Jumbo Evans.
3. Abusive behavior and foul language toward umpires, players, managers, coaches or fans will not be tolerated in any way and will be dealt with by the Board of Directors. Managers are reminded that they are ultimately responsible for the behavior of their coaches, players, parents, and spectators. Incidents should be emailed to the League President as soon as possible.
4. Spectators, parents, managers, coaches, and/or players of one team shall NOT yell strike, swing, or make other remarks towards players of the opposing team or umpire. *Stomping feet, cadence counting and clapping hands for the obvious intent of distracting the other team will NOT be permitted.* The umpires and Board Member on Duty (BMOD) have the right to rule on any noise they feel is distracting. Noise makers such as bells, sirens, whistles, boom boxes, etc. are NOT permitted.
5. The Board of Directors must approve all coaches on the field. The players, managers, coaches, and umpires are required to stay within the fenced playing field once the game begins, except for restroom use or emergencies. Managers/Coach's should tell an umpire when a player/coach leaves the field.
6. Before each game each manager shall present a lineup card to the plate umpire containing his/her lineup as well as all approved assistant coaches. This lineup should also be provided to the official scorekeeper and will be considered official once it is submitted. If an assistant who begins the game in the dugout needs to be replaced, it is the duty of the manager to inform the plate umpire of this possible change prior to the beginning of the game. Only those managers or coaches approved by the BLL board are allowed on the field.
7. When Bulverde Little League teams play teams from outside Bulverde Little League, the District Inter-League Rules will override the BLL Local Rules. Managers should be clear on the differences in the rules prior to the game.
8. The players, manager and coaches, and Little League officials **ONLY** will be allowed on the field or in the dugout. (NOTE: Little League International Regulations and Rules limit the number of adults allowed in the dugout or on the field.) Safety rules require ALL players,

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coaches, and managers to remain in the dugout during the game unless time is granted by the umpiring officials.

9. One board approved manager or coach **MUST** remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach will feed the balls into the pitching machine (if applicable).

10. There may be NO more than two (2) mandatory practices per week. There may be no more than five (5) total hours of mandatory practice per week. Managers may have informal workouts; however, failure of a player to attend an informal workout cannot affect play in any game. The manager will distribute the mandatory practice schedule to his/her players by the first practice.

11. Visiting team will occupy the third base dugout and the home team will occupy the first base dugout.

12. NO player will be allowed to wear shorts during a game (EXCEPTION: Softball Divisions) for safety reasons.

Field Maintenance:

Managers are responsible for field maintenance when scheduled and may obtain parent volunteers to help.

The field maintenance for the turfed infields will be different. Once BLL has a set of guidelines it will be distributed and will supersede anything previously discussed.

It is the Home Team's responsibility to prepare/setup the field thirty (30) minutes prior to the scheduled game time. If you are the home team and are playing in subsequent games, you are responsible for dragging the infield (if necessary) and restriping the foul lines and batter's box. The Home Team is also responsible for making sure the Scoreboard's Controller and Scorebook are in the press box. The Home Team is responsible for having someone keep the official scorebook.

Visiting Team will have someone to work the scoreboard and keep the pitch count book for both teams (if applicable in your division). It is the Visiting Team's responsibility to drag, rake, level the infield, and put properly away any equipment after the game. The Visiting Team is responsible for returning the Scoreboard Controller, Official Scorebook to the selected spots in the Press Box. The Visiting team will be responsible for locking up the storage area as well as the scorebox and turning off lights and scoreboard if applicable if there is not a game directly following the completion of their game.

Please police your dugout for trash before your game too. Both teams please be sure that

ALL TRASH IS PICKED UP AND DISPOSED OF INCLUDING ALL GUM WRAPPERS

AND DISCARDED GUM. We should have trash cans in each dugout so if you see the can getting close to half full, PLEASE dump it in the dumpsters. Do not leave an overflowing trash can in the dugout.

Tee Ball Division:

Assignment of Players: There will be no tryouts for T-Ball. The player agent will conduct a blind draft. Players who register late for any reason will be placed on a team at the discretion of the player agent/division commissioner on a first-come, first-serve basis to the point of maximum capacity in the division. After all teams are filled, a waiting list will be formed to fill voids left by players lost during the season. Players will be called from the waiting list from the top down. NO EXCEPTIONS.

Game Duration: A maximum of three (3) innings shall be played at this level. A new inning shall not begin after 50 minutes. The game shall not continue after one (1) hour. Only the President of BLL, the Tee Ball Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time.

Equipment: The ball used at this level is a RIF version of a regulation baseball, which greatly reduces the potential for serious injury.

TEE: The tee shall be placed directly in front of home plate. It shall NOT be placed on the plate. This serves two purposes: 1) it teaches players proper hitting technique and 2) it also provides for a much safer environment as runners advance between third base and home. Additionally, an arc, extending from the first base line to the third base line, will be placed fifteen (15) feet from home plate to designate fair territory for batted balls in Tee Ball.

Coach Position(s): One board approved manager or coach MUST remain in the dugout at all times. Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. They may coach the players during live play. NO other defensive coaches shall be on the playing field coaching the defensive players during live play. When a team is at bat, one (1) adult coach shall operate the tee and determine whether the ball is fair/foul, and additionally, one (1) offensive coach is permitted in each coaching box (first & third base). **Coaches should not interfere with a batted or thrown ball at any point.**

Mandatory Play: On OFFENSE, all players shall be listed in the batting order and shall bat once every inning. The batting order shall change every inning to allow for each player to have the chance to bat first in the line-up at least a few times in the season. All runners are removed when they are put out; the side does not retire until all players listed in the batting order have completed their turn at bat. On DEFENSE, all players shall play in the field every inning. No more than five (5) players may be positioned in the infield, including the pitcher. The extra players MUST be positioned in the outfield at least fifteen (15) feet off the base path. **Teams will NOT dress a catcher. This ruling is for the 2024 Spring Season.** The pitcher shall be positioned either on the pitching mound, or within 3 feet of either side of the pitching mound, even with the pitching plate. Additionally, all players must play at least one inning in the infield and one inning in the outfield. All players will rotate positions every inning and shall not play the outfield or the infield for more than two (2) consecutive innings.

Batter: The batter will receive NO more than six (6) attempts during any one at bat. The batter may accomplish his/her six (6) attempts by TEE ONLY. The batter swings at a ball placed on the tee until the ball travels at least fifteen (15) feet into fair territory. Strikes shall not be recorded.

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Last Batter: During the last batter of a half-inning, the batter and all runners can run on overthrows and can continue to run until an out has been made. The last batter will be treated as if there are two outs, and the defense is trying to make the third out. The defense should try to get an out on any of the runners or the batter. Once an out is made or the last batter scores, the half-inning is over.

No Stealing Bases: Runners advance on a hit fair ball only (includes fly balls caught in foul territory).

Runner: The runner is removed from the base when he/she is put out. There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until the ball is “under control” (in possession) in fair territory in the infield by one of the infielders. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally “under control.”

Rookie Ball Division:

Assignment of Players: There will be no tryouts for Rookie Ball. The player agent will conduct a blind draft. Players who register late for any reason will be placed on a team at the discretion of the player agent/division commissioner on a first-come, first-serve basis to the point of maximum capacity in the division. After all teams are filled, a waiting list will be formed to fill voids left by players lost during the season. Players will be called from the waiting list from the top down. NO EXCEPTIONS.

Game Duration: A maximum of three (3) innings shall be played at this level. A new inning shall not begin after 50 minutes. The game shall not continue after one (1) hour. Only the President of BLL, the Rookie Ball Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time.

Equipment: The ball used at this level is a RIF version of a regulation baseball, which greatly reduces the potential for serious injury.

TEE: When used the tee shall be placed directly in front of home plate. It shall NOT be placed on the plate. This serves two purposes: 1) it teaches players proper hitting technique and 2) it also provides for a much safer environment as runners advance between third base and home. Additionally, an arc, extending from the first base line to the third base line, will be placed fifteen (15) feet from home plate to designate fair territory for batted balls in Tee Ball.

Coach Position(s): One board approved coach MUST remain in the dugout at all times. Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play and one (1) coach may stand at the backstop to collect and return all balls not put into play by the batter. They may coach the players during live play. NO other defensive coaches shall be on the playing field coaching the defensive players during live play. When a team is at bat, one (1) adult coach shall operate the tee and determine whether the ball is

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fair/foul, and additionally, one (1) offensive coach is permitted in each coaching box (first & third base).

Mandatory Play: On OFFENSE, all players shall be listed in the batting order and shall bat once every inning. The batting order shall change every inning to allow for each player to have the change to bat first in the line-up at least a few times in the season. All runners are removed when they are put out; the side does not retire until all players listed in the batting order have completed their turn at bat. On DEFENSE, all players shall play in the field every inning. No more than five (5) players may be positioned in the infield, including the pitcher. The extra players MUST be positioned in the outfield at least fifteen (15) feet off the base path. **Teams will NOT dress a catcher. This ruling is for the 2024 Spring Season.** The pitcher shall be positioned either on the pitching mound, or within 3 feet of either side of the pitching mound, even with the pitching plate. Additionally, all players must play at least one inning in the infield and one inning in the outfield. All players will rotate positions every inning and shall not play the outfield or the infield for more than two (2) consecutive innings.

Batter: The batter will receive NO more than six (6) attempts during any one at bat. The batter may accomplish his/her six (6) attempts dependent on the manager's decision. The manager elects to pitch three to five (3-5) coach-pitched balls to the batter followed by one to three (1-3) attempts with the ball placed on the tee until the ball travels at least fifteen (15) feet into fair territory. Strikes shall not be recorded. Pitches should be delivered overhand from a kneeling position or underhand if kneeling is not an option. The coach should be no closer than 30' from the batter when delivering the pitch.

Last Batter: During the last batter of a half-inning, the batter and all runners can run on overthrows and can continue to run until an out has been made. The last batter will be treated as if there are two outs, and the defense is trying to make the third out. The defense should try to get an out on any of the runners or the batter. Once an out is made or the last batter scores, the half-inning is over.

No Stealing Bases: Runners advance on a hit ball only (includes fly balls caught in foul territory).

Runner: The runner is removed from the base when he/she is put out. Runners may advance one base per batted ball sequence on an overthrow with the exception of the last batter of an inning. For balls hit to the outfield, base runners may advance until the ball is "under control" (in possession) in fair territory in the infield by one of the infielders. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally "under control", this will be up to the manager's discretion and should not cause a delay in the game flow. A runner will not be considered out at 1st base if the ball is "run" to the base from a position other than the 1st baseman. Managers should emphasize throwing the ball to 1st base.

Beginning Machine Pitch (MP) Division:

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit for the Machine Pitch –Minors Division. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. If the home team is batting when time expires the game will not continue. Games can end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Bulverde Little League elects not to mandate a batter keep one foot in the batter's box throughout their at-bat for the machine pitch division of Minors for regular season play. During tournament play this rule could be enforced and managers should be clear on the rules prior to game play beginning.

Mandatory Play: If more than ten (10) players are present for a game, defensive substitutions must be made every inning. NO player will sit out a second inning on defense until all other players have sat out at least one (1) inning. It will be up to both managers to keep track of these defensive substitutions. This rule will not be grounds for protest; however should an infraction occur the manager should contact the Division Manager in writing within 24 hours.

Coach Position(s): One board approved manager or coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach will feed the balls into the pitching machine, this coach shall not coach players in any way.

Pitching Machine: SETTING: Before the game, both Teams' Managers will meet to accept the speed and location settings on the pitching machine. The speed dial should be set to 32 MPH for this division. The center of the machine should be placed 46' from the back of home plate. NOTE: At any time, at the Manager's discretion after conferring with the umpire, the pitching machine may be adjusted to ensure the ball is passing through the strike zone. **DEAD BALL:** A batted ball that strikes the pitching machine will be ruled a "dead ball" by the umpire. The batter will proceed to first base and base runners will advance to the next base, if forced by the batter going to first base.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the sixth inning only. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Play Ends: Any ball thrown to the pitcher and under his control with one foot placed inside 10 foot circle of the pitcher's plate shall result in a DEAD ball. Should a runner be more than half way when

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the DEAD ball is called the runner is allowed the next base (teams should make sure that chalk lines are placed halfway between the bases to make this easier to determine). On an overthrow during an attempted play at any base where the ball remains within the field of play, all base runners shall be permitted to advance at their own risk. On an overthrow where the ball goes into the dugout, stuck in the fence, or outside the field of play, all base runners shall be permitted to advance at their own risk in accordance with the Rule 7.05. Once the ball goes into a dead ball area, runners are allowed one base. **Runners may not advance more than (1) base per batted ball sequence on an overthrow.**

Advancing on Passed Balls- Runners may advance one base on a passed ball that leaves the 20' diameter circle encompassing home plate now referred to as the "home circle". The passed ball itself will be considered an overthrow and any subsequent overthrows will not result in further advancement by runners. Runners may not advance until the ball leaves the home circle.

Runners may not advance to home on a passed ball.

Batting: Bunting is NOT permitted. Each player will receive no more than five (5) pitches during any one at bat. Strikes and balls will be called by the umpire. The batter ends his/her turn at bat by striking out (3 strikes) or hitting the ball into the field of play. **If the 5th pitch is fouled off, the batter will receive one (1) additional pitch during the at bat for a maximum of 6 pitches in any one at-bat. If the 6th pitch is a foul ball the batter is out.**

Infield Fly Rule: The infield fly rule does NOT apply in this division.

Machine Malfunction: In the event of a machine malfunction, the scheduled game will continue and each team will assign a coach to pitch to their batters in place of the machine.

Protests: A valid protest involves a violation or interpretation of a playing rule, such as use of an ineligible player or batting out of order. Only the team manager can file a formal protest. The manager must notify the umpire immediately following the play in question. The protest must be submitted in writing to the league President no less than 24 hours after the event in question.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team (less than 9 for machine pitch), that team may request enough pool players to make a regulation lineup through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.

"Pre-season" Rules: During the 1st six (6) scheduled games of the season teams will not keep score and no standings will be kept. Umpires will not be assigned to these games. During the preseason period up to 2 coaches will be allowed on the field during play to help instruct players. At

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no point should these coaches interfere with play. Teams will follow the rules written above in all other instances during “pre-season” play. The intent of the “pre-season” play is to get players comfortable with machine pitch, every effort should be made to emphasize player development during this period.

Beginner Coach Pitch Division:

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit for the Coach Pitch –Minors Division. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. If the home team is batting when time expires the game will not continue. Games can end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Bulverde Little League elects not to mandate a batter keep one foot in the batter's box throughout their at-bat for the machine pitch division of Minors for regular season play. During tournament play this rule could be enforced and managers should be clear on the rules prior to game play beginning.

Mandatory Play: If more than ten (10) players are present for a game, defensive substitutions must be made every inning. NO player will sit out a second inning on defense until all other players have sat out at least one (1) inning. It will be up to both managers to keep track of these defensive substitutions. This rule will not be grounds for protest; however should an infraction occur the manager should contact the Division Manager in writing within 24 hours.

Coach Position(s): One board approved manager or coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach pitch to batters, this coach shall not coach players in any way and shall release the pitch with at least one foot inside the pitching circle. **DEAD BALL:** A batted ball that strikes the pitching machine will be ruled a “dead ball” by the umpire. The batter will proceed to first base and base runners will advance to the next base, if forced by the batter going to first base.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the ***sixth inning only***. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Play Ends: Any ball thrown to the pitcher and under her control with one foot placed inside the pitchers circle shall result in a DEAD ball. Should a runner be more than half way when the DEAD ball is called the runner is allowed the next base (teams should make sure that chalk lines are

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placed halfway between the bases to make this easier to determine). On an overthrow during an attempted play at any base where the ball remains within the field of play, all base runners shall be permitted to advance at their own risk. On an overthrow where the ball goes into the dugout, stuck in the fence, or outside the field of play, all base runners shall be permitted to advance at their own risk in accordance with the Rule 7.05. Once the ball goes into a dead ball area, runners are allowed one base. **Runners may not advance more than (1) base per batted ball sequence on an overthrow.**

Batting: Bunting is NOT permitted. Each player will receive no more than five (5) pitches during any one at bat. Strikes and balls will be called by the umpire. The batter ends his/her turn at bat by striking out (3 strikes) or hitting the ball into the field of play. **If the 5th pitch is fouled off, the batter will receive one (1) additional pitch during the at bat for a maximum of 6 pitches in any one at-bat. If the 6th pitch is a foul ball the batter is out.**

Infield Fly Rule: The infield fly rule does NOT apply in this division.

Protests: A valid protest involves a violation or interpretation of a playing rule, such as use of an ineligible player or batting out of order. Only the team manager can file a formal protest. The manager must notify the umpire immediately following the play in question. The protest must be submitted in writing to the league President no less than 24 hours after the event in question.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team (less than 9 for coach pitch), that team may request enough pool players to make a regulation lineup through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.

“Pre-season” Rules: During the 1st six (6) scheduled games of the season teams will not keep score and no standings will be kept. Umpires will not be assigned to these games. During the preseason period up to 2 coaches will be allowed on the field during play to help instruct players. At no point should these coaches interfere with play. Teams will follow the rules written above in all other instances during “pre-season” play. The intent of the “pre-season” play is to get players comfortable with machine pitch, every effort should be made to emphasize player development during this period.

Advanced Machine Pitch (MP) Division:

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit for the Machine Pitch –Minors Division. No new inning may start one (1) hour and fifteen (15)

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minutes after the game's actual start time. If the home team is batting when time expires the game will not continue. Games can end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Bulverde Little League elects not to mandate a batter keep one foot in the batter's box throughout their at-bat for the machine pitch division of Minors for regular season play. During tournament play this rule could be enforced and managers should be clear on the rules prior to game play beginning.

Mandatory Play: If more than ten (10) players are present for a game, defensive substitutions must be made every inning. NO player will sit out a second inning on defense until all other players have sat out at least one (1) inning. It will be up to both managers to keep track of these defensive substitutions. This rule will not be grounds for protest; however should an infraction occur the manager should contact the Division Manager in writing within 24 hours.

Coach Position(s): One board approved manager or coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach will feed the balls into the pitching machine, this coach shall not coach players in any way.

Pitching Machine: SETTING: Before the game, both Teams' Managers will meet to accept the speed and location settings on the pitching machine. The speed dial should be set to 40 MPH for this division. The center of the machine should be placed 46' from the back of home plate. **NOTE:** At any time, at the Manager's discretion after conferring with the umpire, the pitching machine may be adjusted to ensure the ball is passing through the strike zone. **DEAD BALL:** A batted ball that strikes the pitching machine will be ruled a "dead ball" by the umpire. The batter will proceed to first base and base runners will advance to the next base, if forced by the batter going to first base.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the sixth inning only. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Play Ends: Any ball thrown to the pitcher and under his control with one foot placed inside 10 foot circle of the pitcher's plate shall result in a DEAD ball. Should a runner be more than half way when the DEAD ball is called the runner is allowed the next base. On an overthrow during an attempted play at any base where the ball remains within the field of play, all base runners shall be permitted to advance at their own risk. On an overthrow where the ball goes into the dugout, stuck in the fence, or outside the field of play, all base runners shall be permitted to advance at their own risk in

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accordance with the Rule 7.05. Once the ball goes into a dead ball area, runners are allowed one base. **Runners may not advance more than (1) base per batted ball sequence on an overthrow.**

Advancing on Passed Balls- Runners may advance one base on a passed ball that leaves the homeplate circle encompassing home plate now referred to as the “home circle”. The passed ball itself will be considered an overthrow and any subsequent overthrows will not result in further advancement by runners. Runners may not advance until the ball leaves the home circle.

Runners may not advance to home on a passed ball.

Batting: Bunting is NOT permitted. Each player will receive no more than five (5) pitches during any one at bat. Strikes and balls will be called by the umpire. The batter ends his/her turn at bat by striking out (3 strikes) or hitting the ball into the field of play. **If the 5th pitch is fouled off, the batter will receive one (1) additional pitch during the at bat for a maximum of 6 pitches in any one at-bat. If the 6th pitch is a foul ball the batter is out.**

Infield Fly Rule: The infield fly rule does NOT apply in this division.

Machine Malfunction: In the event of a machine malfunction, the scheduled game will continue and each team will assign a coach to pitch to their batters in place of the machine.

Protests: A valid protest involves a violation or interpretation of a playing rule, such as use of an ineligible player or batting out of order. Only the team manager can file a formal protest. The manager must notify the umpire immediately following the play in question. The protest must be submitted in writing to the league President no less than 24 hours after the event in question.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team (less than 9 for machine pitch), that team may request enough pool players to make a regulation lineup through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.

Advanced Coach Pitch Division:

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit for the Coach Pitch –Minors Division. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. If the home team is batting when time expires the game will not continue. Games can end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order

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of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Bulverde Little League elects not to mandate a batter keep one foot in the batter's box throughout their at-bat for the machine pitch division of Minors for regular season play. During tournament play this rule could be enforced and managers should be clear on the rules prior to game play beginning.

Mandatory Play: If more than ten (10) players are present for a game, defensive substitutions must be made every inning. NO player will sit out a second inning on defense until all other players have sat out at least one (1) inning. It will be up to both managers to keep track of these defensive substitutions. This rule will not be grounds for protest; however should an infraction occur the manager should contact the Division Manager in writing within 24 hours.

Coach Position(s): One board approved manager or coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach pitch to batters, this coach shall not coach players in any way and shall release the pitch with at least one foot inside the pitching circle. **DEAD BALL:** A batted ball that strikes the pitching machine will be ruled a "dead ball" by the umpire. The batter will proceed to first base and base runners will advance to the next base, if forced by the batter going to first base.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the sixth inning only. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Play Ends: Any ball thrown to the pitcher and under her control with one foot placed inside the pitchers circle shall result in a DEAD ball. Should a runner be more than half way when the DEAD ball is called the runner is allowed the next base (teams should make sure that chalk lines are placed halfway between the bases to make this easier to determine). On an overthrow during an attempted play at any base where the ball remains within the field of play, all base runners shall be permitted to advance at their own risk. On an overthrow where the ball goes into the dugout, stuck in the fence, or outside the field of play, all base runners shall be permitted to advance at their own risk in accordance with the Rule 7.05. Once the ball goes into a dead ball area, runners are allowed one base. **Runners may not advance more than (1) base per batted ball sequence on an overthrow.**

Batting: Bunting is NOT permitted. Each player will receive no more than five (5) pitches during any one at bat. Strikes and balls will be called by the umpire. The batter ends his/her turn at bat by striking out (3 strikes) or hitting the ball into the field of play. **If the 5th pitch is fouled off, the batter will receive one (1) additional pitch during the at bat for a maximum of 6 pitches in any one at-bat. If the 6th pitch is a foul ball the batter is out.**

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Infield Fly Rule: The infield fly rule does NOT apply in this division.

Protests: A valid protest involves a violation or interpretation of a playing rule, such as use of an ineligible player or batting out of order. Only the team manager can file a formal protest. The manager must notify the umpire immediately following the play in question. The protest must be submitted in writing to the league President no less than 24 hours after the event in question.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team (less than 9 for coach pitch), that team may request enough pool players to make a regulation lineup through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.

Minors Kid Pitch:

Game Duration: The game will consist of a maximum of six (6) innings. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. If the home team is batting when time expires the game will not continue. Games can end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher or pitcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Batter's must keep one foot in the batter's box throughout their at-bat, barring the any exceptions listed in the 2024 Little League Rule Book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire will call a strike. Any number of strikes can be called on each batter.

Intentional Walk (Baseball Only): Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the amount of pitches to complete a walk will be added to the defensive pitcher's official pitch count.

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Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the sixth inning only. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Uncaught Third Strike: The league elects to waive Rule 6.05(b)(2) in the Little League Rule Book for the Minors division.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team, that team may request a pool player through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.

Majors Division:

Game Duration: The game will consist of six (6) innings. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. Games are permitted to end in a tie during regular season play. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Courtesy Runner: BLL elects to permit a courtesy runner for the catcher or pitcher of record when there are two (2) outs. With the use of continuous batting order, the courtesy runner **MUST** be the player in the batting order who made the last out.

Keep One Foot In Batter's Box: Batter's must keep one foot in the batter's box throughout their at-bat, barring the any exceptions listed in the 2024 Little League Rule Book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire will call a strike. Any number of strikes can be called on each batter.

Intentional Walk (Baseball Only): Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the amount of pitches to complete a walk will be added to the defensive pitcher's official pitch count.

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*****Inning Run Limit Waiver:** BLL is utilizing a waiver to limit the amount of runs per half inning to 7. This ruling is in play for the Spring 2024 season only.

Uncaught Third Strike: The league elects **NOT** to waive Rule 6.05(b)(2) in the Little League Rule Book at any time during the season. Uncaught third strike rule is in effect.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team, that team may request a pool player through the league Player Agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game.

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdellscores@gmail.com within 24 hours of the end of the game. Failing to report a score in a timely manner will result in an entered score of 0-0 by the Player Agent and may affect team standings.