



## Brazos Little League Bylaws

ADOPTED 1/07/2026

These ground rules govern the operation of Brazos Little League (“BLL”) and supplement official Little League International rules. Where conflicts arise, Little League International rules control.

### 1. DIVISION ALIGNMENT

Players are assigned by League Age per Little League International guidelines (teams may be adjusted depending on enrollment with Board approval):

<b>Division</b>	<b>Ages</b>
Tee Ball (Baseball)	4-6
Coach Pitch (Baseball / Softball)	6-8 <i>(7-8 recommended)</i>
Minor League (Kid Pitch)	8-11 <i>(9-10 recommended)</i>
Major League	9-12 <i>(11-12 recommended)</i>
Junior League	12-14

Team assignments are determined by enrollment numbers and player skill level. Requests to play down require approval from the Player Agent and the Board of Directors, while playing up may be considered when appropriate.

### 2. SEASON STRUCTURE

- Tryouts begin early-January for coach pitch divisions and up, followed by the Draft.
- Assistant coaches are selected by the Head Coach.
  - Any Head Coach who does not declare a 1st Assistant Coach to the league prior to tryouts will not have that Assistant Coach’s child automatically assigned to their team. The child must be selected from the general player

pool during the standard draft process. Assistant Coaches may be declared to the league again once the draft has been completed

- If declared prior to tryouts, the 1<sup>st</sup> Assistant Coach's child will be automatically assigned to the Head Coach's team.
- If a Head Coach does not have an Assistant Coach designated before Tryouts, that Head Coach is allowed to select two consecutive players in the 4<sup>th</sup> round of the draft (back-to-back picks). An Assistant Coach cannot be designated in between Tryouts and the Draft.
- **Draft:**
  - T-ball teams are assigned and approved by the Board of Directors. Coach requests are acceptable.
  - A "Snake" style draft is used to establish teams for every division above coach pitch.
    - Example: First Round - 1,2,3,4 Second Round – 4,3,2,1
    - So, if you end up getting the last pick, that means you will get the first pick in the following round, and so on.
  - If the Head Coach or Assistant Coach has **multiple children** participating in the same division (including, but not limited to, twins or siblings), the team shall forfeit its **fourth-round draft pick and one additional consecutive draft pick for each additional child**, as applicable.
    - *Example:* If both the Head Coach and Assistant Coach each have two children in the same division, the team shall forfeit its **fourth-round and fifth-round draft picks**.
  - For Brothers/Sisters that require being on the same team, the sibling(s) must be selected in consecutive rounds.

### **3. COACHES & VOLUNTEERS**

- Head Coaches are approved annually by the Board.
- Head coaches shall be responsible for selecting their assistant coaches and team moms.
- Assistant coaches are selected by the Head Coach.
  - Any Head Coach who does not declare a 1st Assistant Coach to the league prior to tryouts will not have that Assistant Coach's child automatically assigned to their team. The child must be selected from the general player pool during the standard draft process. Assistant Coaches may be declared to the league again once the draft has been completed
  - If declared prior to tryouts, the 1<sup>st</sup> Assistant Coach's child will be automatically assigned to the Head Coach's team.
- All volunteers must:
  - Pass background checks
  - Complete required safety & abuse-prevention training (annually)
  - Follow league Code of Conduct

#### **4. HEAD COACH RESPONSIBILITIES**

- Responsible for holding weekly practice
- Home team's coaches prepare the field before the games including chalking of foul lines, chalking batter box, and placing mounds/pitching rubbers at appropriate distance.
- Visitor team's coaches prepare the field after the game unless an interleague game is played, then the home team prepares, this includes raking, watering, and turning lights off.
- Both teams are responsible for picking up trash in and around dugouts after the game
- Only the Head Coach will have on-field discussions pertaining to umpire decisions
- Head Coach is responsible for selecting all coaches, team managers, and team moms, if any, interacting with players to be approved by the league.
- Head Coach is responsible for interacting with fans.
- Managers of all division except tee ball are to keep scores to be used in all-star selection process and must turn in all scores to [scheduler@brazoslittleleague.com](mailto:scheduler@brazoslittleleague.com)
- Head Coach is ultimately responsible for enforcing all of the Brazos Little League rules among their team, fans, and parents.
- Failure to comply with any of the above, will make the coach subject to a board review.
- Only the Head Coach will meet with the umpire 5 minutes before the start of the game. All players must leave the field and return to the dugout during this time.

#### **5. PRACTICES**

- Coaches are expected to hold a minimum of one practice per week.
- The coach is responsible for the players and spectators during all practices no matter the location. Steps should be taken to ensure player safety at all times.
- Any use of the league fields MUST be approved and scheduled by the board. Just because they appear empty does not mean you may use the fields without permission. However, you may use the grass areas outside the fences at your discretion.
- No hitting hard baseballs into any fence, backstop, or walls at any time.
- Stay off the dirt if the fields are wet. Generally, if the dirt leaves a footprint then it is too wet to practice on. If so, the grass areas should be used. It requires a lot of work to repair the dirt when it is played on when too wet. If in doubt, stay off. You may use the outfield grass or the grass areas around the fields.
- The field should be raked, trash picked up, lights off and gates closed after any use.
- Failure to follow practice rules and guidelines can result in loss of field time, required workday on the field, financial penalties, or all of the above without warning.

- Team practices for Spring may not begin until after February 1<sup>st</sup>. Any violation may result in disciplinary action for the coach, including potential ineligibility for All-Star participation.

## **6. FIELD BEHAVIOR & MISC.:**

- Only the players, registered coaches, and listed team mom are allowed in the dugout or on field on game days. Parents may not come into the dugouts or on the field on game days.
- Any obscene, threatening, or abusive language or gestures by ANY adult directed towards ANYONE is grounds for immediate expulsion from the Brazos Little League premises (including the parking lot).
- If a player, manager, assistant coach, or fan is ejected, play may be suspended at the discretion of the umpire until the situation is rectified. At the umpire's judgment, play will not resume until this rule is enforced. The umpire's judgment is final for this category of offense, no exceptions.
- Any consumption of an intoxicating beverage or drug during the game OR the appearance of intoxication by anyone within the field fence is grounds for immediate expulsion from the field. This includes all coaches or the team mom. At the umpire's judgement, play will not resume until the person is in the parking lot. The umpire or board members' judgement is final for this category of offense, no exceptions.
- Again, the head coach carries ultimate responsibility for any fan, parent, or spectator for their team before, during, and after the games.
- A 2nd offense of any of the above can result in permanent expulsion from the Brazos Little League premises, based on board review.
- No team shall use electronic communication equipment, including walkie-talkies, cellular phones, etc., for any communication with on-field personnel including those in the dugout, bullpen, or field.
- Rule Referencing in the absence of a physical copy (non-electronic / digital) of the Little League International Rule Book during an active game must be done by a team designated individual that is not actively participating as a player or coach in the game being played.
- Pool Player Guideline
  - o If you have 8 players for a game, you do not have to forfeit the game and can play with only 8. However, it is recommended that you try to find a pool player whenever possible.
  - o If you have 7 players, you must forfeit the game or find a minimum of 1 pool player.
  - o Pool players are NOT ALLOWED to play the position of pitcher or catcher and must bat last in the line-up.
  - o All other rules are to follow the Little League international rule book.

- For baseball, only USA stamped bats are permitted during play. The use of an illegal bat will constitute an automatic out and the return of all base runners to their original base(s). The bat must be removed from the field of play. The 2<sup>nd</sup> offense will result in suspension of 2 games for the coach.
- For softball, during play, all bats must have the BPF 1.20 stamp printed on them. The use of an illegal bat will constitute an automatic out and the return of all base runners to their original base(s). The bat must be removed from the field of play. The 2<sup>nd</sup> offense will result in suspension of 2 games for the coach.

## **7. PARENT RESPONSIBILITIES**

- Participate in child’s fund raising activities
- Bring child to game and practices on time
- Follow code of conduct
- Any parent removed from a game, and after board review, will not be allowed to return to the park until said parent has board approval to return and paid a \$50 fine.

## **8. ALL STAR TEAMS AND MANAGERS**

- The winning manager of each Division (based upon best season record) will manage the All Star Tournament Team, if approved by the Board. Only games played within BLL will be used to determine the All Star manager. In the event of a tie, the following tie breakers shall apply: 1) head-to-head record, then 2) runs allowed, then 3) a coin flip. The manager will choose their assistant coach/coaches from the remaining coaches or assistant coaches in his/her Division. Should the winning manager not be able or willing to manage the All Star Team, the Board will review the remaining list of available managers and select a manager for the All Star Tournament Team.
- **All Star Tournament team members will be selected by the following procedure:**
  - o The head coach from each team in the division nominates 12 players overall. A coach can nominate up to 6 players from his/her team. No less than 6 players from other teams must be nominated by a head coach.
  - o The top 9 players with the most coach’s nominations get an automatic spot on the Allstar Team.
  - o The winning manager of each division gets to select the remaining 3 players who received nominations on his/her Allstar team (“at large” selections). In no scenario can more than 6 players from one regular season team be on an Allstar Team without Board approval.
  - o To be eligible for selection to the All-Star team, a team must play in at least 12 regular season games and players must play in 60% of those games and be within the specified required range of age.

- o President, VP and Player Agent shall oversee the nomination and voting process, all players are subject to board approval.

## **9. DUGOUTS / FIELD ACCESS**

- Only players, approved coaches, and designated team parent allowed in dugout/field during games.

### **GROUND RULES BY DIVISION**

- BLL vs. BLL:
  - o Home Team will designate an adult to keep the official score book.
  - o Home Team is responsible for preparing the field before their game.
  - o Visiting Team will designate an adult to operate the score board.
  - o Visiting Team is responsible for preparing the field after the game and picking up trash around the field at the completion of their game.
- Keeping the scorebook and score board are the responsibility of the home team when playing at BLL and hosting an out of town team.
- All teams MUST have a coach, team mom, or adult in the dugout at all times.
- **During game time, absolutely no swinging of bats in the dugout or anywhere other than the batter's box.**
- Pool Player Guideline
  - o If you have 8 players for a game, you do not have to forfeit the game and can play with only 8. However, it is recommended that you try to find a pool player whenever possible.
  - o If you have 7 players, you must forfeit the game or find a minimum of 1 pool player.
  - o Pool players are NOT ALLOWED to play the position of pitcher or catcher and must bat last in the line-up.
  - o All other rules are to follow the Little League international rule book.
- For baseball, only USA stamped bats are permitted during play. The use of an illegal bat will constitute an automatic out and the return of all base runners to their original base(s). The bat must be removed from the field of play. The 2<sup>nd</sup> offense will result in suspension of 2 games for the coach.
- For softball, during play, all bats must have the BPF 1.20 stamp printed on them. The use of an illegal bat will constitute an automatic out and the return of all base runners to their original base(s). The bat must be removed from the field of play. The 2<sup>nd</sup> offense will result in suspension of 2 games for the coach.
- Little League Mandatory Play Rule
  - o Every rostered player present at the start of a game must:
    - Participate in a minimum of *six (6) defensive outs*

- And bat at least one time during the game
- “Six (6) defensive outs” means the player must enter the field in one of the nine defensive positions and be in that position while six outs are made.
- If a player doesn’t meet these requirements, they must start the next scheduled game and fulfill the previous game’s requirement and the current game’s requirement before being removed.
- Managers who don’t meet this rule can be penalized (warning first, then harsher penalties for repeated violations at the Board’s discretion)

**T-BALL:**

- Time limit for games shall be 60 minutes. This means that no inning will be started after 60 minutes of play. Managers are encouraged to take measures to keep the game moving quickly. A regulation game consists of 4 innings or one hour.
- Both teams are responsible for preparing the fields prior to the game starting including chalking/painting foul lines, half way marks, pitching circle. As well as cleaning the field after the game, making sure trash is not left in dugouts.
- Standard Baseball Practices: Coaches are expected to teach and reinforce proper baseball fundamentals and game awareness. For example, players should not be instructed to roll the ball instead of throwing, or to run across the field to make a tag. Coaching should focus on encouraging normal skill development, game sense, and adherence to standard baseball rules.
- Teams are to utilize a continuous batting order. No penalty for late arrivals or injuries.
- The inning is over after 3 outs or 7 runs, whichever comes first. (No Score is to be kept; the runs are only used to manage time)
- Every batter has the ***OPTION*** to receive 3 pitches before taking swings off the Tee. No matter what, the max is 3 pitches regardless if they are bad pitches or all foul balls, after 3 pitches, the batter will then get 3 swings to hit the ball off the Tee.
- The batted ball must travel at least 15 feet (beyond the semi-circle/”dirt”). Any batted ball traveling less than 15 feet is a foul ball.
- Walks, steals, leadoffs, and bunting are not permitted. The coach pitcher and batting coach must not interfere with the ball or active play. The batting coach should remove the tee and bat from the runner’s path after each play.
- Base coaches cannot touch players during play.
- During defensive play, 2 coaches are allowed in the outfield. Coaches shall not interfere with gameplay whatsoever.

- During offensive play, 3 coaches are allowed on the field (Pitching/batting coach, 1<sup>st</sup> & 3<sup>rd</sup> base coaches). If necessary, a 4<sup>th</sup> coach can assist behind home plate to return the pitches.
- Any infielder (other than 1<sup>st</sup> base) who fields a ball with no runners on base, must attempt to throw the ball to the first basemen for the out. They cannot simply run to the bag every time, we want to encourage learning the fundamentals of the game. Only when a runner from 3B advances to home can a fielder attempt to run home and tag home plate.
- The pitcher must throw the ball to record an out rather than running toward the runner, except at home plate or in situations that constitute a normal baseball play where no catcher is present.
- Players should only make tags within their assigned baseline or at their designated defensive position. For example, a shortstop should not leave position to attempt a force out at third base or to tag a runner at home. Coaches should focus on teaching players to throw accurately and execute standard baseball plays.
- Runners may advance as long as the ball is “LIVE” and in the outfield (beyond the base path line). The ball is considered “DEAD” when it is returned to within the base path line (or within the pitcher’s circle, for softball). No baserunners can advance a base on an overthrow to 1B.
- A batted ball must clear the infielders for the batter to advance more than one base.
- If the runner has not passed the halfway mark before the ball reaches beyond the base pat line (or the pitching circle for softball) then the runner must return to the previous base.
- Players are to rotate each inning (a player cannot play the same position twice during the game). Each player must play the infield no less than one inning per game.
- There is no catcher position allowed.

### **BOYS & GIRLS – COACH PITCH**

- Time limit: 1 hour 15 minutes (*Example: an inning cannot start after 7:15pm for a 6:00pm game and 8:45pm for a 7:30pm game*).
- No inning may start after 10:00 pm
- A regulation game consists of a maximum of a 6-inning limit
- 7-run limit, per team, per inning
- Game ends if/when the home team is up by 8 or more runs after the top of the 5<sup>th</sup> inning has been played or the game time limit (1 hour 15 minutes) has expired.

- 10 run rule applies after 4 innings (3 ½ innings if the home team is ahead).
- 15 run rule applies after 3 innings (2 ½ innings if the home team is ahead).
- Only approved USA baseball stamped bats are allowed.
- Pitching distance (35ft. – 46ft.) - The Coach pitching must release the ball no closer than 35’ or not further than 46’ from the tip of home plate. Release of the ball at any distance within 35’ - 46’ feet is allowed. A Coach must pitch overhand in baseball and underhand in softball. A Coach may pitch while taking a knee, if desired.
- A coach who is pitching may give verbal instruction while on the mound prior to delivering the pitch. Once the ball leaves the coach’s hand, the coach may not instruct the player to swing or not swing.
- NO BUNTING or STEALING
- Headfirst sliding while advancing will result in an out.
- Each batter is allowed **SIX** pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not contact the ball or puts the ball in play. A strike is defined as a batter offering a ball with a swing or check swing crossing the plate and fouling a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
- A fair batted ball hitting a coach pitcher is declared a DEAD BALL.
  - EXAMPLE: *If the umpire rules that the coach pitcher’s contact with the ball was unintentional the batter is awarded first base, and force runners will advance, and non-force runners will remain on their current base.*
  - EXAMPLE: *If, in the umpire’s judgment, a coach pitcher intentionally contacts a batted ball, the batter is out, and no runner can advance.*
- Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No “rovers” are allowed.
- Pitchers must be positioned behind the coach pitching on either side of them and must have at least one foot inside the dirt or marked area surrounding the pitching mound. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.
- The infield fly rule is not in effect.
- **Overthrow to First Base May Advance One Additional Base Rule:** On a ball hit in the infield, during an overthrow to first base, all base runners may advance a single additional base with the ability to be thrown or tagged out. There can only be one overthrow per at bat (i.e. an overthrow to first base, then a subsequent overthrow to home plate still only enables a base runner to attempt to advance a single additional base). If any base runner attempts to go more than one additional base after an overthrow, play will be stopped by the umpire and the baserunners will be sent back by the umpire (i.e. stop play). For example, a base runner is on 2B and a ball is hit in the infield. On an overthrow to 1B, the base runner on 2B (who is now at

3B after the infield hit) may advance home to score with the ability to be thrown or tagged out. As another example, if base runners are on 1B and 2B and the ball is hit to the pitcher who makes an overthrow to first base, the base runner who started on 2B may score with the ability to be thrown or tagged out, the base runner who started on 1B may advance to 3B with the ability to be thrown or tagged out, and the original hitter may advance to 2B with the ability to be thrown or tagged out.

- Umpires call time after every play and declare the ball dead. Time should be called as soon as one of the 3 is met:
  - 1) The lead runner stops attempting to advance;
  - 2) The pitcher is in the possession of the ball inside the pitcher's circle/pitcher's mound; or
  - 3) No defensive play is imminent.
- The play becomes "officially dead" when the defensive team stops the lead runner from advancing. Any runner that, in the judgment of the umpire, is more than halfway to a base is allowed that base.
- If the batter hits the catcher's glove with any part of the bat, catcher's interference is called, and the batter is awarded first base. Runners shall advance if the batter becoming a runner forces their advancement.
- Teams are allowed 2 coaches ONLY to be positioned behind the outfielders for boys and girls. This needs to be agreed upon prior to the start of the game if one team is short on coaches.
- There are NO LEAD OFFS!! Base runner must stay in contact with the base until the ball is hit.
- A defensive player or opposing coach may not block a base or the base path when there is no play on the runner. Failure to comply will result in an obstruction call, with the umpire determining whether a base or bases are awarded.
- A runner must advance to the next base while remaining within the baseline (3 ft to either side of the actual baseline). Failure to remain within the baseline while attempting to avoid being tagged out during advancement to the next base will result in the runner being called out.
- Continuous batting order must be used. If batting out of order occurs an out will be issued.

### **MINOR BOYS**

- Time limit: 1 hour and 30 minutes. No new inning will begin once the time limit has expired.
- 8pm games cannot start an inning after 10 pm. (Little League International Rule)
- A regulation game consists of a maximum of a 6-inning limit.
- 5 run limit per inning.
- 10 run rule applies after 4 innings (3 ½ innings if the home team is ahead).

- 15 run rule applies after 3 innings (2 ½ innings if the home team is ahead).
- Little League pitching rules are in effect. See Appendix 1
- Drop 3rd strike is NOT in effect.
- The play is stopped when the ball is back to the pitcher and both ball and pitcher are inside the 8 ft. circle.
- When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive the delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- The infield fly rule is NOT in effect at any point in the regular season.
- Headfirst sliding while advancing will result in an out.
- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
- Bunting and stealing are only allowed when the player is pitching. Base runners may advance on an overthrow during a stolen base.
- Managers and/or Assistant Coaches are allowed to warm up pitchers.
- Continuous batting order must be used.
- Intentionally Walk See Appendix 2
- Pinch/Courtesy Runner See Appendix 3

## **MINOR GIRLS**

- Time limit: 1 hour and 30 minutes. No new inning will begin once the time limit has expired.
- 8pm games cannot start an inning after 10pm. (Little League International Rule)
- A regulation game consists of a maximum of a 6-inning limit.
- For the first 6 games (or ½ the season) no walks after 4 balls. Coach will come in and finish the count. If a hitter has 2 strikes, they get one pitch. If a hitter has 1 strike, they get 2 pitches. If a hitter has 0 strikes, they get 3 pitches. The hitter must put the ball in play or be called out. After the 6<sup>th</sup> game the pitcher must finish the batter.
- NOTE: Both teams must win their 7<sup>th</sup> game to allow the pitcher to finish the batter. If one team is not on their 7<sup>th</sup> game, Coaches will finish the batter. This is applicable to both teams.
- When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive the delivery of the ball, base

runners shall not leave their bases until the ball has been delivered and has reached the batter.

- Drop 3<sup>rd</sup> strike is NOT in effect.
- The player and Coach must stay within the 8 ft. circle when the Coach is pitching.
- The play is stopped when the ball is back to the pitcher and both ball and pitcher are inside the 8 ft. circle.
- Bunting and stealing are only allowed when the player is pitching. Base runners may advance on an overthrow during a stolen base. Stealing home is **NOT** allowed when the coach is pitching.
- If a player is involved in a play at home plate, the player must not intentionally initiate a collision. If a player is ruled to have intentionally initiated a collision, an out will be charged OR the run allowed to score depending on which player is ruled the offending party. **This is a judgment call and should not be argued.**
- The infield fly rule is **NOT** in effect at any point in the regular season.
- 5 run limit per inning
- Headfirst sliding while advancing will result in an out.
- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
- Managers and/or Assistant Coaches are allowed to warm up pitchers.
- Continuous batting order must be used.
- Intentionally Walk See Appendix 2
- Pinch/Courtesy Runner See Appendix 3

## **MAJOR BOYS**

- Time limit: 1 hour and 30 minutes. No new inning will begin once the time limit has expired.
- A regulation game consists of a maximum of a 6-inning limit.
- Little League pitching rules are in effect. See Appendix 1
- No run limit per inning other than as specified by Little League International.
- When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive the delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- Headfirst sliding while advancing will result in an out.
- A batter is out when:
  - a third strike is legally caught by the catcher
  - a third strike is not caught by the catcher when first base is occupied before two are out *\*\* (When a batter becomes a runner on a third strike that is not*

*caught and starts for the bench or his / her position, that batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.) \*\**

- Infield Fly Rule is in effect
- A 9 player batting order will be used unless specified in interleague play.
- If using 9 player batting order, each eligible player on a team shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1)
- The manager has the option of using continuous batting in lieu of rule 4. However, if a manager chooses to use continuous batting (roster bat), then he must indicate before the game starts and maintain this batting method for the duration of the game.
- If a manager is unable or fails to get a player the minimum amount of playing time during a game, they will be required to play the player for all defensive outs and bat continuously within the 9-man batting order the next game.
- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
- Intentionally Walk See Appendix 2
- Pinch/Courtesy Runner See Appendix 3

## **MAJOR GIRLS**

- Time limit: 1 hour and 30 minutes. No new inning will begin once the time limit has expired.
- A regulation game consists of a maximum of a 6-inning limit.
- 5 run limit per inning for the first 3 innings, and unlimited from the 4th inning on.
- Headfirst sliding while advancing will result in an out.
- A batter is out when:
  - a third strike is legally caught by the catcher
  - a third strike is not caught by the catcher when first base is occupied before two are out *\*\* (When a batter becomes a runner on a third strike that is not caught and starts for the bench or his / her position, that batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.) \*\**
- Infield Fly rule is in effect

- Failure of the runner to keep contact with the base to which that runner is entitled until the ball has been released by the pitcher on the delivery will result in an out.
- A 9 player batting order will be used unless specified in interleague play.
- If using a 9 player batting order, each eligible player on a team shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
- The manager has the option of using continuous batting in lieu of rule 4. However, if a manager chooses to use continuous batting (roster bat), then he/she must indicate before the game starts and maintain this batting method for the duration of the game.
- If a manager is unable or fails to get a player the minimum amount of playing time during a game, they will be required to play the player for all defensive outs and bat continuously within the 9-man batting order the next game.
- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
- Intentionally Walk See Appendix 2
- Pinch/Courtesy Runner See Appendix 3

## **JUNIOR BOYS**

- Time limit: 1 hour and 45 minutes. No new inning will begin once the time limit has expired.
- The 10-run rule in effect as prescribed by Little League International.
- No player may sit more than 1 consecutive inning.
- Little League pitching rules are in effect. See Appendix 1
- A batter is out when:
  - a third strike is legally caught by the catcher
  - a third strike is not caught by the catcher when first base is occupied before two are out *\*\* (When a batter becomes a runner on a third strike that is not caught and starts for the bench or his / her position, that batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.) \*\**
- Infield Fly Rule is in effect
- The manager has the option of using continuous batting in lieu of rule 4. However, if a manager chooses to use continuous batting (roster bat), then he/she must indicate before the game starts and maintain this batting

- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.

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- A batter is out when:
  - a third strike is legally caught by the catcher
  - a third strike is not caught by the catcher when first base is occupied before two are out *\*\* (When a batter becomes a runner on a third strike that is not caught and starts for the bench or his / her position, that batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.) \*\**
- Infield Fly Rule is in effect
- The manager has the option of using continuous batting in lieu of rule 4. However, if a manager chooses to use continuous batting (roster bat), then he/she must indicate before the game starts and maintain this batting
- Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
- Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.

## 2026 Brazos Little League Bylaws Acknowledgment Form

I, \_\_\_\_\_, a Volunteer Manager for Brazos Little League, acknowledge that I have read the Brazos Little League 2026 Local Ground Rules. By signing below, I agree to comply with and adhere to the Brazos Little League 2026 Local Ground Rules throughout the 2026 season.

My signature further acknowledges and agrees that I will adhere to any and all updates, amendments, or changes to the Brazos Little League 2026 Local Bylaws that may be adopted during the 2026 season.

Manager Name Printed: \_\_\_\_\_

Manager Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Division: \_\_\_\_\_

Team Name: \_\_\_\_\_

# APPENDIX 1

## **Pitching Rules**

1. A violation of the pitching rules will result in a forfeit.
2. Each team will keep a pitch count. Pitch count will be reported to the field umpire at the end of each ½ inning. If there is a discrepancy, the umpire will decide.
3. The manager of any pitcher who is in violation of the Pitch Count Rule shall be suspended for one game. If any pitcher has more than one Pitch Count Rule violation in a season, that manager shall be suspended for the remainder of the season and shall be precluded from coaching an Allstar Team.

## **Regular Season Pitching Rules - Baseball**

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers the team may use in a game.)
- A pitcher once removed from the mound cannot return as a pitcher. Junior and Senior League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

### **League Age:**

13 - 16 - **95** pitches per day  
11 - 12 - **85** pitches per day  
9 - 10 - **75** pitches per day  
7 - 8 - **50** pitches per day

**Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half- inning.

**NOTE 1:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

**NOTE 2:** Any player who has played the position of catcher in four or more Innings in a game is not eligible to pitch on that calendar day.

**Pitcher's league age 14 and under must adhere to the following rest requirements:**

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base
- That batter is retired
- The third out is made to complete the half-Inning or the game.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at- bat, if the pitcher is removed, or the game is completed before delivering a pitch to another batter.

**An Illegal Pitch**

- Pushing off with the pivot foot from a place other than the pitcher's plate. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within or partially within the 24-inch length.
- When the pitcher delivers the pitch with a foreign substance applied to the ball;(Rosin can be applied to the hand.)
- A "quick" return pitch; Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box.
- A pitch not made in accordance with the pitching rules.
- A throw to a base while the pivot foot is in contact with the pitcher's plate.

**PENALTY** – All Divisions: The pitch shall be called a ball. If a play follows the illegal pitch, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such an election shall be made immediately at the end of the play. However, if the batter reaches first base safely on a hit, an error, a base on balls, a hit batter, fielder's choice, or otherwise, and if all base runners advance at least one base, the play proceeds without reference to the illegal pitch.

**NOTE 1:** A batter hit by a pitch shall be awarded first base without reference to the illegal pitch.

**NOTE 2:** There are no balks in softball.

## APPENDIX 2

Minor/Major Division: The defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.

**NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.

**NOTE 2:** The ball is dead, and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the

Intentional Walk will be added to the pitch count.

## APPENDIX 3

**Pinch-runner:** Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner. A local league may adopt Tournament Rule 3(d) for 7.14.

**NOTE:** Does not apply if the local league adopts the continuous batting order. See Rule 4.04.

**Courtesy Runner:** A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.