**2021 Spring Bartlett Little League Season Ground Rules**

**Please note the following Ground Rules are addendums to the Little League Rule Book. Please refer to the 2021 Little League Rule Book. You are responsible for knowing and understanding the Little League Rules and your division rules. Rule Books can be downloaded to smart phones at the App Store.**

**Please contact Randy Dove (901-486-1008),** [**davidrdove@comcast.net**](mailto:davidrdove@comcast.net)**) for questions, assistance or explanation of any rules.**

**Ground Rules That Applies to ALL Divisions (unless otherwise noted)**

1. Time limit is one hour and fifteen minutes (1:15) or five (5) innings.
2. A new inning will not begin with five (5) minutes or less left in a game.
3. The run rule will be applied if a team is behind by twelve (12) or more runs after three (3) complete innings or behind by eight (8) or more runs after four (4) complete innings.
4. A game is considered official once it has reached three (3) full innings or forty (40) minutes.
5. A game will end in a tie if the game is tied at the end of regulation play unless the game is a tournament game.
6. A maximum of five (5) runs per inning may be scored.
7. The plate meeting will begin ten (10) minutes before the start of the game. Coaches should have their line up cards completed and their players in the dugout ready to play.
8. Line up cards must include the head coaches’ name, players’ last name and first name or initial and players’ uniform number. Card must be given intact (do not remove any of the pages) to the base umpire at the plate meeting.
9. Seven (7) players must be present for a game to be official. If only seven (7) or eight (8) players are in attendance, the team must take an out at the end of the lineup. An unofficial game will still be played even if less than seven (7) players are in attendance. The team short players can draft from the opposing team to help in the field if agreeable by both coaches.
10. All male catchers in all age divisions (except Tee Ball) must wear a protective cup.
11. If a runner leaves a base before the ball is hit, Rule 7.13 will not be applied. Instead, the play is dead, and all runners must return to the base that he/she previously occupied. This rule applies only to Tee Ball and Coach Pitch.
12. Coaches may warm up pitchers.
13. No jewelry. Exception: Jewelry that alerts medical personnel to a specific condition is permissible and stud earrings.

**5 – 6 Tee Ball**

1. No defensive player may be positioned closer than forty-six (46) feet (the distance of the Minors – Majors baseball pitching rubber).
2. The player that is positioned as pitcher must wear a protective face mask provided by the BLL.
3. Catcher is required to wear a catcher’s face helmet. NOTE: catcher will be moved from the catcher’s box to the side when a batter is being pitched to instead of hitting off of the tee.
4. Catcher has the option of wearing a fielder’s glove in place of a catcher’s mitt.
5. Play is considered dead when runner advancement has been halted and the umpire has called time. Throwing the ball to the pitcher does NOT end the play.
6. Batter has five (5) swings to hit the ball. The batter is out if the ball is not hit fair in five swings.
7. A coach may pitch up to a maximum of four (4) batters per inning. The coach is to pitch from the distance of twenty-five (25) feet. The batter will have three (3) pitches. The batter will be provided two (2) swings off the tee if the pitched ball is not hit.
8. Two (2) defensive coaches are allowed. One on the field in foul territory behind either first base or third base and the other on the field- infield or outfield.

**Coach Pitch**

1. The player that is positioned as pitcher must wear a protective face mask provided by the BLL.
2. Each batter will receive five (5) pitches. The batter is out after the five (5) pitches or three (3) swinging strikes.
3. The batter will continue an at bat if he/she fouls the last pitch.
4. Catcher has the option of wearing a fielder’s glove in place of a catcher’s mitt.
5. A strike will be called on the batter if the coach pitching instructs the player to swing or not to swing while the pitched ball in inflight.
6. The coach pitching cannot instruct base runners while the ball is in play.
7. The coach pitching must move immediately off the field to the opposite side of the hit or play.

**Minors – Majors Baseball**

1. On-deck batter is allowed.
2. Leading off is allowed, however the runner(s) cannot advance until the ball crosses the plate.
3. The batter is out on an uncaught third (3rd) strike. Base runners may advance at their own risk.
4. A courtesy runner should be entered for the catcher with two outs in an inning. This will allow the catcher to get his/her gear on and speed up the game. The first choice for a courtesy runner must be someone who has not yet played in the game. The second choice (when utilizing the continuous batting order or when everyone has played) for a courtesy runner is the player who made the last batted out.
5. Pitchers cannot wear white or gray colored sleeves under their jersey.

**13 – 16 Baseball**

1. A courtesy runner should be entered for the catcher with two outs in an inning. This will allow the catcher to get his/her gear on and speed up the game. The first choice for a courtesy runner must be someone who has not yet played in the game. The second choice (when utilizing the continuous batting order or when everyone has played) for a courtesy runner is the player who made the last batted out.
2. Both USA logo bats and BBCOR logo bats may be used.
3. Steel cleats are not allowed (City of Bartlett rule).
4. Pitchers cannot wear white or gray colored sleeves under their jersey.

**IMPORTANT LITTLE LEAGUE RULE REMINDERS**

1. Every player must play two consecutive innings in the field and get an at bat.
2. Non-wood and laminated baseball bats used in Majors and below must have the USA Baseball logo.
3. Batting helmets can have stickers but cannot be painted (deteriorates helmet strength) and must be in good condition with no cracks or missing padding within the helmet.
4. No holding or handling of bats in the dugout. Bats are only to be handled as a batter exits the dugout to bat. Rule applies only to Tee Ball and Coach Pitch. *This is a safety issued that requires all coaches and umpires to enforce.*
5. The traditional batting donut is not permissible.
6. Catcher must wear a catcher’s mitt, not a first baseman mitt or fielder glove. Exception: Tee Ball and Coach Pitch may wear a fielder’s glove.
7. A pitcher may not move to catcher if forty-one (41) or more pitches were thrown.
8. A catcher may not move to pitcher if four (4) or more innings were caught.
9. Be not only a coach that your players can look up to, but also be the adult that they should emulate.
10. LET THE PLAYERS HAVE FUN!