

2022 Bartlett Little League Ground Rules

The following Ground Rules are appendices to the Little League Rule Book. Please refer to the 2022 Little League Rule Book for a comprehensive list of rules. You are responsible for knowing and understanding the Little League Rules and your divisional ground rules. Coaches can download Little League Rule Books to smart devices from iOS and Android app stores.

For questions, clarification, or explanation of any rules, please contact Scott Rodgers.
901-277-9370 or umpire@bartlettlittleleague.com

All Divisions (unless otherwise noted)

- The time limit is one hour and fifteen minutes (1:15) or five (5) innings.
- A new inning will not begin with five (5) minutes or less left in a game.
- The run rule is 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.
- Once it has reached three (3) complete innings or forty (40) minutes, a game is considered official.
- 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.
- A maximum of five (5) runs per inning may be scored.
- The plate meeting will begin ten (10) minutes before the start of the game. Coaches should be present, line-up cards should be completed, and all players should be in the dugout ready to play at this time.
- Line-up cards must include the head coaches' name, players' first name, and players' uniform number. The card must be given intact (do not remove any of the pages) to the base umpire at the plate meeting.
- 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 line-up. 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 both coaches agree. This rule does not apply to 12U and 17U.
- All male catchers in all age divisions (except 6U T-Ball) must wear a protective cup.
- 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 the player(s) previously occupied. This rule applies only to 6U T-Ball and 8U Coach Pitch.
- Coaches may warm up pitchers.
- Other than stud earrings, no jewelry is allowed. An exception will be made if the jewelry alerts medical personnel to a specific condition.

6U T-Ball

- No defensive player may be positioned closer than forty-six (46) feet (the distance of the 10U/12U Baseball pitching rubber).
- The player that is positioned as a pitcher must wear a protective face mask provided by BLL.
- The catcher is required to wear a catcher's face helmet. Note: The catcher will be moved from the catcher's box to the side when a batter is pitched to instead of hitting off the tee.
- The catcher has the option of wearing a fielder's glove in place of a catcher's mitt.
- 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.
- The batter has five (5) swings to hit the ball. If the ball is not hit fair in five swings, the

batter is out.

- The coach is to pitch from a distance of twenty-five (25) feet. The batter will have three (3) pitches. If the pitched ball is not hit, the batter will be provided two (2) swings off the tee.
- Bartlett Little League strongly suggest to pitch to all batters.
- Two (2) defensive coaches are allowed. Both coaches must remain in foul territory at or beyond the outfield grass line. One coach is allowed on the first base side and the other on the third-base side.

8U Coach Pitch

- The player that is positioned as a pitcher must wear a protective face mask provided by BLL.
- Each batter will receive five (5) pitches. After the five (5) pitches or three (3) swinging strikes, the batter is out. The coach is to pitch from a distance of forty(40) feet.
- The batter will continue an at-bat if they foul the last pitch.
- The catcher has the option of wearing a fielder's glove in place of a catcher's mitt.
- A strike will be called on the batter if the coach pitching instructs the player to swing or not to swing during the pitched ball in flight.
- The coach pitching cannot instruct base runners while the ball is in play.
- The coach pitching must move immediately off the field to the opposite side of the hit or play.

12U Baseball

- The on-deck batter is allowed.
- Leading off is allowed. However, the runner(s) cannot advance until the ball crosses the plate.
- A courtesy runner should be entered for the catcher with two outs in an inning. This rule allows the catcher to get their 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.
- Pitchers cannot wear white or gray colored sleeves under their jerseys.

17U Baseball

- A courtesy runner should be entered for the catcher with two outs in an inning. This rule allows the catcher to get their 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.
- Both USA logo bats and BBCOR logo bats may be used.
- Steel cleats are not allowed (City of Bartlett rule).
- Pitchers cannot wear white or gray colored sleeves under their jerseys.

Important Little League Rule Reminders

- Every player must play two consecutive innings in the field and get an at-bat.
- Non-wood and laminated baseball bats must have the USA Baseball logo. Exception: 6U T-Ball and 17U Baseball

- 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.
- Players cannot hold or handle bats in the dugout in 6U T-Ball or 8U Coach Pitch. The dugout coach must hand the bat to the player as the batter exits the dugout to bat. Players holding and handling bats in the dugout present safety issues. All coaches and umpires are required to enforce this rule.
- The traditional batting donut is not permissible.
- The catcher must wear a catcher's mitt, not a first baseman mitt or fielder glove in 10U Baseball, 12U Baseball, and 16U Baseball.
- A pitcher cannot move to catcher if forty-one (41) or more pitches were thrown.
- A catcher is not permitted to move to pitcher if four (4) or more innings were caught.
- Be a coach that your players can look up to and be the adult that they should emulate.
- LET THE PLAYERS HAVE FUN!