



# Bear Creek Little League

3524 War Memorial Dr Houston, TX 77084 · P O Box 841970 Houston, TX 77284

[www.bearcreekll.com](http://www.bearcreekll.com) · League# 343-1601



## General Rules and Conditions

Pursuant to the authority of Rule 3.13 of Official regulations and playing rules ("L.L. Rules) promulgated by Little League Baseball, the Bear Creek Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the L.L. Rules. The ground rules are applicable to all divisions of Bear Creek Little League (hereafter referred to as "BCLL."), unless otherwise specified. **Familiarity with the ground rules and appropriate L.L. Rules will eliminate most problems.** These ground rules replace all previous ground rules adopted by BCLL and are effective beginning June 19, 2025, and shall remain in effect until changed in writing by the Board.

### Section I – Standards of Conduct

- A. Alcoholic beverages are strictly prohibited and shall not be consumed or possessed in any form by any person, including spectators, while they are within the Bear Creek Little League Complex. Any manager, coach, umpire or any other person associated with a BCLL event including team games and practices while under the influence of alcohol or illegal drugs will be removed immediately.
- B. Ejection or suspension from a game may result in all-star or post-season ineligibility. The board must approve this ineligibility.
- C. No "pepper" inside the playing area (Dugout Gate to Dugout Gate). Only a whiffle ball or the equivalent may be intentionally hit into the fences.
- D. Teams cannot conduct practice or warm-ups on game days earlier than one (1) hour prior to game time, (except for the Jr/Sr. division). The penalty will be a one (1) game suspension of the manager. A congregation of three (4) or more players in the company of a Manager or Coach shall constitute an official practice.

### Section II – Bear Creek Field Complex

- A. Use of BCLL Complex
  - 1. The BCLL Complex is leased from Harris County for exclusive BCLL use.
  - 2. Other persons, teams, or organization without prior approval from the Board of Directors or the Executive Board of BCLL may not use the BCLL Complex.

### Section III – Manager Selection and Responsibilities

- B. Managers' Responsibilities
  - 1. All Managers will submit their Coaching list to the Division Director for President and board approval.
  - 2. All Managers are required to have read and familiarized themselves with the applicable rules for their respective divisions.
  - 3. All Managers will be expected to conduct an adequate number of practices to maximize the team's potential for competitiveness. Under normal circumstances, one practice per week is considered minimum.

Revised June 2025



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4. League equipment is the responsibility of the team Manager and Coach.
5. All Managers, or their designated representatives, are required to:
  - Attend a League sponsored orientation course
  - Attend League sponsored clinics, such as ground rule clinics, umpire clinics, etc.
  - Obtain a Team Sponsor
  - Appoint a Team Representative (Mom or Dad)
  - Appoint a Team Scorekeeper
  - Provide field maintenance workers upon request (See Field Maintenance).
  - Perform field clean up and maintenance at the end of each game

## Section IV – Playing Rules

- A. The Manager of a team has the right to not play a child in any given game due to illness or injury. If for any other reason a Manager decides not to play a child, he must notify the Division Director prior to the start of the game and be prepared to fully explain the reasons for their decision. It shall be the Manager's responsibility to advise the opposing Manager and the Scorekeeper that a player is not participating in the game prior to the start of the game. (LL Rule 4.01 Note)
- B. Dugout:
  1. The home team shall occupy the third (3<sup>rd</sup>) base dugout.
  2. No player shall be allowed to swing a bat within the batter's cage. All bats not in use on the playing field must remain in the batter's cage. No bats are allowed in the dugouts. There are no exceptions to this rule.
- C. Scorekeeper:
  1. It shall be the responsibility of the Manager to furnish a competent Scorekeeper for all their respective team's games and said Scorekeeper must occupy the scoring booth or neutral area if no scoring booth is available. The Home Team Scorekeeper is the League Official.
  2. **Scorekeepers are to remain neutral and work with Umpire by keeping an accurate record of the game and aiding in resolving any disputes**
- D. Sunday is the 1<sup>st</sup> day of the Little League calendar week.
- E. Sunday practices are discouraged. If one is held, it can only be held after 1:00 p.m. and attendance is not mandatory.
- F. The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. Home plate umpire has sole authority on time. Innings start after the third out is made.
- G. Standings:
  1. Conference or league standings shall be based on winning percentage. Ties will count as 1 half (1/2) of a win.



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2. If a tie results in the conference or league standings which affects a team's position in the league's playoffs, the tie will be decided by the result of head-to-head regular season completion or if necessary, conference record or a single play-off game.
- H. Protests: Little League rules govern all protests.
- I. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time, there is no automatic forfeiture but will be turned over to the league board for direction. The game shall be played with the available players and/or pool players if available.
- J. Only uniformed players, the manager and two (2) coaches (*three (3) coaches for 8U CP and below*) are permitted in the dugout during the game.
- K. Coaches should remain in the dugout while their team is in the field defensively.
- L. No coaches are permitted to warm up pitchers. NO EXCEPTIONS. A player with a catcher's mask may be utilized to warm up a pitcher between innings.
- M. Teams playing within Bear Creek Little League will bat a continuous roster.



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## Junior / Senior and Intermediate Division Ground Rules

These ground rules are applicable to the Junior/Senior and Intermediate Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Junior/Senior League Official regulations and playing rules. These ground rules are applicable to Junior/Senior Division games played at Bear Creek Park. Interleague games played by Bear Creek teams, at other parks will be governed by the ground rules of the hosting league. Junior/Senior League Official regulations and playing rules supersede all ground rules.

### Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Board of Directors.
- B. Practices
  - 1. Practices shall be limited to three (3) hours in duration.
  - 2. Teams may meet no more than four (4) times per week, including games.
- C. Regular Season Game Times (Senior / Junior Intermediate)
  - 1. Games (both weekdays and weekends), no new inning shall start 1 hour and 35 minutes.
  - 2. The inning in progress at the end of the time limit shall be played to completion
  - 3. Regular season games can end in a tie. Playoff games must be played until there is a winner.
  - 4. There is a drop-dead time of 9:55 pm

### Section II – Playing Rules

- A. 15 Run Rule 4.10(e): If after four (4) innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- B. 10 Run Rule 4.10(e): If after six (6) innings, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.



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## Majors Ground Rules

These ground rules are applicable to the Little League Majors Division of BCLL **unless otherwise specified**. **Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Little League Official regulations and playing rules.**

### Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Board of Directors.
- B. Practices
  - 1. Teams may meet no more than three (3) times per week, including games.
  - 2. Practices shall be limited to two (2) hours in duration.
- C. Regular Season Game Times
  - 1. Majors Division games, (both weekdays or weekends), no new inning shall start after one (1) hour and twenty (20) minutes from the scheduled start time established by the season schedule.
  - 2. Regular season games can end in a tie. Playoff games must be played until there is a winner.
  - 3. There is a drop-dead time of 9:55 pm

### Section II – Playing Rules

- C. Run Limit: There will be a seven (7) run limit in innings one (1) through four (4). Unlimited runs the fifth (5) and sixth (6) innings.
- D. The dropped third Strike rule is in effect
- E. A base runner cannot lead off a base. A baserunner cannot leave a base early. Please note rule 7.13 regarding runners that leave a base early.
- F. “Slashing” (fake bunt and swing) is permitted.
- G. The infield fly rule is in effect during regular season play.



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## Minors Ground Rules

These ground rules are applicable to the Little League Minors Division of BCLL **unless otherwise specified**. **Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Little League Official regulations and playing rules.**

### Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Division Director, subject to President's approval
- B. Practices
  - 1. Teams may meet no more than three (3) times per week, including games.
  - 1. 2. Practices shall be limited to two (2) hours in duration.
- C. Regular Season Game Times
  - 4. Minors Division games, (both weekdays or weekends), no new inning shall start after one (1) hour and twenty (20) minutes from the scheduled start time established by the season schedule.
  - 5. Regular season games can end in a tie. Playoff games must be played until there is a winner.
  - 6. There is a drop-dead time of 9:55 pm

### Section II – Playing Rules

- A. Run Limit: There will be a five (5) run limit in innings one (1) through four (4). Unlimited runs in the fifth (5) and sixth (6) innings.
- B. A manager or coach may come out twice (2) in one inning to visit the pitcher, the third time out the player must be removed as a pitcher. Rule 8.0 (a).
- C. Dropped third Strike rule is not in effect
- D. A baserunner cannot lead off a base. A baserunner cannot leave a base early. Please note rule 7.13 regarding runners who leave a base early.
- E. "Slashing" (Fake bunt and swing) is prohibited during local league play and will result in the batter being called out.
- F. The infield fly rule is not in effect in any regular season local league game.



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## 8U Coach Pitch Ground Rules

### Section I – Schedules

- A. Practices
  - 1. Teams may meet no more than three **(3)** times per week, including games.
  - 2. Practices shall be limited to: **(1)** hour and **(30)** minutes
- B. Regular Season Games
  - 1. Official game time: No new inning shall start after one **(1)** hour and thirty **(20)** minutes.

### Section II – Paying Rules

- A. In addition to the Manager and (3) coaches, each team is allowed to provide a dugout parent. This dugout parent will remain inside the dugout and has no role in the operations of the game itself. They are there to aid the players in the dugout only.
- B. Run Limit: There will be a five (5) run limit in all innings.
- C. A base runner cannot lead off a base. A base runner may not leave the base early. Please note Rule 7.13 regarding runners who leave the base early.
- D. Stealing is permitted, but the runner may not leave the base until the pitched ball has reached the batter. Stealing from home is never allowed. A runner cannot steal on the throwback to the pitcher.
- E. Teams will provide their own adult pitcher to pitch to the batter.
  - a. A coach or manager will pitch the ball and **CANNOT** instruct the batter verbally or with gestures, should not approach the batter and must exit the field promptly if batted into play.
  - b. If a child is at risk of being hit by the pitch, the adult pitcher can instruct the base coach to avoid injury.
  - c. If a batted ball strikes the coach, the ball is dead, and the batter and all runners automatically advance one base.
  - d. Coach pitching shall make reasonable effort to avoid contact with the batted ball.
- F. The batter will be given (6) six pitches.
  - a. Strikes are considered:



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- i. Swing and miss
  - ii. Fouled off on strikes 1 and 2
- b. The batter cannot end his at bat on a foul unless caught.
  - i. If batter fouls the fifth pitch, they continue until either ball is put into play or called strike swinging.
  - ii. **ONLY** if the sixth pitch is not considered unhittable by the umpire, an additional pitch will be made even if the batter swung at the pitch.
  - iii. Balls will not be called in this league.
- c. Bunting or fake bunting will **NOT** be allowed. The batter must attempt to make a full swing.

## G. Defense

- a. (10) Players are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman, shortstop and catcher. The remaining players are positioned in the outfield.
  - i. All defensive players should be in their positions when the pitch is delivered.
  - ii. The pitching position should be played left or right of the adult pitcher, with one foot in the dirt and one in the grass.
  - iii. Infielders may not play in front of dirt area of infield until a play is made on the ball.
  - iv. Outfielders must play behind the outfield line at all times unless assisting on a play.
- b. Defensive coaches are not allowed on the field unless time is granted by the umpire.
- c. The play is considered dead when:
  - i. A ball hit into the outfield is returned to the infield and controlled by the pitcher.
  - ii. Base runners may advance until a play is made at any base.
  - iii. If a play is dead, all runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. Any runner that has not reached the halfway mark will be sent back to the last base legally acquired.
  - iv. Time will be called by the umpire.





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## T-Ball Ground Rules

### Section I – Schedules

#### A. Practices (Tee Ball & Machine Pitch)

- a. Teams may meet no more than three **(3)** times per week, including games.
- b. Practices shall be limited to: **(1)** hour and **(30)** minutes

#### B. Regular Season Games

- a. Official game time: No new inning shall start after one **(1)** hour and **(15)** minutes
- b. Regular season games may end in a tie

### Section II – Playing Rules

- A. In addition to the Manager and (3) coaches, each team is allowed to provide a dugout parent. This dugout parent will remain inside the dugout and has no role in the operations of the game itself. They are there to aid the players in the dugout only.
- B. Run Limit: There will be a five (5) run limit in all innings
- C. **Batting**
  - a. The coach will pitch three balls to the batter before implementing a tee.
  - b. The coach or manager can position the tee and batter if the tee remains in contact with home plate. If a batter requires assistance to put the ball in play, the coach or manager may assist the batter after the batter has attempted several swings.
  - c. There will be no strike outs in T-Ball.
  - d. Batted ball must cross semi-circle in front of plate. A ball that does not cross the semi-circle will be declared a foul ball.
  - e. Offensive coaches must stay off the field of play until the ball is dead. Failure to stay off the field of play during a live ball may result in a dead ball and the runner being called out.
  - f. Base runner(s) may only advance one (1) base on an overthrow at their own risk. Time should be called as soon as the runner advances to the next base.
  - g. If a batted ball reaches the outfield, batter/runner(s) may only advance two **(2)** bases.
  - h. If a batted ball does not reach the outfield, the batter/runner(s) may only advance **(1)** base
  - i. Base coaches are **NOT** permitted to grab/push base runners to stop or advance them.

#### D. Defense



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- a. All players on a roster are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman and shortstop (catcher optional). The remaining players are positioned in the outfield.
- b. Pitcher must stay in circle until the ball is put into play.
- c. Player Pitcher must wear an approved protective helmet.
- d. Defensively, the pitcher should not make an unassisted put-out at first base, unless the natural motion of the play puts the pitcher in a position to make a play. Pitchers should be taught to throw the ball to the first baseman.
- e. Infielders may not play in front of line extending from first base to third base until the ball has been put into play.
- f. Outfielders must always play behind the outfield line unless assisting on a play.
- g. Defensively, each team is allowed to have two coaches on the field, but they should remain in the outfield while the ball is in play.
- h. The play is considered dead when:
  - I. A ball hit into the outfield is returned to the infield and in control of an infielder.



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## Pool Players

Little League Regulation V(c) allows leagues to create a pool of players from existing regular season teams. This pool is comprised of players willing to participate in extra games during the regular season when teams within their respective division face a shortage of rostered players for an upcoming game.

The following steps and rules are a combination of rules required by Little League and local rules adopted by Bear Creek Little League.

### Steps to Create the Pool:

1. The Player Agent/division director for each division using pool players creates the pool.
2. The Player Agent/division director will notify each player within the division of the opportunity to participate in the pool. The notification will include a description of the pool and its purposes and will request volunteers to be placed into the pool.
3. The Player Agent/division director uses the pool to assign players within their respective division to teams that are short of players. This assignment is done on a rotating basis.

### Steps to Obtain a Pool Player:

1. Determine if you need a player to abide by Rule 4.17, which states that a game cannot be played or continued with less than nine rostered players.
  - a. If a team expects to have nine or more rostered players present for the game, that manager cannot request a pool player.
  - b. If a team expects to have fewer than nine rostered players present for the game, that manager can request no more than 2 pool players to bring his total of rostered players to either nine or ten players.
2. Contact the Division Director and ask for a pool player. ONLY the Division Director can assign a pool player to a team. Give as much notice as possible for the Division Director to obtain a pool player for assignment.
  - a. The Player Agent/division director will contact the players within the pool on a rotating basis to determine if they are available and willing to play until the required number of players have been located.

NOTE: Managers and/or coaches do not have the right to select or randomly choose players from the pool. Managers and/or coaches do not have the right to select specific positions for the pool player.



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## Little League Rules for Pool Players

1. The pool player cannot play the position of pitcher or catcher.
2. The pool player must play the entire game, unless injured.
3. The pool player will wear their own uniform.
4. The manager will inform the opposing manager and umpire(s) prior to the start of the game that a pool player is being used.
5. Pool players may only be used during the regular season and are not allowed in the end of season tournament.

## Pool Players Obtained Improperly

1. If a manager obtains a pool player improperly, that manager will be suspended from his/her next regularly scheduled game.
2. Any pool player obtained improperly is considered an ineligible player. Use of an ineligible player is cause for protesting a game in divisions where protests are allowed. (See Rule 4.19)