

2026 Bellville Little League

T-Ball Division

- **Time Limit**
 - 50 minutes
 - Please hustle players in and out to play as many innings as possible
- **General Rules**
 - Bat Entire Roster, (CBO) Continuous Batting Order, half inning complete once last batter has batted
 - Outs will not be counted, if player is out remove them from the base.
 - Play your players in different positions each inning, no player should play a position twice in one game
 - Set your infield as normal and play the rest of the players in the outfield
 - Do not use a catcher, due to possible collision at home plate, No plays at home plate
 - No score will be kept
- **Pitching**
 - The baseball used will be a FLEXIBALL
 - The pitcher must throw the ball to a base in order to record the out. The runner will not be out if the pitcher runs to a base.
- **Stealing**
 - No Stealing allowed
- **Team Responsibilities**
 - Home team is responsible for the announcer
 - Equipment located in the concession stand
 - Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands, dugouts and surrounding areas
 - If you are the last game of the day, please place the announcing equipment and the water coolers back in the tan container located behind the batting cages.
- **Field Maintenance**
 - Bellville Little League Fields
 - **Please follow field maintenance guidance provided in coaches packet.**
- **Player Agent**
 - Nick Balke: 832-557-0040
 - In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.
 - At this time, rainouts will not be made up

2026 Bellville Little League

Instructional Boys / 6-7 & 8 Year Old Division

- **Time Limit**

- Instructional boy's games are 6 innings or 1 hour and 45 minutes, finish the inning. Inning starts at 3rd out of previous inning. You cannot start a new inning after 10 p.m. so you must keep the games moving in order to get both games done. Games that are not completed will not count as an official game to qualify for all-stars.

- **General Rules**

- Bat Entire Roster, (CBO) Continuous Batting Order
- Players must change positions every 2 innings. No player should sit 2 consecutive innings
- Use 9 players on defense. Outfielders must play at least 30 feet past the baseline. Catcher must be positioned in the area normally defined as the "Catchers Box". If Catcher is not positioned in the Catchers Box, then they may not participate in any play and that inning will not count towards their Mandatory Play requirements.
- Must have 8 players to start game. You may borrow from another team as long as the borrowed player plays an outfield position and bats last. The borrowed player must be in the same age division. If a player gets hurt, injured or cannot finish the game you may finish the game with 8. No out will be recorded for the missing player at bat.
- If you cannot field a team with 8 players, please contact your Player Agent immediately. You will not be forced to forfeit.
- Catchers must wear protective gear, including a cup and dangling throat guard.
- Bunting is allowed and there is no "Infield Fly" rule in Instructional baseball.
- There may be a total of three Coaches and one adult who is not a Coach. That adult who is not a Coach may act as the Adult Pitcher or be the adult present in the dugout. **There must be an adult present in the dugout at all times.**
- Two adult base coaches will be allowed. Base coaches are to be positioned in the coaching boxes along 1st and 3rd base. Base coaches may not physically assist any runner.
- Three (3) outs or five (5) runs max per inning.
- If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
- No walks for any reason. Each batter will receive a maximum of 5 pitches. No balls will be called. Three strikes (foul balls/swings and misses) or five pitches and the batter is out. Batter fouling off the fifth pitch will continue at bat until he hits or strikes out. If the pitched ball hits a batter and the batter doesn't swing, it doesn't count towards 1 of the 5 pitches.
- The catcher may have a pinch runner anytime, but is **mandatory** when he reaches base and there are 2 outs. The pinch runner must be the player who made the last out.
- A runner cannot leave the base until the ball reaches the batter.
- All batted balls that are hit into fair territory are "live" balls regardless of whatever objects or persons they may strike (includes **Adult Pitcher**). The Adult Pitcher must make every attempt to kneel and/or move out of the way while the ball is in play. All base runners including batter will advance at their own risk.

On a hit ball, the ball remains "live" until:

- 1) The pitcher has complete control of the ball in the pitcher's circle, **OR**
- 2) **When ALL 3** of the below actions have occurred:
 - i. An infielder (including pitcher & catcher) has possession of the ball

- ii. An infielder is not making a defensive move or attempting to make an out. (The 1st baseman throwing ball back to pitcher is considered a “defensive move”.)
- iii. The runner/s are not attempting to advance to the next base.

(This rule is in place to avoid a “standoff” and keep the game moving along)

- **One Base on Overthrow-** On the **first** attempt to get the batter-runner out with a thrown ball to first base, all runners (including the batter/runner) may advance, at their own risk, no more than a maximum of one additional base. The umpire shall be governed by the position of the runners at the time of the throw when judging what bases to grant the runners. For the purpose of this rule, an overthrow is a ball that is thrown past the defensive player receiving it or deflected off the glove past the defensive player receiving it. A ball that is dropped at or near the defensive player receiving it would not be considered an overthrow. The umpire will enforce the rule if in their sole judgement, an overthrow occurred. If the batter-runner has touched 1st base prior to the throw being released, the rule is not in effect.

(This rule is in place to encourage the defense to make the throw to 1st base instead of giving up on the batter-runner and throwing it straight back to the pitcher.)

- **Pitching**

- Pitcher is required to wear a helmet. A facemask is not required for local league play.
- Distance – The **Adult Pitcher** must pitch from a distance between 36-46 feet, base paths are 60 feet. Under no circumstances may the **Adult Pitcher** coach or instruct from their position on the field. The umpire may first warn the Adult Pitcher. If the Adult Pitcher continues coaching or instructing from their position, the umpire shall start calling strikes. If the problem continues, the Adult Pitcher will be ejected from the game.
- Speed – **Adult Pitchers** should pitch at a speed to where there is little to no arc.
- Pace of Play- Adult Pitcher may throw warm up pitches (5 max) between innings up until all players are in position and ready to bat and play defense. Catchers should have gear on and ready to take the field when their team is batting and has 2 outs.
- Pitchers position – The player in the Pitcher position may be positioned anywhere inside the circle and may not leave the circle until the ball is hit by the batter. The penalty for leaving too soon is that the pitch will be called an illegal pitch.

- **Stealing**

- No Stealing

- **Team Responsibilities**

- Home team is responsible for GameChanger
- Visiting Team is responsible for scoreboard
 - Equipment located in the concession stand.
- Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands and surrounding areas
 - If last game of the day, return all equipment and put tarps back out.

- **Field Maintenance**

- Bellville Little League Fields- ***NO GUM/SUNFLOWER SEEDS IN DUGOUT OR ON LION FIELD!***
 - **Please follow field maintenance guidance provided in coaches packet.**

- **Player Agent**

- Garrett Dornon: 979-251-2585 & Billy Johnson: 210-725-3957
- In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.

2026 Bellville Little League

Instructional Girls / 6-8 Year Old Division

- **Time Limit**

- Instructional Girl's games are 6 innings or 1 hour and 30 minutes, finish the inning. Inning starts at 3rd out of previous inning. You cannot start a new inning after 10 p.m. so you must keep the games moving in order to get both games done. Games that are not completed will not count as an official game to qualify for all-stars.

- **General Rules**

- Bat Entire Roster, (CBO) Continuous Batting Order
- Players must change positions every 2 innings. No player should sit 2 consecutive innings
- Use 9 players on defense. Outfielders must play at least 30 feet past the baseline. Catcher must be positioned in the area normally defined as the "Catchers Box".
- Must have 8 players to start game. You may borrow from another team as long as the borrowed player plays an outfield position and bats last. The borrowed player may not pitch and must be in the same age division. If a player gets hurt, injured or cannot finish the game you may finish the game with 8. No out will be recorded for the missing player at bat.
- If you cannot field a team with 8 players, please contact your Player Agent immediately to reschedule game. You will not be forced to forfeit.
- Make sure catchers wear protective gear. This includes a throat guard.
- Bunting will be allowed and there is no "Infield Fly" rule in Instructional baseball.
- There may be a total of three Coaches and one adult who is not a Coach. That adult who is not a Coach may act as the Adult Pitcher or be the adult present in the dugout. **There must be an adult present in the dugout at all times.**
- Two adult base coaches will be allowed. Base coaches are to be positioned in the coaching boxes along 1st and 3rd bases. Base coaches may not physically assist any runner.
- Three (3) outs or five (5) runs max per inning.
- If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
- No walks for any reason. Each batter will receive a maximum of 5 pitches. No balls will be called. Three strikes (foul balls/swings and misses) or five pitches and the batter is out. Batter fouling off the fifth pitch will continue at bat until he hits or strikes out. If the pitched ball hits a batter and the batter doesn't swing, it won't count and is not considered 1 of the 5 pitches.
- The catcher may have a pinch runner anytime, but is mandatory when she reaches base and there are 2 outs. The pinch runner must be the player who made the last out.
- A runner cannot leave the base until the ball reaches the batter.
- All batted balls that are hit into fair territory are "live" balls regardless of whatever objects or persons they may strike (includes **Adult Pitcher**). The Adult Pitcher must make every attempt to kneel and/or move out of the way while the ball is in play. All base runners including batter will advance at their own risk.

On a hit ball, the ball remains "live" until:

- 1) The pitcher has complete control of the ball in the pitcher's circle, **OR**
- 2) **When ALL 3** of the below actions have occurred:
 - i. An infielder (including pitcher & catcher) has possession of the ball

- ii. An infielder is not making a defensive move or attempting to make an out. (The 1st baseman throwing the ball back to the pitcher is considered a “defensive move”.)
- iii. The runner/s are not attempting to advance.

(This rule is in place to avoid a “standoff” and keep the game moving along)

- **One Base on Overthrow-** On the first attempt to get the batter-runner out with a thrown ball to first base, all runners (including the batter/runner) may advance, at their own risk, no more than a maximum of one additional base. The umpire shall be governed by the position of the runners at the time of the throw when judging what bases to grant the runners. For the purpose of this rule, an overthrow is a ball that is thrown past the defensive player receiving it or deflected off the glove past the defensive player receiving it. A ball that is dropped at or near the defensive player receiving it would not be considered an overthrow. The umpire will enforce the rule if in their sole judgement, an overthrow occurred. If the batter-runner has touched 1st base prior to the throw being released, the rule is not in effect.

(This rule is in place to encourage the defense to make the throw to 1st base instead of giving up on the batter-runner and throwing it straight back to the pitcher.)

- **Pitching**

- Pitcher is required to wear a helmet. A facemask is not required for local league play.
- Distance – The **Adult Pitcher** must pitch from a distance between 27-35 feet, base paths are 60 feet. Under no circumstances may the **Adult Pitcher** coach or instruct from their position on the field. The umpire may first warn the Adult Pitcher. If the Adult Pitcher continues coaching or instructing from their position, the umpire shall start calling strikes. If the problem continues, the Adult Pitcher will be ejected from the game.
- Speed – **Adult Pitchers** should pitch at a speed to where there is little to no risk.
- Pace of Play- Adult Pitcher may throw warm up pitches (5 max) between innings up until all players are in position and ready to bat and play defense. Catchers should have gear on and ready to take the field when their team is batting and has 2 outs.
- Pitchers position – Pitcher may be positioned anywhere inside the circle.
- The Pitcher may not leave the circle until the ball is hit by the batter. The penalty for leaving too soon is that the pitch will be called an illegal pitch.

- **Stealing**

- No Stealing. Leaving the base early is an automatic out. No pitch is recorded and it is a Dead Ball. The umpire may use their discretion to issue one team warning, particularly early on in the season.

- **Team Responsibilities**

- Home team is responsible GameChanger
- Visiting Team is responsible for scoreboard
- Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands, dugout and surrounding areas
 - If last game of the day return all equipment to concession stand.

- **Field Maintenance**

- **Please follow field maintenance guidance provided in coaches packet.**

- **Player Agent**

- Tommy Monk: 979-877-4338
- In the event you need to reschedule a game, contact your player agent at least **48 hours** in advance.

2026 Bellville Little League

Minor Boys / 9-10 Year Old Division

- **Time Limit**

- o 1 hour and 45 minutes- finish the inning. Inning starts at 3rd out of the previous inning.
- o Must play AT LEAST 1 hour and 45 minutes to count as a complete game, unless the Run Rule (Mercy Rule) goes into effect sooner. There is no inning requirement.

- **General Rules**

- o Bat Entire Roster, (CBO) Continuous Batting Order
- o Free substitution, no player should sit consecutive innings
- o Must have 8 players to start game. You may borrow from another team as long as the borrowed player plays an outfield position and bats last. The borrowed player may not pitch and must be in the same age division. If a player gets hurt, injured or can't finish the game you may finish the game with 8, but can't continue with less than 8. No out will be recorded for the missing player at bat.
- o If you cannot field a team with 8 players, please contact your Player Agent immediately to reschedule game. You will not be forced to forfeit.
- o 5 Run limit per team per inning
- o If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
- o Only 3 coaches allowed in the dugout
- o ALL coaches must be inside the dug out when team is in the field
- o NO on deck hitters allowed

- **Pitching**

- o It is the Manager's responsibility to follow the **Pitch Count Regulations** established by Little League Baseball.
 - League Age 9-10 year old Pitch Limit = **75 pitches per day**
 - **League Age 8 year old Pitch Limit= 50 pitches per day.**
 - Listing of days rest for number of pitches pitched (See 2025 Little League Rule Book)
- o Each team must have a new to the division League Age 9 year old (or younger) pitcher who must begin and end the same half inning within the first 3 innings of the game. You may substitute another League Age 9 year old (or younger) pitcher to finish the same half inning. If a game is in the 2nd inning (or less) and time expires or the game ends for any other reason, it is not a violation of this rule if a League 9 year old (or younger) has not pitched yet. **The spirit of the rule is to get new young pitchers experience. Coaches should work together and point out potential violations of this rule BEFORE the violation occurs.**
- o A violation of this rule may be grounds for a forfeit. A team that violates this rule must pitch a League Age 9 year old (or younger) for a minimum of TWO innings in the next game, and the Manager must serve a 1 game suspension the following game. The team may ask another person (must have clear Background Check) to act as an Assistant Coach while the Manager is serving their suspension so that the team will still have 3 adult coaches at that game. A coach that consistently violates this rule or makes a concerted effort to circumvent this rule may be removed as a Manager for that season.

- **Stealing**

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

- **Team Responsibilities**

- o Home team is responsible for the announcer and GameChanger
- o Visiting Team is responsible for scoreboard
- o Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands and surrounding areas

- **Field Maintenance**

- o Bellville Little League Fields
 - **Please follow field maintenance guidance provided in coaches packet.**
- o Clark Park
 - The City of Bellville will be lining/preparing all fields for game days
 - Please respect the City's parks and keep them clean.

- **Player Agent**

- o Ron Zboril: 979-885-9245
- o In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.

2026 Bellville Little League

Minor Girls/ 9-10 Year old Division

- **Points of emphasis of official rules 4.10**
 - 1 hour 45 minutes-finish the inning. Inning starts after 3rd out of previous inning.
 - Teams must play a minimum of 4 innings (3 ½ if the home team is leading) to be an official game. No inning may start after 10:00PM.
 - Only 3 coaches allowed
 - ALL coaches must be inside the dugout when team is in the field
 - NO on deck hitters
 - There is a 3-run limit per each half inning. If the game is tied at the end of regulation play or the time limit, the game remains a tie.
 - If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
 - With two (2) outs, a courtesy runner may be utilized for the Catcher. This is not mandatory.
 - In Softball, and only through **April 8th**, after the batter receives a 4th called Ball, then the Coach may pitch the remainder of that batter's at-bat.
 - You must have 8 players to play a game. If you cannot field 8 players, it is not an automatic forfeiture. The game can be rescheduled.
 - Stealing is allowed ONLY when a coach/adult is not pitching. Base runners shall not leave their bases until the ball has reached the batter. Leaving the base early is an automatic out. No pitch is recorded and it is a Dead Ball. The umpire may use their discretion to issue one team warning, particularly early on in the season.
- **Bellville Little League additions**
 - Bat the entire roster.
 - Free substitution, with a minimum of 6 defensive outs being played by each player. No player can sit out consecutive innings.
 - If you are short a player, you may pull from another team as long as the person is on the roster at the beginning of the game, and is in the same age group as your team. A pick up player must play outfield, must bat last, and cannot pitch.
- **Team Responsibilities**
 - Home team is responsible for the announcer and GameChanger
 - Visiting Team is responsible for scoreboard
 - Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands and surrounding areas
- **Field Maintenance**
 - Bellville Little League Fields
 - **Please follow field maintenance guidance provided in coaches packet.**
- **Player Agent**
 - Brett Thomas: 979-231-8053
 - In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.

2026 Bellville Little League

Major Boys / 11-12 Year Old Division

- **Time Limit**
 - 1 hour, 45 minutes, finish the inning
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- **General Rules**
 - Bat Entire Roster, (CBO) Continuous Batting Order
 - Free substitution, with a minimum of 6 defensive outs played by each player. No player should sit consecutive innings
 - Must have 8 players to start game. If you cannot field a team with 8 players, please contact your Player Agent immediately to reschedule game. You will not be forced to forfeit.
 - Only 3 coaches allowed
 - ALL coaches must be inside the dug out when team is in the field
 - NO on deck hitters allowed
 - THERE IS NO MAXIMUM NUMBER OF RUNS PER INNING IN MAJOR BOYS. If the game is tied at the end of regulation play or at the time limit, the game will continue until there is a declared winner. Major Boys games cannot end in a tie.
 - If the score differential is 15 runs or great at the end of 3 innings (2 ½ if home team is leading), OR 10 runs or greater at the end of 4 innings (3 ½ if the home team is leading), or 6 runs or greater at the end of 5 innings (4 ½ if the home team is leading), the game shall be ended with team leading declared as the winner.
- **Pitching**
 - It is the Manager's responsibility to follow the **Pitch Count Regulations** established by Little League Baseball.
 - 11-12 year Pitch Limit = **85 pitches per day**
 - Listing of days rest for number of pitches pitched (see Pitching Rules in the 2025 Little League Rule Book)
- **Stealing**
 - Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- **Team Responsibilities**
 - Home team is responsible for the announcer and GameChanger
 - Visiting Team is responsible for scoreboard
 - Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands and surrounding areas
- **Field Maintenance**
 - Bellville Little League Fields
 - **Please follow field maintenance guidance provided in coaches packet.**
 - Clark Park
 - The City of Bellville will be lining/preparing all fields for game days
 - Please respect the City's parks and keep them clean.
- **Player Agent**
 - Cody Duncum: 979-203-7710
 - In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.

2026 Bellville Little League

Major Girls / 11-12 Year Old Division

- **Time Limit**

- 1 hour, 45 minutes (finish the inning) or six (6) innings.
- To be a regulation game, a minimum of 4 innings must be played (3 ½ innings if the home team is ahead).
- A game may not be played or continued with less than nine (9) players on each team. Inability to field nine players is not an automatic forfeit as per Little League rules, but shall be referred to the District Administrator for a decision.
- There will be NO coach pitch in the Major Division.
- THERE IS NO MAXIMUM NUMBER OF RUNS PER INNING IN MAJOR GIRLS. If the game is tied at the end of regulation play or the time limit, the game will continue until there is a declared winner. Major Girls games cannot end in a tie.
- If the score differential is 15 runs or great at the end of 3 innings (2 ½ if home team is leading), OR 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
- There will be NO courtesy runner in the Major Division.
- Dropped 3rd strike and the Infield Fly rule are in effect.

- **Team Responsibilities**

- Home team is responsible for the announcer and GameChanger
- Visiting Team is responsible for scoreboard
- Both teams are responsible for field cleanup after the games
 - Rake and maintain field for next game
 - Pick up trash in stands and surrounding areas

- **Field Maintenance**

- Bellville Little League Fields
 - **Please follow field maintenance guidance provided in coaches packet.**
- Clark Park
 - The City of Bellville will be lining/preparing all fields for game days
 - Please respect the City's parks and keep them clean.

- **Player Agent**

- Taylor Monroy: 979-398-4071
- In the event you have a conflict and need to reschedule a game, contact your player agent at least **48 hours** in advance. The conflict will be taken to the League President and a decision whether to reschedule will be made.

2026 Bellville Little League

Intermediate (50/70) and Junior Softball and Baseball

- Game time: 2 hours (finish the inning) or seven (7) innings. To be a regulation game, a minimum of 5 innings must be played (4 ½ innings if the home team is ahead).
- A game may not be played or continued with less than nine (9) players on each team. Inability to field nine players is not an automatic forfeit as per Little League rules, but shall be referred to the District Administrator for a decision.
- There will be NO coach pitch in the Intermediate or Junior Divisions.
- THERE IS NO MAXIMUM NUMBER OF RUNS PER INNING IN INTERMEDIATE/JUNIOR BOYS & GIRLS. If the game is tied at the end of regulation play or at the time limit, the game will continue until there is a declared winner. If the game is tied at the end of regulation play or the time limit, the game will continue until there is a declared winner. Intermediate & Junior Boys, and Junior Girls cannot end in a tie game.
- If the score differential is 15 runs or great at the end of 4 innings (3 ½ if home team is leading), OR 10 runs or greater at the end of 5 innings (4 ½ if home team is leading), OR 8 runs or greater at the end of 6 innings (5 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.
- There will be NO courtesy runner in the Intermediate or Junior Divisions.

Intermediate & Junior Boys Player Agent: Cokey Flisowski: 979-267-1896

Junior Girls Player Agent: Taylor Monroy: 979-398-4071