

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.