

# **BROWNSBURG LITTLE LEAGUE BASEBALL**

## **MINOR "8" GROUND RULES**

*As adopted by the Board of Directors*

**March 16, 2003**

The most current addition of Little League Baseball's official regulations and playing rules, and or the Constitution of the Brownsburg Little League, Inc. are in effect unless modified by the following ground rules of the Brownsburg Little League.

### **MINOR LEAGUE REGULATIONS**

#### **I The League**

No revisions

#### **II League Boundaries**

No revisions

#### **III The Teams**

No revisions

#### **IV The Players**

Any candidate who will attain the age of 8 years of age prior to August 1 and who will not attain the age of 9 before August 1 of the year in question shall be eligible to compete in Little League Baseball Minor 9 Division.

#### **V Selection of Players**

Assignment of players for the various teams within the Minor 8 Division shall be a cooperative effort of the League Directors and the Player Agent.

#### **VI Pitchers**

**1st half of season** - Coaches will pitch to all batters, from a knee, and from the dirt portion of the pitcher's mound. The defensive player in the pitcher's position must have one foot on the pitcher's rubber until the ball is hit. When the coach is pitching, each batter will receive seven pitches. If the batter has not hit the ball after the seventh pitch, the batter will be called out. No walks are permitted. The batter will have 3 swings or 7 pitches—(3<sup>rd</sup> swing-fouled is not an out). If the batter is hit by the ball while the coach is pitching, it will be called a dead ball. The batter shall not be awarded first base.

**2nd half of season** - The second half of the season will be a combination of coach pitch and player pitch. The League Director will inform all teams when the halfway point is reached in the season.

The game shall alternate innings of player pitch and coach pitch. Innings one (1), and three (3) shall be player pitch. Innings two (2), and four (4) shall be coach pitch.

##### ***Player Pitch Innings***

When a pitcher reaches any of the following maximums, he must be removed from the game as a pitcher, and three (3) complete days of rest is required before the player is eligible to pitch again. (*See pitching eligibility table below*).

1. No pitcher shall pitch more than three (2) innings per game.
2. Throw more than thirty (30) pitches in one inning.
3. Throw more than fifty (50) pitches in a game.

If a player pitches less than the above maximums, one (1) complete day of rest is required before the player is eligible to pitch again. Delivery of a single pitch constitutes having pitched in an inning. A game that is suspended for any reason, and is resumed on another day, shall be considered the same game for the purposes of the pitcher's eligibility.

Day of Week Maximum was Obtained	Day of Week Player is Eligible to Pitch Again
Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday

***Coach Pitch Innings.***

Coaches will pitch to all batters, from a knee, and from the dirt portion of the pitcher's mound. The defensive player in the pitcher's position must have one foot on the pitcher's rubber until the ball is hit. The batter will have 3 swings or 7 pitches—(3<sup>rd</sup> swing-fouled is not an out). If the batter has not hit the ball after the seventh pitch, the batter will be called out. No walks are permitted. If the batter is hit by the ball while the coach is pitching, it will be called a dead ball. The batter shall not be awarded first base.

**VII Schedules**

The Umpire-In-Chief and/or League Director will determine the playability of the field at game time.

Rainouts/Suspensions will be rescheduled for the following Saturday at 9:00, 11:00, 1:00, 3:00, 5:00 in first available time slot. If necessary, on Sunday at 2:00, 4:00, and 6:00. If one team does not show or if both teams do not show, this game will be a forfeit.

**VIII Minor League**

No revisions

**IX Special Games**

No revisions

**X Night Games**

No revisions

**XI Admission to Games**

No revisions

**XII Awards**

No revisions

**XIII Commercialization**

No revisions

**XIV Field Decorum**

The first team listed on the schedule is the visiting team and is responsible for setting up the field and inspecting it prior to the game. This includes the bases, base lines and runner advance lines. They will occupy the 1st base dugout and rake the diamond prior to the game.

The last team listed on the schedule is the home team and is responsible for picking up the bases and putting away equipment after the game. They will also be responsible for

keeping the official scorebook in the second half of the season. They will occupy the 3rd base dugout and rake the diamond after the game.

Each manager is responsible for cleaning his side of the field, dugout, and **bleacher** area immediately after the game.

Teams playing the first game of a double header shall vacate the dugout immediately upon completion of the game. Hold post game conferences off the field.

The field is reserved for the competing teams (1) hour prior to game time. The first 1/2 hour to be used for field preparation. The visiting team will warm up for (10) minutes, starting at (30) minutes before game time. The home team will then warm up for (10) minutes. Teams competing in the second game of a double header shall warm up off the field, but may have infield practice if time permits.

It is the responsibility of each team to work the concession stand on a few occasions. It is the responsibility of the manager, with the help of the team mom, to provide the required number of team parents for the scheduled times. **If a team does not provide the proper manpower, the concession stand will be closed and a public announcement will be made as to why the concession stand is closed.**

**XV Advertising, Television, and Radio**

No revisions

**XVI Use of Little League Name and Emblem**

No revisions

**XVII Use of Little League Name and Emblem**

No revisions

**OFFICIAL PLAYING RULES  
LITTLE LEAGUE BASEBALL  
MINOR 8 DIVISION**

*As adopted by the Board of Directors*

**Rule 1.0**

**1.01** Each team will field a maximum of ten players, the tenth player being an outfielder. With ten players, teams must play with four equal outfielders. All players are to play at least three innings in the field.

**1.02** No score will be kept for the first half of the season. When the second half of the season starts, score will then be kept.

**Rule 2.0**

**INFIELD FLY** - No infield fly rule.

**LIVE/DEAD BALL** - once the lead runner is stopped, all runners are frozen at their respective bases. Lines will be marked on the baselines that will determine the advancement of the baserunners per this rule. The lines will be placed half way between first and second base, second and third base, and between third base and home plate. The last batter will stop advancing at the time of a dead ball situation.

**STRIKE** - A pitched strike or foul ball will erase the ball count during the player pitch portion of the game. This only applies when such strike/foul ball advances the strike count. In other words, if the batter has two strikes on him the next foul ball does not erase the ball count. This "ball count clear" shall only occur once per batter.

**Rule 3.0**

**3.09** Any team member, including adults are allowed to warm up the pitcher before or during games. Pitcher warm ups during a game shall require a 3rd person (must be a player) to protect the pitcher and catcher. The warm up catcher must wear a helmet with a mask.

**Rule 4.0**

**4.01 (a)** A complete game will consist of up to 4 innings or 1:45 time limit, whichever occurs first.

**4.04** All players on the team roster present for the game will bat in a continuous batting order (round robin-format). Each player is required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game provided he/she meets the requirements of mandatory play.

**4.05 (1)** The offensive team shall have the option to station two (2) adult base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.

**4.09 (a)** No baserunner can advance to home on a passed ball. A runner at third base can only score by being forced home by action on the batter/baserunner (base on balls, hit by pitch during player pitch portion of the game, etc.) ,the batter putting the ball into play, or by the defense making a play on another baserunner.

**4.10 (e)** 10-run rule—shut off scoreboard and continue to play as long as time allows, and if not interfering with games after.

**Rule 5.0**

**5.07** The team will bat through the line-up one time with coach pitch.

**5.07 - 1st half of the season**

All players will bat each inning. The offensive side is retired when all players on the roster have batted one time. When three (3) outs have been made in an inning, the bases are cleared of all baserunners.

**5.07 - 2nd half of the season**

The offensive side is retired when (3) outs have been made or when all players on the roster have batted one time.

**5.09 (a)** In coach pitch innings, a player is not awarded first if a pitched ball touches a batter, or the batter's clothing, while in a legal batting position.

**Rule 6.0**

No revisions

**Rule 7.0**

**7.05 (g)** On a ball fielded in the infield, the batter shall not advance any further than second base on an overthrow of first base. All other baserunners may advance only one base on an overthrow, with only one overthrow per batter.

**7.13** No base stealing or advancing on passed balls is allowed.

**Rule 8.0**

No revisions

**Rule 9.0**

No revisions