

# BROWNSBURG LITTLE LEAGUE BASEBALL PLAYING RULES

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.

## REGULATIONS

### I The League

No revisions

### II League Boundaries

No revisions

### III The Teams

No revisions

### IV The Players

The age of the players potentially included in each of the divisions is as outlined below:

Division Name	Little League Age
<b>T-Ball</b>	4, 5
<b>Instructional</b>	6
<b>Rookies</b>	7,8
<b>A</b>	8,9
<b>AA</b>	9,10,11
<b>AAA</b>	9,10,11
<b>Majors</b>	11,12
<b>Intermediate</b>	11,12,13

### V Selection of Players

Players will be placed on teams for each of the divisions as outlined below:

Division Name	How Teams are composed	Evaluation of players?
<b>T-Ball, Instructional, Rookies</b>	Assigned (League Director & Player Agent)	No
<b>A, AA, AAA, Majors, Intermediate</b>	Draft	Yes

### VI Pitchers

Division Name	Pitching	Number of pitches per AB	Additional Notes
<b>T-Ball</b>	<ul style="list-style-type: none"> <li>Coach pitch: On knee, dirt portion of mound</li> <li>Pitcher's helper: Positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul>	3 If not hit after <b>MAXIMUM 3</b> pitches, hit ball from the tee.	The pitcher's helper position in the field <b>MUST</b> wear a helmet.
<b>Instructional</b>	<ul style="list-style-type: none"> <li>Coach pitch: On knee, dirt portion of mound</li> </ul>	5 If not hit after 5 pitches, 2 attempts to hit ball from tee.	The pitcher's helper position <b>MUST</b> wear a helmet.

	<ul style="list-style-type: none"> <li>Pitcher's helper: Positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul>										
<b>Rookies</b>	<ul style="list-style-type: none"> <li>Coach pitch: On knee, dirt portion of mound</li> <li>Pitcher's helper: Positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul>	6 If not hit after 6 pitches (or 3 strikes), batter is retired.	The pitcher's helper position <b>MUST</b> wear a helmet.								
<b>A</b>	<p>Hybrid, as follows:</p> <p><b><u>Innings 1, 3, 5:</u></b></p> <ul style="list-style-type: none"> <li>Player pitch, with "No Walk"* rule</li> <li>If the coach comes out to pitch, the pitcher's helper must be positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul> <p><b><u>Innings 2, 4, 6:</u></b></p> <ul style="list-style-type: none"> <li>Coach pitch: On knee, dirt portion of mound</li> <li>Pitcher's helper: Positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul> <p>**"No Walk" rule: With player pitch, a batter will not be walked. A player's at bat can end in an out, strike out or a hit by pitch. If the pitcher throws 4 balls, then a coach (from the offensive team) will finish the at-bat with the number of pitches remaining to make three strikes in the count. For example, if there was 1 strike when the 4<sup>th</sup> ball was thrown, then the batter gets 2 pitches from the coach.</p>	<p><b><u>Innings 1, 3, 5:</u></b></p> <ul style="list-style-type: none"> <li>The number of Coach pitches permitted will be determined by the table below, based on the number of strikes that existed when the walk would have occurred.</li> </ul> <table border="1"> <thead> <tr> <th>Strikes</th> <th>No. pitches</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>3</td> </tr> <tr> <td>1</td> <td>2</td> </tr> <tr> <td>2</td> <td>1</td> </tr> </tbody> </table> <p><b><u>Innings 2, 4, 6:</u> 6</b></p>	Strikes	No. pitches	0	3	1	2	2	1	<p><b><u>Innings 1, 3, 5:</u></b> If the coach comes out to pitch, the pitcher will not wear a helmet.</p> <p><b><u>Innings 2, 4, 6:</u></b> The pitcher's helper position <b>MUST</b> wear a helmet.</p> <p>For player pitchers, adhere to Little League pitching rules.</p> <p>Annually, there will be a grace period before these pitching rules come into full effect. There will be minimum of 2, but no more than 6 games that will be played using "Rookies" pitching rules. The player agent(s) and league director will determine a "cutover" date after the schedule has been posted to determine exactly when the "A" pitching rules are fully effective.</p>
Strikes	No. pitches										
0	3										
1	2										
2	1										
<b>AA</b>	<ul style="list-style-type: none"> <li>Player pitch, with "No Walk"* rule</li> <li>If the coach comes out to pitch, the pitcher's helper must be positioned with one foot on the pitcher's rubber until the ball is hit.</li> </ul> <p>**"No Walk" rule: With player pitch, a batter will not be walked. A player's at bat can end in an out, strike out or a hit by pitch. If the pitcher throws 4 balls, then a coach (from the offensive team) will finish the at-bat with the number of pitches remaining to make three strikes in the count. For example, if there was 1 strike when the 4<sup>th</sup> ball was thrown, then the batter gets 2 pitches from the coach.</p>	<p>The number of Coach pitches permitted will be determined by the table below, based on the number of strikes that existed when the walk would have occurred.</p> <table border="1"> <thead> <tr> <th>Strikes</th> <th>No. pitches</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>3</td> </tr> <tr> <td>1</td> <td>2</td> </tr> <tr> <td>2</td> <td>1</td> </tr> </tbody> </table>	Strikes	No. pitches	0	3	1	2	2	1	<p>Must adhere to Little League pitching rules.</p> <p>At the discretion of the League Director, the "No Walk" rule may be suspended in favor of full Player pitch prior to the beginning of the end of season tournament.</p>
Strikes	No. pitches										
0	3										
1	2										
2	1										

<b>AAA, Majors, Intermediate</b>	Player pitch	N/A	Must adhere to Little League pitching rules.
----------------------------------	--------------	-----	--

**VII Schedules**

The League will schedule regular season games in accordance with Little League policies as they pertain to each division.

The Officer On Duty (OOD) or League Director will determine the playability of the field at game time.

Rainouts/Suspensions will be rescheduled as possible by the league scheduler.

All Cancellations will be made to the Brownsburg Little League Baseball Facebook page and League website.

**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**

Representatives from both teams are responsible for setting up and raking the field prior to and after their game. This includes putting away all equipment after the game and maintenance of home plate and the pitcher's mound, including placing tarps down after the last game of the day. They are also responsible for supplying an adult to operate the scoreboard and to keep the official scorebook. 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.

**XV Advertising, Television, and Radio**

No revisions

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

No revisions

**XVII Tournament Play**

No revisions

**OFFICIAL PLAYING RULES  
LITTLE LEAGUE BASEBALL**  
*As adopted by the Board of Directors*

**Rule 1.0**

**1.01** Each team will field the number of players listed below. The infield must always be played as a normal infield, including a catcher.

Division Name	Number of players in the field	Minimum play time
<b>T-Ball, Instructional</b>	All present	Every inning
<b>Rookies, A, AA</b>	10 (4 outfielders)	3 innings
<b>AAA, Majors, Intermediate</b>	9	3 innings

All extra players will be positioned as outfielders, spreading them out equally. The players should be rotated from outfield to infield equally in each game. A catcher will be used.

**1.02** See table below for scoring rules.

Division Name	Keep Score/Standings	Post-season Tournament	Maximum runs/Inning
<b>T-Ball, Instructional</b>	No	No	N/A
<b>Rookies</b>	No	No	5 runs
<b>A, AA, AAA</b>	Yes	Yes	5 runs
<b>Majors, Intermediate</b>	Yes	Yes	None

**Rule 2.0**

**FOUL BALL ZONE (T-BALL & INSTRUCTIONAL ONLY)** – A line will be marked down each foul line 6 foot to form a hypotenuse of a triangle. A ball must be hit outside this zone to be considered in fair territory. A ball that comes to rest inside this zone is considered a foul ball.

**INFIELD FLY**

Division Name	Infield Fly Applicable?
<b>T-Ball, Instructional, Rookies, A</b>	No
<b>AA, AAA, Majors, Intermediate</b>	Yes

**OUTFIELDER** - Outfielders must play in the grass (outfielders—should not be used as another infielder)

**OUTS/INNING**

Division Name	Outs retire player to bench	Additional Notes
<b>T-Ball</b>	No	Batter or runner remains on base regardless of play.
<b>Instructional</b>	No	Batter or runner remains on base regardless of play, including no strikeouts.
<b>Rookies, A, AA, AAA, Majors, Intermediate</b>	Yes	3 outs to end ½ inning.

**Rule 3.0**

No revisions

## Rule 4.0

### Game Length

Division Name	Number of Innings	Time Limit
T-Ball, Instructional	4 innings	1 hour
Rookies	5 innings	1 hour, 15 minutes
A	6 innings	1 hour, 30 minutes
AA, AAA, Majors, Intermediate	6 innings	1 hour, 45 minutes*

\*When two weeknight games are scheduled for a field, the time limit becomes a “drop-dead” time limit. This means the game will end immediately upon reaching 1 hour 45 minutes. If an inning has not been completed, the score will revert to the last completed inning. Otherwise, the time limit is the time upon which no new inning can begin.

Note: There is no time limit on Championship Games.

### ½ Inning Length

Division Name	When ½ Inning Ends
T-Ball, Instructional	After all players have batted.
Rookies, A, AA, AAA	3 outs or 5 runs scored
Majors, Intermediate	3 outs

## Rule 5.0

No revisions

## Rule 6.0

### Bunting Rule

Division Name	Bunting Allowed?	Slash Bunting?
T-Ball, Instructional, Rookies, A*	No	No
A*, AA, AAA, Majors, Intermediate	Yes	No – If attempted (no contact necessary on the swing), the play is immediately ruled dead. The batter is out, and no runners may advance.

\*Bunting is only allowed when there is a player pitching to the batter. Batters may not bunt with coach pitch.

### Dropped 3<sup>rd</sup> Strike Rule

Division Name	Dropped 3 <sup>rd</sup> Strike Applicable?
T-Ball, Instructional, Rookies, A, AA, AAA	No
Majors, Intermediate	Yes

## Rule 7.0

### Maximum Number of Bases per Batted Ball

Division Name	Number of Bases	Overthrow Rules
T-Ball	1 base*	No runner may advance due to overthrowing a base.
Instructional	1 base (ball hit to infield) * 2 bases (ball hit to outfield) *	No runner may advance due to overthrowing a base.

<b>Rookies, A</b>	No limit	Limit to one base overthrow per batter
<b>AA, AAA, Majors, Intermediate</b>	No limit	No limit

\*Exception is for the last batter of an inning. The last batter may run the full 4 bases. To avoid any contact at home, all plays at home are force outs. Additionally, the ½ inning ends if a defensive player records a force out at home plate.

### Base Stealing

Division Name	Base stealing allowed?	Advancement on wild pitch/passed ball?
<b>T-Ball, Instructional, Rookies, A</b>	No	No
<b>AA</b>	Yes; No Delayed Stealing; No stealing home	Yes; only one base per pitch; no advancement to home
<b>AAA, Majors, Intermediate</b>	Yes	Yes

### Head First Slides

Division Name	Head First Slides Allowed	Penalty
<b>T-Ball, Instructional, Rookies, A, AA, AAA, Majors, Intermediate</b>	No	Automatic Out

### Rule 8.0

No revisions

### Rule 9.0

No revisions

### Points of Emphasis:

**Number of Events per Week:** Outlined below are the maximum number of events allowed per week, as well as duration based on the division. For the purposes of this chart, a new week begins on Monday and the week ends on Sunday.

Division Name	Maximum Number of Events per week	Maximum Duration
<b>T-Ball, Instructional, Rookies</b>	Two  <i>Possible combinations:</i> <ul style="list-style-type: none"><li>• 2 practices</li><li>• 1 practice; 1 game</li><li>• 2 games</li></ul>	1 hour, 15 minutes
<b>Rookies</b>	Two  <i>Possible combinations:</i> <ul style="list-style-type: none"><li>• 2 practices</li><li>• 1 practice; 1 game</li><li>• 2 games</li></ul>	1 hour, 45 minutes
<b>A, AA, AAA, Majors, Intermediate</b>	Three  <i>Possible combinations:</i> <ul style="list-style-type: none"><li>• 3 practices</li><li>• 2 practices; 1 game</li><li>• 1 practice, 2 games</li><li>• 3 games</li></ul>	1 hour, 45 minutes

### **Temperature Rule:**

- Practices – The “feels like” temperature must be greater than or equal to **45** degrees throughout the duration of practice. The official feels like temperature can be found on the Brownsburg Little League baseball site at <http://www.brownsburgbaseball.com> If the “feels like” temperature drops below 45 degrees, practice must cease immediately. Any team manager may be called before the Board for if caught practicing with a feels like temperature below **45** degrees.
- Games – There is no minimum temperature requirement for games.

### **Facemask Requirements**

Division Name	Facemask requirement
<b>T-Ball, Instructional, Rookies, A, AA, AAA</b>	Full coverage facemasks are required for all players.
<b>Majors, Intermediate</b>	Must have facial protection in the form of a c-flap or a full coverage facemask.

**There are NO ON DECK BATTERS! In between innings, only one batter is allowed outside of the dugout, all other players MUST remain INSIDE the dugout and behind the fence (not standing in the door of the dugout).**

### **Run Rules:**

- If a team is ahead by 15 or more runs after 3 innings, 10 or more runs after 4 innings, or 8 or more runs after 5 full innings (or at any point in the bottom half of those innings if the home team is leading), the game is over, and that team wins.

### **Ties:**

- Any regular season game that is tied after the final inning because of the time limit, shall be declared a tie game.

- Ties will count in the standings as a 1/2 win and 1/2 loss,
- Tournament games cannot end in a tie. Extra innings must be played until there is a winner.

**Play at Home**

- The runner is out when: the runner does not slide (or attempt) to get around a fielder who HAS the ball and is waiting to make the tag. The runner must attempt to avoid a collision if he can reach the base without colliding.

**Reporting Game Score and Pitch Counts:**

All player pitch counts and scores must be reported to the division director following the game by the home team. Opponent should be copied on the communication.

**Minimum Number of Players for a Game:****Regular Season:**

Pool Players: If less than 8 players than a pool player can be used

A team can field 8 players and still play.

Pool Players must bat last in the batting order

Pool Players must play an outfield position

**Tournament:**

Pool Players: not allowed

A team can field 8 players and still play.

If less than 8 rostered players are playing in the game then an out will be given to each missing player in the line-up to get the team up to a minimum of 8 players. Missing player(s) "outs" will count at their respective batting spot at the bottom of the line-up.