



# Bellevue East Little League

*Local Rules for Baseball and Softball Divisions*

*Revised March 2021 – Version 2021.1*

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# 1 Overview

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This document contains the local rules for baseball, softball, and tee ball for Bellevue East Little League for 2019.

These rules apply to local league games only for divisions that are not combined or interlocked with other District 9 leagues.

For Interlocked divisions, these rules are superseded by the agreed upon Interlock rules for that division.

If you have questions please contact [uic@bellevueeastll.org](mailto:uic@bellevueeastll.org).



## 2 Juniors Division Baseball

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League "Green Book" shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 2.1 GAME TIME LIMIT

- (a) There is no time limit in Juniors or Seniors Divisions per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BELL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, games must otherwise be played in accordance with Rules 4.10, 4.11, and 4.12.
- (b) When games are scheduled back-to-back on the same field, no new inning will start after 2 hours and 30 minutes (2:30) of play. If the game cannot be completed prior to the start of occupancy of the field for subsequent games (or loss of the field), the game will be called,
- (c) Per rule 4.11(c) NOTE: "Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.
- (d) Per rule 4.11(d), EXCEPTION: "If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in the following situations: (4) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning. (5) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning." If the score was tied at the end of the last previous completed inning, tie is declared.
- (e) The home plate umpire shall maintain official time.

### 2.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 2.3 RUN LIMITS

The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.

### 2.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.

### 2.5 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

### 2.6 SCOREKEEPING

The home team shall provide the official score keeper.



**2.7 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**2.8 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**2.9 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers.



## 3 Intermediate (50/70) Division Baseball

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 3.1 GAME TIME LIMIT

- (a) There is no time limit in the Intermediate Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BELL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, games must otherwise be played in accordance with Rules 4.10, 4.11, and 4.12.
- (b) When games are scheduled back-to-back on the same field, no new inning will start after 2 hours and 30 minutes (2:30) of play. If the game cannot be completed prior to the start of occupancy of the field for subsequent games (or loss of the field), the game will be called,
- (c) Per rule 4.11(c) NOTE: “Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.
- (d) Per rule 4.11(d), EXCEPTION: “If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in the following situations: (4) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning. (5) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.” If the score was tied at the end of the last previous completed inning, tie is declared.
- (e) The home plate umpire shall maintain official time.

### 3.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 3.3 RUN LIMITS

The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.

### 3.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.

### 3.5 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

### 3.6 FIELD SETUP

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.



**3.7 SCOREKEEPING**

The home team shall provide the official score keeper.

**3.8 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**3.9 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers.



## 4 Majors Division Baseball

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 4.1 GAME TIME LIMIT

- (a) There is no time limit in the Majors Division, however, per Regulation X(c), in the event that games are scheduled back-to-back on the same field, there will be a hard stop after 2 hours and 30 minutes (2:30). Results of time-limit games shall be governed by rules 4.10 and 4.11.

### 4.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 4.3 RUN LIMITS

The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.

### 4.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. See the rule for a list of exceptions.

### 4.5 UNCAUGHT THIRD STRIKE RULE

Rule 6.05(b) on uncaught third strikes is in effect in the Majors division.

### 4.6 UNFENCED AND LARGE FIELDS

If playing on a non-fenced field (or a fenced field of great size), the home run line shall be marked by cones a distance of 200 feet from home plate. A fair ball that passes or is deflected over the coned home run line in flight shall be a home run. A fair ball that passes the coned home run line after first touching the ground shall fall under rule 6.09(e).

### 4.7 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 4.8 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

### 4.9 FIELD SETUP

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.



**4.10 STEALING SIGNS**

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

**4.11 SCOREKEEPING**

The home team shall provide the official score keeper.

**4.12 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**4.13 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers.



## 5 Coast Division Baseball (Player Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League "Green Book" shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 5.1 GAME TIME LIMIT

- (a) For games in the Coast division, no new inning shall start after one hour and 45 minutes (1:45), and there is no hard stop. However, in the event games are scheduled back-to-back on the same field, there will be a hard stop after 2 hours and 30 minutes (2:30) of play.
- (b) Results of time-limit games shall be governed by Little League rules 4.10, 4.11, and 4.12.
- (c) The home plate umpire shall maintain official time.

### 5.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 5.3 RUN LIMITS

- (a) The ten-run rule is in effect per Rule 4.10(e).
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.

**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 5.4 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. See Rule 6.02(c) for a list of exceptions.
- (b) The Infield Fly rule is in effect for games in the Coast division.
- (c) Little League rule 6.05(b) (uncaught third strike) is NOT adopted.

### 5.5 UNFENCED AND LARGE FIELDS

If playing on a non-fenced field (or a fenced field of great size), the home run line shall be marked by cones a distance of 200 feet from home plate. A fair ball that passes or is deflected over the coned home run line in flight shall be a home run. A fair ball that passes the coned home run line after first touching the ground shall fall under rule 6.09(e).

### 5.6 MINIMUM NUMBER OF PLAYERS

Per Little League rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager. The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 5.7 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count,



and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.

(d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

**5.8 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**5.9 STEALING SIGNS**

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

**5.10 SCOREKEEPING**

The home team shall provide the official score keeper.

**5.11 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**5.12 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 8), due to an official school event.



## 6 AAA Division Baseball (Player Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 6.1 GAME TIME LIMIT

- (a) For games in the AAA Division, no new inning shall start after 1 hour and 45 minutes of play (1:45), and there shall be a hard stop at 2 hours and 15 minutes (2:15). Results of time limit games shall be governed by Little League rules 4.10, 4.11, and 4.12.
- (b) The home plate umpire shall maintain official time.

### 6.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 6.3 RUN LIMITS

- (a) The ten-run rule is in effect per Rule 4.10(e).
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.  
**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 6.4 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.
- (b) Little League rule 6.05(b) (uncaught third strike) is NOT adopted.

### 6.5 THE RUNNER

Stealing bases is introduced at this level, but there shall be no stealing of home plate in Division AAA prior to May 1 of each season

### 6.6 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

### 6.7 UNFENCED AND LARGE FIELDS

If playing on a non-fenced field (or a fenced field of great size), the home run line shall be marked by cones a distance of 200 feet from home plate. A fair ball that passes or is deflected over the coned home run line in flight shall be a home run. A fair ball that passes the coned home run line after first touching the ground shall fall under rule 6.09(e).

### 6.8 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 6.9 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.



- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

**6.10 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**6.11 STEALING SIGNS**

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

**6.12 SCOREKEEPING**

The home team shall provide the official score keeper.

**6.13 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**6.14 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.



## 7 AA Division Baseball (Coach / Machine Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

At the AA level of baseball, emphasis should be on the fundamentals of baseball, good sportsmanship, and playing as a team. There is no pressure to perform. This is supposed to be FUN!

The Single-A Minor Division is coach pitch and mechanical arm-pitch.

### 7.1 DIVISION AGES

The “AA” Minor Division shall serve primarily 7- and 8-year old boys.

### 7.2 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and 30 minutes (1:30) of play and there shall be a hard stop at 1 hour and 45 minutes (1:45). In the event the score is tied at the completion of the final inning or time limit, a tie shall be recorded.
- (b) The Home team Manager shall maintain official time.

### 7.3 BATTING ORDER

- (a) A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 7.4 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e) shall NOT be adopted.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.

**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 7.5 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall NOT be adopted.
- (b) All strikes either across the plate or swung at counts as a strike. Three strikes are an out.
- (c) The player gets a maximum of 7 pitches unless a foul ball is on the 7th pitch.

### 7.6 THE PITCHER

- (a) The VP of the division shall be the sole authority on the date at which pitching machines are used or coach pitch is used
- (b) A coach pitching to a batter shall pitch to all players from a distance of at least 30 feet.

### 7.7 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

### 7.8 OUTFIELDER POSITIONING

Outfielders must be at least 20 feet behind the bases and the imaginary semi-circle of the outfield at the start of each pitch.

### 7.9 HOME RUN DISTANCE

The home run line shall be set at approximately 150 feet.



#### **7.10 MINIMUM NUMBER OF PLAYERS**

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

#### **7.11 PITCHING MACHINE OPERATION AND RULES**

- (a) The home team shall provide the pitching machine and this pitching machine will be used for the entire game, unless the machine has mechanical failure.
- (b) The pitching machine will be used at all times unless inoperative due to weather conditions or equipment failure.
- (c) If the pitching machine is inoperative, one adult coach from each team will pitch to batters on their team.
- (d) The pitching machine will be set at the beginning of the game and the speed will not be changed during the course of the game. Between innings, the operator may adjust the machine to ensure that it is tossing strikes. When adjustments are required, the adjustments must be made at the beginning of a full inning. Fine-tuning the pitching machine by adjusting the set screw on the throwing arm is permissible.
- (e) No coaching is allowed from the pitching machine.
- (f) The pitching machine operator is considered part of the field and incidental contact with the ball or players does not constitute interference.
- (g) The player at the pitching position must stay "even" with the rubber until the ball crosses the plate.
- (h) When a batted ball hits the pitching machine or comes to rest in the area surrounding the pitching machine where players are prohibited from entering, the ball is dead and the batter is awarded first base and base runners advance only if forced.
- (i) If the ball rolls completely through the pitching machine area untouched, the ball is live and playable even if the player pitcher has entered the pitching machine area in an attempt to make a play.

#### **7.12 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

#### **7.13 SCOREKEEPING**

The home team shall provide the official score keeper.

#### **7.14 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 8), due to an official school event.



## 8 A Baseball Division (Coach Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

The Single-A level of baseball is by league definition “Advanced Tee ball.” Emphasis is placed on teaching the fundamentals of hitting and fielding, sportsmanship, and the value of team work. There is no pressure on players to win. The Single-A Division is focused solely on players having fun.

The Single-A Minor Division is coach pitch.

### 8.1 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and 30 minutes (1:30) of play and there shall be a hard stop at 1 hour and 45 minutes (1:45). In the event the score is tied at the completion of the final inning or at the time limit, a tie shall be recorded.
- (b) The Home team Manager shall maintain official time.

### 8.2 BATTING ORDER

- (a) A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 8.3 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e), shall NOT be adopted.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.

**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 8.4 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall NOT be adopted.
- (b) There are no called strikes. A strike shall be called only when a batter swings at a pitched ball, and not for a ball pitched within the strike zone; where the batter does not swing.
- (c) A batter shall not be awarded first base when struck by a pitched ball.
- (d) A batter cannot be walked / receive a base on balls.
- (e) Bunting is not allowed

### 8.5 THE PITCHER

- (a) Each batter shall be limited to eight (8) pitches. After the eighth pitch, the batter is retired. However, if the batter fouls off the 8<sup>th</sup> pitch, additional pitches are granted until any pitch which is not a foul ball.
- (b) If the adult pitcher, out of reflex, catches a ball or interferes with a play, that ball is considered a dead ball, and is declared ‘NO PITCH.’ This pitch does not count towards the batter.

### 8.6 RUNNERS

- (a) Base runners and batters are only allowed to advance on a hit ball.
- (b) Runners are only allowed one base.
- (c) Base stealing is not allowed

### 8.7 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.



**8.8 DEFENSIVE PLAY**

Outfielders must be at least 20 feet behind the bases and the imaginary semi-circle of the outfield at the start of each pitch.

**8.9 HOME RUN DISTANCE**

The home run line shall be set at approximately 140 feet.

**8.10 MINIMUM NUMBER OF PLAYERS**

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

**8.11 RETURNING PLAYERS**

If a player leaves the game because he/she is departing the game, injured, or for disciplinary reasons, and then re-enters the game, he/ she shall be re-inserted into the defensive alignment anywhere the manager chooses, but must be placed back in the original batting order position.

**8.12 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**8.13 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.



## 9 Tee Ball Division (No-Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

Tee Ball is designed to provide an introduction to the games of baseball and/ or softball. Emphasis is placed on teaching the fundamentals of hitting and fielding, sportsmanship, and the value of team work. There is no pressure on players to win. The Tee Ball Division is focused solely on players having fun.

Tee Ball is no pitch.

### 9.1 DIVISION AGES

The Tee Ball Division shall serve primarily league age 4- and 5-year olds.

### 9.2 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and minutes (1:30) of play, and the game shall conclude regardless of the score at 1:30.
- (b) The Home team Manager shall maintain official time.

### 9.3 BATTING ORDER

- (a) A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.
- (b) Each team shall bat its entire roster each inning.

### 9.4 DIAMOND SIZE

There shall be 60-foot diamond for all games.

### 9.5 THE BATTER

There are no strike outs. Batters shall continue to swing until a fair ball is hit.

### 9.6 PITCHING

There shall be no live pitching; batters shall hit from a tee for all at-bats.

### 9.7 RUNNERS

Base runners shall advance one (1) base for each fair ball that is hit.

### 9.8 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

### 9.9 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 9.10 RETURNING PLAYERS

If a player leaves the game because he/she is departing the game, injured, or for disciplinary reasons, and then re-enters the game, he/ she shall be re-inserted into the defensive alignment anywhere the manager chooses, but must be placed back in the original batting order position.

### 9.11 FIELD SETUP

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.



**9.12 SCOREKEEPING**

No official score shall be recorded for Tee Ball

**9.13 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.



## 10 Juniors Division Softball

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 10.1 GAME TIME LIMIT

- (a) There is no time limit in Juniors or Seniors Divisions per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BELL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, games must otherwise be played in accordance with Rules 4.10, 4.11, and 4.12.
- (b) When games are scheduled back-to-back on the same field, no new inning will start after 2 hours and 30 minutes (2:30) of play. If the game cannot be completed prior to the start of occupancy of the field for subsequent games (or loss of the field), the game will be called,
- (c) Per rule 4.11(c) NOTE: “Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.
- (d) Per rule 4.11(d), EXCEPTION: “If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in the following situations: (4) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning. (5) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.” If the score was tied at the end of the last previous completed inning, tie is declared.
- (e) The home plate umpire shall maintain official time.

### 10.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 10.3 RUN LIMITS

The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.

### 10.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.

### 10.5 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

### 10.6 SCOREKEEPING

The home team shall provide the official score keeper.



**10.7 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**10.8 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**10.9 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers.



# 11 Majors Division Softball

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

## 11.1 GAME TIME LIMIT

- (a) There is no time limit, nor a hard stop, for games in the Majors division. However, in the event games are scheduled back-to-back on the same field, there will be a hard stop after 2 hours and 30 minutes (2:30) of play. Result of a time limit game will be determined in accordance with Little League rules 4.10, 4.11, 4.12.
- (b) The home plate umpire shall maintain official time.

## 11.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

## 11.3 RUN LIMITS

The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.

## 11.4 BATTER IN THE BOX

After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at-bat. See Rule 6.02 (c) for a list of exceptions.

## 11.5 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

## 11.6 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

## 11.7 STEALING SIGNS

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense.

## 11.8 FIELD SETUP

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.



**11.9 SCOREKEEPING**

The home team shall provide the official score keeper.

**11.10 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**11.11 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers.



## 12 Coast Division Softball (Player Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League "Green Book" shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 12.1 GAME TIME LIMIT

- (a) No new inning shall start after one hour 45 minutes (1:45), and there will be no hard stop, for games in the Coast division. However, in the event games are scheduled back-to-back on the same field, there will be a hard stop after 2 hours and 30 minutes (2:30) of play.
- (b) The home plate umpire shall maintain official time.

### 12.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 12.3 RUN LIMITS

- (a) The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.  
**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 12.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.

### 12.5 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is NOT adopted.

### 12.6 SOFTBALL

A regulation 11" softball shall be used.

### 12.7 UNFENCED AND LARGE FIELDS

If playing on a non-fenced field (or a fenced field of great size), the home run line shall be marked by cones a distance of 200 feet from home plate. A fair ball that passes or is deflected over the coned home run line in flight shall be a home run. A fair ball that passes the coned home run line after first touching the ground shall fall under rule 6.09(e).

### 12.8 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 12.9 PITCHING RECORDS

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.



- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

#### **12.10 STEALING SIGNS**

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

#### **12.11 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

#### **12.12 SCOREKEEPING**

The home team shall provide the official score keeper.

#### **12.13 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

#### **12.14 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 8), due to an official school event.



## 13 AAA Division Softball (Modified Player Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League "Green Book" shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

### 13.1 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and 45 minutes (1:45) of play. There shall be a hard stop at 2 hours 15 minutes (2:15). In the event the score is tied at the completion of the final inning, a tie will be recorded. If the score is tied and the final inning has not been completed at when the game reaches the hard stop time limit, the score shall revert to the score at the end of the last complete inning, whether a win/loss or tie.
- (b) The Home team Manager shall maintain official time.

### 13.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 13.3 RUN LIMITS

- (a) The ten-run rule is in effect per Rule 4.10(e). There is no limit to runs allowed per inning.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.  
**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 13.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall be adopted. The number of violations shall be counted individually per batter for the entire game and not reset at the beginning of each full-inning or each at bat.

### 13.5 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is NOT adopted.

### 13.6 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

### 13.7 UNFENCED AND LARGE FIELDS

If playing on a non-fenced field (or a fenced field of great size), the home run line shall be marked by cones a distance of 200 feet from home plate. A fair ball that passes or is deflected over the coned home run line in flight shall be a home run. A fair ball that passes the coned home run line after first touching the ground shall fall under rule 6.09(e).

### 13.8 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

### 13.9 THE PITCHER

- (a) Pitching distance shall be 35 feet for players, 30 feet for coaches.
- (b) Pitchers may pitch a maximum of three (3) innings per game.



- (c) Modified Player Pitch. Player pitch until the ball is hit fair, or the home plate umpire calls either three (3) strikes or four (4) balls. After the fourth ball, the manager or coach of the team at bat shall pitch until either six (6) pitches have been made, the umpire calls three (3) strikes, or the ball is hit fair. After a pitcher has thrown four (4) balls to four (4) batters in a single inning, the coach pitcher shall relieve the pitcher for the remainder of that inning, under the above coach pitch restrictions. The pitcher shall remain in the pitching position for defensive play
- (d) If the adult pitcher, out of reflex, catches a ball or interferes with a play, that ball is considered a dead ball, and is declared 'NO PITCH.' This pitch does not count towards the batter.

#### **13.10 THE BATTER**

- (a) No bunting is allowed
- (b) A strike shall be called only when a batter swings at a pitched ball, and not for a ball pitched within the strike zone; where the batter does not swing.
- (c) A batter shall not be awarded first base when struck by a pitched ball.
- (d) A batter cannot be walked/ receive a base on balls.

#### **13.11 THE RUNNER**

- (a) Stealing bases is introduced at this level, but there shall be no stealing of home plate in Division AAA prior to May 1 of each season

#### **13.12 PITCHING RECORDS**

- (a) The record of each pitcher who delivers one or more pitches to a batter must be entered in the scorebook for each team in every game.
- (b) The scorekeeper for each team is responsible for recording the pitch count. Each team will be provided with a scorebook that has a pitch count area to record and tally the number of pitches delivered by each pitcher in a game. Each team will be provided a pitch "counter" to assist the scorekeeper.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure that both are in agreement. If there is a disagreement about the pitch count, and if all attempts to resolve the discrepancy fail, the pitch count recorded by the home team shall prevail.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook.

#### **13.13 STEALING SIGNS**

Per LL Rule 9.01(d) - The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

#### **13.14 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

#### **13.15 SCOREKEEPING**

The home team shall provide the official score keeper.

#### **13.16 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

#### **13.17 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.



## 14 AA Division Softball (Coach Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

At the AA level of baseball, emphasis should be on the fundamentals of baseball, good sportsmanship, and playing as a team. There is no pressure to perform. This is supposed to be FUN!

The Double-A Minor Division is coach pitch.

### 14.1 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and 30 minutes (1:30) of play and there shall be a hard stop at one hour and 45 minutes (1:45). In the even the score is tied at the completion of the final inning or hard stop, a tie shall be recorded.
- (b) The Home team Manager shall maintain official time.

### 14.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 14.3 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e), shall NOT be adopted. There is no limit to runs allowed per inning.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.

**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 14.4 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall NOT be adopted.

### 14.5 SOFTBALL

An 11” safety ball is to be used.

### 14.6 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is NOT adopted.

### 14.7 STEALING BASES

Stealing bases is not allowed.

### 14.8 NUMBER OF DEFENSIVE PLAYERS

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

### 14.9 OUTFIELDER POSITIONING

Outfielders must be at least 20 feet behind the bases and the imaginary semi-circle of the outfield at the start of each pitch.

### 14.10 HOME RUN DISTANCE

The home run line shall be set at approximately 150 feet.

### 14.11 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as



manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

**14.12 PITCHING DISTANCE**

A coach pitching to a batter shall pitch to all players from a distance of at least 30 feet. All strikes either across the plate or swung at counts as a strike. Three strikes are an out. This must be enforced. The player gets a maximum of 6 pitches unless a foul ball is on the 6th pitch.

**14.13 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

**14.14 SCOREKEEPING**

The home team shall provide the official score keeper.

**14.15 UMPIRES**

The home team must furnish one adult umpire behind the plate. The visiting team will furnish one adult field umpire.

**14.16 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 8), due to an official school event.



## 15 Single-A Softball Division (Coach Pitch)

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**Note:** In cases where the division plays an interlock schedule, the official interlock rule set prevails.

Official Little League Regulations and Playing Rules set forth in the Little League “Green Book” shall be in effect and the local rules set forth here shall not conflict with the Official Playing Rules. If a local rule should conflict with any Official Rule, the Official Rule shall prevail.

The Single-A level of baseball is by league definition “Advanced Tee ball.” Emphasis is placed on teaching the fundamentals of hitting and fielding, sportsmanship, and the value of team work. There is no pressure on players to win. The Single-A Division is focused solely on players having fun.

The Single-A Minor Division is coach pitch.

### 15.1 GAME TIME LIMIT

- (a) No new inning will start after 1 hour and 30 minutes (1:30) of play with a hard stop after 1 hour and 45 minutes (1:45). In the event that the score is tied at the completion of the game, a tie shall be recorded.
- (b) The Home team Manager shall maintain official time.

### 15.2 BATTING ORDER

A continuous batting order, as provided for under Rule 4.04, shall be adopted. All players on the team roster present for a game will bat in order.

### 15.3 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e), shall NOT be adopted. There is no limit to runs allowed per inning.
- (b) Each half-inning shall end when three (3) offensive outs or five (5) runs have been scored per rule 5.07; except for the sixth or the final full-inning (as designated by the umpire) in which unlimited runs are permitted and three (3) outs end play.

**Exception:** Unlimited runs in the final inning shall apply for both half-innings, for both home and away teams.

### 15.4 SOFTBALL

A 10” safety ball shall be used.

### 15.5 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout their at bat shall NOT be adopted.
- (b) Little League rule 6.05(b) (uncaught third strike) is NOT adopted.
- (a) There are no called strikes. A strike shall be called only when a batter swings at a pitched ball, and not for a ball pitched within the strike zone; where the batter does not swing.
- (a) A batter shall not be awarded first base when struck by a pitched ball.
- (b) A batter cannot be walked / receive a base on balls.
- (c) Bunting is not allowed

### 15.6 THE PITCHER

- (a) Each batter shall be limited to eight (8) pitches. After the eighth pitch, the batter is retired. However, if the batter fouls off the 8<sup>th</sup> pitch, additional pitches are granted until any pitch which is not a foul ball.
- (b) If the adult pitcher, out of reflex, catches a ball or interferes with a play, that ball is considered a dead ball, and is declared ‘NO PITCH.’ This pitch does not count towards the batter.

### 15.7 RUNNERS

- (c) Base runners and batters are only allowed to advance on a hit ball.



(d) Runners are only allowed one base.

(e) Base stealing is not allowed

#### **15.8 NUMBER OF DEFENSIVE PLAYERS**

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders.

#### **15.9 DEFENSIVE PLAY**

Outfielders must be at least 20 feet behind the bases and the imaginary semi-circle of the outfield at the start of each pitch.

#### **15.10 HOME RUN DISTANCE**

The home run line shall be set at approximately 140 feet.

#### **15.11 MINIMUM NUMBER OF PLAYERS**

Per rules 4.16 and 4.17, a game may neither start, nor continue after it has started, if either team is unable to place nine (9) players on the field, or if either team cannot place at least one adult in the dugout as manager or substitute manager, The inability of a team to do either shall not be ground for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

#### **15.12 RETURNING PLAYERS**

If a player leaves the game because he/she is departing the game, injured, or for disciplinary reasons, and then re-enters the game, he/ she shall be re-inserted into the defensive alignment anywhere the manager chooses, but must be placed back in the original batting order position.

#### **15.13 FIELD SETUP**

The home team is responsible for preparation of the playing field, and for dismantling and storing field equipment, as necessary. Both teams should assist with field preparation.

#### **15.14 GAME RESCHEDULING**

Game rescheduling shall be done by the official BELL Director or Fields and/or applicable field scheduler, in cooperation with each of the Managers. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.