



Bellevue National Little League

Local League Rules for

Baseball and Softball Divisions

Revised December 27, 2022

C o n t e n t s

| | | |
|------|--|----|
| 1.0 | BNLL League Rules: Seniors Baseball | 2 |
| 2.0 | BNLL League Rules: Juniors Baseball | 4 |
| 3.0 | BNLL League Rules: Intermediate (50/70) Baseball | 6 |
| 4.0 | BNLL League Rules: Majors Baseball | 9 |
| 5.0 | BNLL League Rules: Coast Baseball | 11 |
| 6.0 | BNLL League Rules: AAA Baseball | 15 |
| 7.0 | BNLL League Rules: AA Baseball | 18 |
| 8.0 | BNLL League Rules: A Baseball | 22 |
| 9.0 | BNLL League Rules: Tee Ball Baseball | 22 |
| 10.0 | BNLL League Rules: Seniors Softball | 28 |
| 11.0 | BNLL League Rules: Juniors Softball | 31 |
| 12.0 | BNLL League Rules: Majors Softball | 33 |
| 13.0 | BNLL League Rules: Coast Softball | 33 |
| 14.0 | BNLL League Rules: AAA Softball | 36 |
| 15.0 | BNLL League Rules: AA Softball | 41 |
| 16.0 | BNLL League Rules: A Softball | 43 |
| 17.0 | BNLL League Rules: Tee Ball Softball | 45 |

Bellevue National Little League: Local Rules

1. BNLL LEAGUE RULES: SENIORS BASEBALL

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.

1.1 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), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.
- (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.

1.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

1.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for three consecutive innings or for more than three innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

1.4 RUN LIMITS

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

Bellevue National Little League: Local Rules

1.5 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.
- (c) At the conclusion of each half-inning, the scorekeepers for each team shall reconcile their respective pitch counts to ensure 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. There shall also be a final reconciliation at the conclusion of the game.
- (d) The name of the pitcher and pitch count totals will be recorded in the scorebook. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.

1.6 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games.

1.7 SCOREKEEPING

The home team shall provide the official score keeper.

1.8 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.

1.9 UMPIRES

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

1.10 GAME RESCHEDULING

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

Bellevue National Little League: Local Rules

2. BNLL LEAGUE RULES: JUNIORS BASEBALL

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), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.
- (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

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

2.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for three consecutive innings or for more than three innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

2.4 RUN LIMITS

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

Bellevue National Little League: Local Rules

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. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.

2.6 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games.

2.7 SCOREKEEPING

The home team shall provide the official score keeper.

2.8 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.

2.9 UMPIRES

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

2.10 GAME RESCHEDULING

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

Bellevue National Little League: Local Rules

3. BNLL LEAGUE RULES: INTERMEDIATE (50/70) BASEBALL

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 (50/70) Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.
- (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

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

3.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for three consecutive innings or for more than three innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

3.4 RUN LIMITS

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

Bellevue National Little League: Local Rules

3.5 BATTER IN THE BOX

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

3.6 UNCAUGHT THIRD STRIKE RULE

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

3.7 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.

3.8 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. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.

3.9 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games. Managers and coaches must be aware of the maximum pitch counts under the rules for ALL of their players, and breaking these rules, whether intentionally or unintentionally, may be cause for disciplinary action by the board.

3.10 SCOREKEEPING

The home team shall provide the official score keeper.

3.11 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.

3.12 UMPIRES

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

Bellevue National Little League: Local Rules

3.13 GAME RESCHEDULING

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

Bellevue National Little League: Local Rules

4. BNLL LEAGUE RULES: MAJORS BASEBALL

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 Majors Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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 15 minutes (2:15) of play. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.
- (c) The home plate umpire shall maintain official time.

4.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

4.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

4.4 RUN LIMITS

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

4.5 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under Rule 4.10(b). The game is then over even if the score remains tied after the extra inning. If the score remains tied when the game concludes, the score is recorded as a tie.

4.6 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

Bellevue National Little League: Local Rules

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 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. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.
- (e) The Manager will communicate via email or other pre-determined method the name of each pitcher and pitch totals to the Division VP at the end of each game. The VP will distribute this information to team managers and/or post it on the Web site.

4.7 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games.

Majors Baseball presents a unique challenge under the pitching rules, in that the division comprises mostly 11- & 12-year-old players, with an occasional 10-year-old. Managers and coaches must be aware of the maximum pitch counts under the rules for ALL of their players, and breaking these rules, whether intentionally or unintentionally, may be cause for disciplinary action by the board.

4.8 DROPPED THIRD STRIKE RULE

BNLL has adopted the revised baseball Rule 6.05(b), which implements the "dropped third strike" rule in the Majors division. The rule allows a batter to attempt to reach base if a third strike is not caught by the catcher if there are fewer than two outs and first base is open, or when there are two outs whether first base is open or occupied.

4.9 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout the at bat shall be adopted. See the rule for a list of exceptions.
- (b) The Infield Fly rule is in effect for games in the Majors division.

4.10 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).

4.11 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

Bellevue National Little League: Local Rules

4.12 SEASON STANDINGS

BNLL may record team win-loss records for any portion of the season, to be used to determine seeding for League tournament play. If recording team standings, the point at which win-loss record is to begin will be determined by the division Vice President. Season standings from games played during the designated portion of the season may be used for seeding teams into post-season tournament games. This rule is for Majors Baseball

Division only. The management and application of this rule will be at the sole discretion of the division Vice President.

4.13 SCOREKEEPING

The home team shall provide the official score keeper.

4.14 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.

4.15 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.

4.16 UMPIRES

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

4.17 GAME RESCHEDULING

Game rescheduling shall be done by the official BNLL 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.

Bellevue National Little League: Local Rules

5. BNLL LEAGUE RULES: COAST BASEBALL

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) There is no time limit in Coast Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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 15 minutes (2:15) of play. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.
- (c) The home plate umpire shall maintain official time.

5.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

5.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

5.4 RUN LIMITS

With the exception of the final inning, an inning is over after three outs, or five (5) runs are scored. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire, will be of unlimited runs.

5.5 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under Rule 4.10(b). The game is then over even if the score remains tied after the extra inning. If the score remains tied when the game concludes, the score is recorded as a tie.

5.6 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.

Bellevue National Little League: Local Rules

- (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 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. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.
- (e) The Manager will communicate via email or other pre-determined method the name of each pitcher and pitch totals to the Division VP at the end of each game. This information will be emailed to team managers and/or posted on the website.

5.7 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games.

Coast Baseball presents a unique challenge under the pitching rules, in that the division comprises 9-, 10- & 11-year-old players. Managers and coaches must be aware of the maximum pitch counts under the rules for ALL of their players, and breaking these rules, whether intentionally or unintentionally, may be cause for disciplinary action by the board.

5.8 THE BATTER

- (a) Rule 6.02(c) requiring the batter to keep one foot in the box throughout the 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.

5.9 SEASON STANDINGS

There shall be no season standings based on won-loss records in Coast Baseball. Seeding into the Bellevue National League tournament shall be by random draw and shall be managed solely by the division Vice President.

5.10 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).

5.11 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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

Bellevue National Little League: Local Rules

shall not be ground for automatic forfeiture but shall be referred to the Board of Directors for a decision.

5.12 SCOREKEEPING

The home team shall provide the official score keeper.

5.13 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.

5.14 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.

5.15 UMPIRES

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

5.16 GAME RESCHEDULING

Game rescheduling shall be done by the official BNLL 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.

Bellevue National Little League: Local Rules

6. BNLL LEAGUE RULES: AAA BASEBALL

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

No new inning shall start after one hour and 45 minutes of play (1:45) and there shall be a hard stop at two hours (2:00). Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date. 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. The home plate umpire shall maintain official time.

6.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

6.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

6.4 RUN LIMITS

With the exception of the final inning, an inning is over after three outs or four (4) runs. This is a modification of the Green Book rule. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs.

6.5 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under Rule 4.10(b). The game is then over even if the score remains tied after the extra inning. If the score remains tied when the game concludes, the score is recorded as a tie.

6.6 OUTFIELDERS:

Teams shall attempt to play ten (10) players during defensive play - regular infield plus four (4) outfielders. These must be four "legitimate" outfielders; that is, no outfielder may shift into the infield or just back of the infield.

6.7 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.

Bellevue National Little League: Local Rules

- (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 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. At the end of the game the scorekeeper will sign their team scorebook and each manager will sign both scorebooks.
- (e) The Manager will communicate via email or other pre-determined method the name of each pitcher and pitch totals to the Division VP at the end of each game. This information will be emailed to team managers and/or posted on the website.

6.8 PITCH COUNT LIMITS AND REST REQUIREMENTS

Bellevue National Little League adheres to pitch-count limits and rest requirements that are outlined in the Official Little League Rules ("Green Book") for all games, including practice games.

AAA Baseball presents a unique challenge under the pitching rules, in that the division comprises 8-, 9- & 10-year-old players. Managers and coaches must be aware of the maximum pitch counts under the rules for ALL of their players, and breaking these rules, whether intentionally or unintentionally, may be cause for disciplinary action by the board.

6.9 THE BATTER

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

6.10 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.

6.11 SEASON STANDINGS

There shall be no season standings based on won-loss records in AAA Baseball. Seeding into the Bellevue National League tournament shall be by random draw and shall be managed solely by the division Vice President.

6.12 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).

Bellevue National Little League: Local Rules

6.13 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

6.14 SCOREKEEPING

The home team shall provide the official score keeper.

6.15 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.

6.16 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.

6.17 UMPIRES

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

6.18 GAME RESCHEDULING

Game rescheduling shall be done by the official BNLL 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.

Bellevue National Little League: Local Rules

7. BNLL LEAGUE RULES: AA BASEBALL

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.

7.1 DIVISION AGES:

Minor "AA" Division shall serve primarily 8-year-old boys and girls. 7-year-olds may petition to "play up" to AA Division; under appropriate circumstances, 9-year-olds may "play down" to AA Division. See BNLL Procedure Manual for guidelines for playing up and playing down.

7.2 GAME TIME LIMIT

No new inning shall start after one hour and 45 minutes of play (1:45) and there shall be a hard stop at two hours (2:00). In the event the score is tied at the completion of the final inning or cutoff of the game, a tie will be recorded.

7.3 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order

7.4 BATTER AND BATTING RULES

- (a) Each batter receives a maximum of seven (7) hittable pitches, and three (3) swinging strikes, after which the batter is called out. Strikes count as hittable pitches. The judgment of what is a hittable pitch shall be the sole discretion of the umpire.
- (b) Batters cannot walk, but they can strike out. Only pitches that a batter swings at and misses are strikes.
- (c) If the 7th pitch or fourth strike is fouled off, the batter receives another pitch. No player can be put out on a foul ball except if the ball is caught on the fly in foul territory.
- (d) BUNTING: Bunting is not allowed in the AA Division.
- (e) The Infield Fly rule shall **not** be enforced in AA Division.

7.5 RUNNERS AND RUNNING RULES

- (a) Runners may not advance on a "wild pitch" or "passed ball." There is no stealing allowed.
- (b) Runners may not leave the base until the ball has been hit.
- (c) Runners may NOT advance once a fielder has thrown the ball to the player-pitcher while he or she is in the vicinity of the pitcher's mound. This applies even if the ball is not caught by the infielder.
- (e) Overthrows: On overthrows that remain in play, runners may advance at their own risk.

Bellevue National Little League: Local Rules

- (f) Ball Out of Play: On a dead ball (out of play), the runner is awarded the base to which they are approaching.

Note: Out of play is defined as a ball that goes beyond the field of play as defined by local ground rules. This should be clarified at the pre-game meeting with the umpires.

7.6 FIELDING REGULATIONS

- (a) CUSHIONED BASEBALL: The cushioned baseball (safety ball) shall be used in the AA Division.
- (b) CATCHER AND WARM-UP: A team player may catch warm-up pitches from the pitching machine only if the player is properly equipped per Green Book Rule 1.17.
- (c) OUTFIELDERS: Four outfielders will play during the regular season and tournament games. These must be four "legitimate" outfielders; that is, no outfielder may shift into the infield or just back of the infield.

7.7 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

7.8 POSITION PLAY

Division AA is a developmental level of baseball. Bellevue National Little League feels strongly that it is important that boys and girls at this level are able to develop skills and experience play at all positions on the field.

No player shall play the same position for more than 2 innings in any game.

No player shall play exclusively in the outfield for two consecutive games.

Over the course of the season, players shall be given the opportunity to play every available position on the field, unless there is good reason to believe that a player's safety may be an issue in playing either first base or catcher. In such circumstances, a team's manager must express such concern to the player's parent(s) or guardian as well as the league player agent, with an explanation of the reason for such concern.

7.9 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e) shall NOT be adopted.
- (b) With the exception of the final inning, an inning is over after three outs or four (4) runs. This is a modification of the Green Book rule. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs.

7.10 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 4.10(b). The game is then over even if the score remains tied after the extra inning. If the score remains tied when the game concludes, the score is recorded as a tie.

Bellevue National Little League: Local Rules

7.11 THE PITCHER

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

7.12 SEASON STANDINGS

There shall be no season standings based on won-loss records in AA Baseball. Seeding into the Bellevue National League tournament shall be by random draw and shall be managed solely by the Division VP.

7.13 NUMBER OF DEFENSIVE PLAYERS

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

7.14 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.

7.15 HOME RUN DISTANCE

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

7.16 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

7.17 PITCHING MACHINE OPERATION AND RULES

- (a) Operators of the pitching machine must have an approved "Little League Volunteer Application" form on file with the League President. It is the responsibility of both team managers to assure that this policy is applied.
- (b) One individual for each team shall be appointed official pitching machine operator for that game and shall operate the machine for their team for the entire game. If the need arises, the operator may be replaced.
- (c) 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.
- (d) The pitching machine will be used at all times unless inoperative due to weather conditions or equipment failure.
- (e) If the pitching machine is inoperative, one adult coach from each team will pitch to batters on their team.
- (f) 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.

Bellevue National Little League: Local Rules

- (g) No coaching is allowed from the pitching machine.
- (h) The pitching machine operator is considered part of the field and incidental contact with the ball or players does not constitute interference.
- (i) The player at the pitching position must stay "even" with the rubber until the ball crosses the plate.
- (j) 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.
- (k) 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.

7.18 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.

7.19 UMPIRES:

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

7.20 SCOREKEEPING

The home team shall provide the official score keeper.

7.21 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.

Bellevue National Little League: Local Rules

8. BNLL LEAGUE RULES: A BASEBALL

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.

8.1 DIVISION AGES:

Minor "A" Division shall serve primarily 7-year-old boys and girls. 6-year-olds may petition to "play up" to A Division; under appropriate circumstances, 8-year-olds may "play down" to A Division. See BNLL Procedure Manual for guidelines for playing up and playing down.

8.2 GAME TIME LIMIT

No new inning shall start after one hour and 30 minutes of play (1:30) and there shall be a hard stop at two hours (1:45). In the event the score is tied at the completion of the final inning or cutoff of the game, a tie will be recorded.

8.3 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order

8.4 BATTER AND BATTING RULES

- (a) Each batter receives a maximum of eight (8) hittable pitches, and four (4) swinging strikes, after which the batter is called out. Strikes count as hittable pitches. The judgment of what is a hittable pitch shall be the sole discretion of the umpire.
- (b) Batters cannot walk, but they can strike out. Only pitches that a batter swings at and misses are strikes.
- (c) If the 7th pitch or fourth strike is fouled off, the batter receives another pitch. No player can be put out on a foul ball except if the ball is caught on the fly in foul territory.
- (d) BUNTING: Bunting is not allowed in the A Division.
- (e) The Infield Fly rule shall **not** be enforced in A Division.

8.5 RUNNERS AND RUNNING RULES

- (a) Runners may not advance on a "wild pitch" or "passed ball." There is no stealing allowed.
- (b) Runners may not leave the base until the ball has been hit.
- (c) Runners may NOT advance once a fielder has thrown the ball to the player-pitcher while he or she is in the vicinity of the pitcher's mound. This applies even if the ball is not caught by the infielder.
- (e) Overthrows: On overthrows that remain in play, runners may advance at their own risk.

Bellevue National Little League: Local Rules

- (f) **Ball Out of Play:** On a dead ball (out of play), the runner is awarded the base to which they are approaching.

Note: Out of play is defined as a ball that goes beyond the field of play as defined by local ground rules. This should be clarified at the pre-game meeting with the umpires.

8.6 FIELDING REGULATIONS

- (a) **CUSHIONED BASEBALL:** The cushioned baseball (safety ball) shall be used in the AA Division.
- (b) **CATCHER AND WARM-UP:** A team player may catch warm-up pitches from the pitching machine only if the player is properly equipped per Green Book Rule 1.17.
- (c) **OUTFIELDERS:** Four outfielders will play during the regular season and tournament games. These must be four "legitimate" outfielders; that is, no outfielder may shift into the infield or just back of the infield.

8.7 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

8.8 POSITION PLAY

Division A is a developmental level of baseball. Bellevue National Little League feels strongly that it is important that boys and girls at this level are able to develop skills and experience play at all positions on the field.

No player shall play the same position for more than 2 innings in any game.

No player shall play exclusively in the outfield for two consecutive games.

Over the course of the season, players shall be given the opportunity to play every available position on the field, unless there is good reason to believe that a player's safety may be an issue in playing either first base or catcher. In such circumstances, a team's manager must express such concern to the player's parent(s) or guardian as well as the league player agent, with an explanation of the reason for such concern.

8.9 RUN LIMITS

- (a) The ten-run rule, as provided for under Rule 4.10(e) shall NOT be adopted.
- (b) With the exception of the final inning, an inning is over after three outs or four (4) runs. This is a modification of the Green Book rule. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs.

8.10 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 4.10(b). The game is then over even if the score remains tied after the extra inning. If the score remains tied when the game concludes, the score is recorded as a tie.

Bellevue National Little League: Local Rules

8.11 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.

8.12 SEASON STANDINGS

There shall be no season standings based on won-loss records in AA Baseball. Seeding into the Bellevue National League tournament shall be by random draw and shall be managed solely by the Division VP.

8.13 NUMBER OF DEFENSIVE PLAYERS

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

8.14 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.

8.15 HOME RUN DISTANCE

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

8.16 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

8.17 PITCHING MACHINE OPERATION AND RULES

- (a) Operators of the pitching machine must have an approved "Little League Volunteer Application" form on file with the League President. It is the responsibility of both team managers to assure that this policy is applied.
- (b) One individual for each team shall be appointed official pitching machine operator for that game and shall operate the machine for their team for the entire game. If the need arises, the operator may be replaced.
- (c) 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.
- (d) The pitching machine will be used at all times unless inoperative due to weather conditions or equipment failure.
- (e) If the pitching machine is inoperative, one adult coach from each team will pitch to batters on their team.
- (f) 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.

Bellevue National Little League: Local Rules

- (g) No coaching is allowed from the pitching machine.
- (h) The pitching machine operator is considered part of the field and incidental contact with the ball or players does not constitute interference.
- (i) The player at the pitching position must stay "even" with the rubber until the ball crosses the plate.
- (j) 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.
- (k) 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.

8.18 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.

8.19 UMPIRES:

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

8.20 SCOREKEEPING

The home team shall provide the official score keeper.

8.21 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.

Bellevue National Little League: Local Rules

9. BNLL LEAGUE RULES: TEE BALL BASEBALL

Note: 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.

9.1 GAME LIMITS AND TIES

Tee Ball Division games shall be four innings. No new inning shall start after 1 hour and 30 minutes (1:30) of play, and the game shall conclude regardless of the score at 1:30.

9.2 OFFENSIVE & DEFENSIVE PLAY

- (a) **PLAYING TIME:** Every player will play the entire game.
- (b) **PLAYER INJURY:** If a player is injured, becomes ill, or must leave the game site after the start of the game, that player's position in the batting order will be skipped over. At such time as that player returns to the game, the player is re-inserted in his or her original spot in the batting order.
- (c) **PLAYER ARRIVING LATE:** Any player that arrives late to a game may be entered into the game and must be added to the bottom of the lineup.
- (d) **NUMBER OF FIELDERS:** Each player on the roster will play defense each inning. Players should be rotated so that each has an opportunity to play a variety of positions and has a legitimate opportunity to field and throw.
- (e) **PLAYING FIELD:** The pitching mound shall be 46 ft. from home plate. The distance between bases shall be 60 ft.
- (f) **BALL:** A regulation size safety baseball shall be used for all games and practices.
- (g) **DURATION OF INNING:** The side is retired when all players on the roster have batted one time in that team's half-inning.
- (h) **RUN LIMIT:** No score shall be kept.
- (i) **OVERTHROWS:** Runners may not advance when the ball is overthrown. This applies whether the overthrown ball remains in-play or goes out-of-play.
- (j) **BUNTING:** Bunting is not allowed.
- (k) **BASE STEALING:** Stealing is not allowed.

9.3 BATTING RULES

- (a) **BATTING TEE:** batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit, otherwise it is considered a foul ball. The umpire shall determine when a ball has not traveled ten feet.
- (b) **BATTING SAFETY:** A circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out – dead ball and all runners return to their previous base.

Bellevue National Little League: Local Rules

- (c) STRIKEOUTS: The batter cannot strike out.
- (d) INFIELD FLY: The Infield Fly rule shall **not** be enforced in Tee Ball Division

9.4 RUNNING RULES

- (a) RUNNER ADVANCE: On hits to the infield or outfield, all runners, including the batter-runner, advance only one base. The final at-bat of the game is considered a home run and all batters advance to home.
- (b) SLIDING: Sliding is not allowed.
- (c) Runners may not leave their base until the ball has been hit.

9.5 STATISTICS AND STANDINGS

- (a) There shall be no season standings based on won-loss records in Tee Ball Baseball.
- (b) No statistics are kept. Managers should assure that each team member plays both offense and defense throughout the game.
- (c) There is no League tournament for Tee Ball division.

9.6 SCOREKEEPING

No official score shall be recorded for Tee Ball

9.7 UMPIRES:

The home team must furnish one adult umpire.

9.8 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.

9.9 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. Games may be rescheduled only due to weather, or to a shortage of players (less than 7), due to an official school event.

Bellevue National Little League: Local Rules

10. BNLL LEAGUE RULES: SENIORS SOFTBALL

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 Softball rules 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) Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order, except as specified in (b).
- (b) If a player is injured, becomes ill, or must leave the game site after the start of the game, that player's position in the batting order will be skipped over. At such time as that player returns to the game, the player is re-inserted in her original spot in the batting order.
- (c) Any player that arrives late to a game may be entered into the game; if entered late, the player must be added to the bottom of the lineup (see Rule 4.01 NOTE). For a player entered into the lineup late, mandatory minimum play requirements are suspended for that player in cases where meeting those requirements would be impossible.

Bellevue National Little League: Local Rules

10.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if 14 or more on the roster). No player shall sit out two innings in two consecutive games unless the player is injured or sick. The only player exempt from this rule is the pitcher. Once a pitcher is removed from pitching, she is then subject to the mandatory minimum play requirement. (This is for the regular season only.)

10.4 RUN LIMITS

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

10.5 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout them 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.

10.6 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.

10.7 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is adopted.

10.8 SOFTBALL

A regulation 12" softball shall be used.

10.9 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).

10.10 SCOREKEEPING

The home team shall provide the official score keeper.

10.11 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.

10.12 UMPIRES

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

Bellevue National Little League: Local Rules

10.13 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.

Bellevue National Little League: Local Rules

11. BNLL LEAGUE RULES: JUNIORS SOFTBALL

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 Softball rules 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 in Juniors Division per Regulation VII(h), except under exceptions noted in Regulation X(c). Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.

11.2 BATTING ORDER

- (a) Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order, except as specified in (b).
- (b) If a player is injured, becomes ill, or must leave the game site after the start of the game, that player's position in the batting order will be skipped over. At such time as that player returns to the game, the player is re-inserted in her original spot in the batting order.
- (c) Any player that arrives late to a game may be entered into the game; if entered late, the player must be added to the bottom of the lineup (see Rule 4.01 NOTE). For a player entered into the lineup late, mandatory minimum play requirements are suspended for that player in cases where meeting those requirements would be impossible.

11.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if 14 or more on the roster). No player shall sit out two innings in two consecutive games unless the player is injured or sick. The only player exempt from this rule is the pitcher. Once a pitcher is removed from pitching, she is then subject to the mandatory minimum play requirement. (This is for the regular season only.)

11.4 RUN LIMITS

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

11.5 RUN LIMITS

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

Bellevue National Little League: Local Rules

11.6 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout the 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.

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 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is adopted.

11.9 SOFTBALL

A regulation 12" softball shall be used.

11.10 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).

11.11 SCOREKEEPING

The home team shall provide the official score keeper.

11.12 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.

11.13 UMPIRES

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

11.14 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.

Bellevue National Little League: Local Rules

12. BNLL LEAGUE RULES: MAJORS SOFTBALL

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 Softball rules 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) There is no time limit in Majors Division per Regulation VII(h), except under exceptions noted in Regulation X(c). Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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 15 minutes (2:15) of play. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.

12.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

12.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if there are 14 or more players on the roster). Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

12.4 PITCHERS

Normally, pitchers may pitch a maximum of only three innings in a game. One pitch thrown in an inning constitutes a full inning pitched. However, a pitcher may pitch up to six innings in a game a maximum of four times throughout the season. (This is for the regular season only.)

12.5 RUN LIMITS

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

12.6 RUN LIMITS

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

12.7 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout the 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.

Bellevue National Little League: Local Rules

12.8 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.

12.9 UNCAUGHT THIRD STRIKE

Little League rule 6.05(b) (uncaught third strike) is adopted.

12.10 SOFTBALL

A regulation 12" softball shall be used.

12.11 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

12.12 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).

12.13 SCOREKEEPING

The home team shall provide the official score keeper.

12.14 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.

12.15 UMPIRES

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

12.16 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.

Bellevue National Little League: Local Rules

13. BNLL LEAGUE RULES: COAST SOFTBALL

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 Softball rules 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) There is no time limit in Coast Division per Regulation VII(h), except under exceptions noted in Regulation X(c). Under the provisions of Regulation X(c), BNLL has established time limits in cases where games are scheduled back-to-back on the same field. Regardless of these limits, however, games must 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 15 minutes (2:15) of play. Per rules 4.10, 4.11 and 4.12, in the event of a tie game, every effort shall be made to reschedule the continuation of the game at a later date.

13.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order.

13.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if there are 14 or more players on the roster). Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

13.4 PITCHERS

Pitchers may pitch a maximum of only three innings in a game. One pitch thrown in an inning constitutes a full inning pitched. (This is a regular season rule only.)

13.5 RUN LIMITS

With the exception of the final inning, an inning is over after three outs, or five (5) runs are scored. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs. There is no 10-run rule in Coast Division.

13.6 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under Rule 4.10(b). The game is then over even if the score remains tied after the extra inning.

13.7 BASE STEALING:

Base stealing is allowed.

Bellevue National Little League: Local Rules

13.8 BUNTING

Bunting will be allowed starting on a date to be determined by the Division Vice President, who will communicate the date to all managers and coaches.

13.9 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout the 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.

13.10 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.

13.11 UNCAUGHT THIRD STRIKE

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

13.12 SOFTBALL

A regulation 11" softball shall be used.

13.13 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

13.14 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).

13.15 SCOREKEEPING

The home team shall provide the official score keeper.

13.16 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.

13.17 UMPIRES

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

Bellevue National Little League: Local Rules

13.18 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.

Bellevue National Little League: Local Rules

14. BNLL LEAGUE RULES: AAA SOFTBALL

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 Softball rules 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.

14.1 GAME TIME LIMIT

No new inning shall start after 2 hours (2:00) of play.

14.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order

14.3 MANDATORY PLAY REQUIREMENT

Provided a player is in good standing and regularly attends both practices and games, no player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if there are 14 or more players on the roster). Bellevue National has an intent to ensure the best possible experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

14.4 RUN LIMITS

With the exception of the final inning, an inning is over after three outs, or five (5) runs are scored. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs.

14.5 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 4.10(b). The game is then over even if the score remains tied after the extra inning.

14.6 BUNTING

No bunting is allowed. A ball that is swung at and only travels a few feet is not considered a bunt.

14.7 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

14.8 DEFENSIVE PLAYERS

A maximum of ten (10) defensive players shall be on the field. There will be four outfielders and they must be 10 feet beyond the baselines, before every pitch.

14.9 MODIFIED PLAYER PITCH

- (a) Player pitches to batter until a ball is hit in play or until a call of ball 4. After Ball 4, batter's coach will then pitch maintaining strike count until batter either puts ball in play or is called out on strikes. No steals while coach

Bellevue National Little League: Local Rules

pitches. Player pitch resumes with next batter. Starting on the date to be determined by the division vice-president, only player pitch rules are used.

(b) Player pitchers may only pitch a maximum of 2 innings or 6 defensive outs per game.

14.10 BATTER IN THE BOX

Rule 6.02(c) requiring the batter to keep one foot in the box throughout the 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.

14.11 UNCAUGHT THIRD STRIKE

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

14.12 SOFTBALL

A regulation 11" softball shall be used.

14.13 MINIMUM NUMBER OF PLAYERS

Per rules 4.16 and 4.17 and BNLL Local Rules, as allowed in rule 4.16, a game may neither start, nor continue after it has started, if either team is unable to place eight (8) 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.

14.14 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).

14.15 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.

14.16 SCOREKEEPING

The home team shall provide the official score keeper.

14.17 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.

14.18 UMPIRES

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

Bellevue National Little League: Local Rules

14.19 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.

Bellevue National Little League: Local Rules

15. BNLL LEAGUE RULES: AA SOFTBALL

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 Softball rules 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.

15.1 GAME TIME LIMIT

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.

15.2 BATTING ORDER

Bellevue National Little League has adopted a policy of a continuous batting order, as provided for under Rule 4.04. All players on the team roster present for a game will bat in order. Each player will be required to bat in their respective spot in the batting order

15.3 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game (three innings if there are 14 or more players on the roster). Bellevue National has an intent to ensure the best possible players experience for players and families participating in the league, and our specific requirements for equitable play time are addressed in the Coach Code of Conduct.

15.4 RUN LIMITS

With the exception of the final inning, an inning is over after three outs, or five (5) runs are scored. The final inning, whether it be the sixth inning or the last inning to be played due to time limit or darkness as determined by the umpire will be unlimited runs.

15.5 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 4.10(b). The game is then over even if the score remains tied after the extra inning.

15.6 INFIELD FLY

The Infield Fly rule shall **not** be enforced in the AA Division.

15.7 BUNTING

No bunting is allowed. A ball that is swung at and only travels a few feet is not considered a bunt.

15.8 DEFENSIVE PLAYERS

A maximum of ten (10) defensive players shall be on the field. There will be four outfielders and they must be 10 feet beyond the baselines, before every pitch.

15.9 COACH PITCH

(a) Coach or Adult will pitch to their own team. The pitching distance will be 30 feet from home plate. The defensive/pitcher must remain within 5 feet but not

Bellevue National Little League: Local Rules

in front of the adult pitcher. A 16 Ft. diameter circle will be placed around a mark 40 Ft. from home plate.

- (b) A batter will be ruled out when the coach pitcher has thrown nine (9) pitches and the batter has not legally hit the ball in play.
- (c) There will be no walks.
- (d) The umpire shall call a strike only when the batter swings and misses or hits a foul ball. Three (3) strikes constitute an out. However, a batter cannot be called out if the ninth pitch is hit foul unless it is caught in the air.
- (e) A batter will be called out if a foul ball is caught in the air.
- (f) Additionally, if a coach hits a batter with the pitch the batter is not allowed to take 1st base. If an adult pitcher is hit by batted ball the ball is dead and the batter is awarded a single and all runners advance 1 base. If an umpire judges that the adult coach intentionally interferes with a batted or thrown ball, the play is dead, and the umpire will treat the situation as offensive interference. 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.

15.10 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.

Bellevue National Little League: Local Rules

16. BNLL LEAGUE RULES: A SOFTBALL

Note: Official Little League Regulations and Playing Rules set forth in the Little League Softball rules 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.

16.1 GAME LIMITS AND TIES

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 event the score is tied at the completion of the final inning or hard stop, a tie shall be recorded.

16.2 OFFENSIVE & DEFENSIVE PLAY

- (a) **PLAYING TIME:** Every player will play the entire game.
- (b) **PLAYER INJURY:** If a player is injured, becomes ill, or must leave the game site after the start of the game, that player's position in the batting order will be skipped over. At such time as that player returns to the game, the player is re-inserted in his or her original spot in the batting order.
- (c) **PLAYER ARRIVING LATE:** Any player that arrives late to a game may be entered into the game and must be added to the bottom of the lineup.
- (d) **NUMBER OF FIELDBERS:** Each player on the roster will play defense each inning. Players should be rotated so that each has an opportunity to play a variety of positions and has a legitimate opportunity to field and throw.
- (e) **PLAYING FIELD:** The pitching mound shall be 30 ft. from home plate. The distance between bases shall be 50 ft.
- (f) **BALL:** A regulation 10 in. safety softball shall be used for all games and practices.
- (g) **DURATION OF INNING:** The side is retired when all players on the roster have batted one time in that team's half-inning.
- (h) **RUN LIMIT:** No score shall be kept.
- (i) **OVERTHROWS:** Runners may not advance when the ball is overthrown. This applies whether the overthrown ball remains in-play or goes out-of-play.
- (j) **BUNTING:** Bunting is not allowed.
- (k) **BASE STEALING:** Stealing is not allowed.

16.3 BATTER IN THE BOX

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

16.4 SOFTBALL

A 10" safety ball is to be used.

16.5 BATTING RULES

- (a) **BATTING Rules:** The goal of this Division is for all players to hit from a coach pitch. If after a number of pitches, the player has not hit the ball, a tee will be brought out.

Use of BATTING TEE: batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit,

Bellevue National Little League: Local Rules

otherwise it is considered a foul ball. The umpire shall determine when a ball has not traveled ten feet.

- (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.
- (c) BATTING SAFETY: A circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out – dead ball and all runners return to their previous base.
- (d) STRIKEOUTS: The batter cannot strike out.
- (e) INFIELD FLY: The Infield Fly rule shall **not** be enforced in A Division

16.6 RUNNING RULES

- (a) RUNNER ADVANCE: On hits to the infield or outfield, all runners, including the batter-runner, advance only one base. The final at-bat of the game is considered a home run and all batters advance to home.
- (b) SLIDING: Sliding is not allowed.
- (c) Runners may not leave their base until the ball has been hit.

16.7 STATISTICS AND STANDINGS

- (a) There shall be no season standings based on won-loss records in Tee Ball Baseball.
- (b) No statistics are kept. Managers should assure that each team member plays both offense and defense throughout the game.
- (c) There is no League tournament for A division.

16.8 UMPIRES:

The home team must furnish one adult umpire.

16.9 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.

Bellevue National Little League: Local Rules

17. BNLL LEAGUE RULES: TEE BALL SOFTBALL

Note: Official Little League Regulations and Playing Rules set forth in the Little League Softball rules 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.

17.1 GAME LIMITS AND TIES

Tee Ball Division games shall be four innings. No new inning shall start after 1 hour and 30 minutes (1:30) of play, and the game shall conclude regardless of the score at 1:30.

17.2 OFFENSIVE & DEFENSIVE PLAY

- (a) **PLAYING TIME:** Every player will play the entire game.
- (b) **PLAYER INJURY:** If a player is injured, becomes ill, or must leave the game site after the start of the game, that player's position in the batting order will be skipped over. At such time as that player returns to the game, the player is re-inserted in his or her original spot in the batting order.
- (c) **PLAYER ARRIVING LATE:** Any player that arrives late to a game may be entered into the game and must be added to the bottom of the lineup.
- (d) **NUMBER OF FIELDBERS:** Each player on the roster will play defense each inning. Players should be rotated so that each has an opportunity to play a variety of positions and has a legitimate opportunity to field and throw.
- (e) **PLAYING FIELD:** The pitching mound shall be 40 ft. from home plate. The distance between bases shall be 50 ft.
- (f) **BALL:** A regulation 10-in safety softball shall be used for all games and practices.
- (g) **DURATION OF INNING:** The side is retired when all players on the roster have batted one time in that team's half-inning.
- (h) **RUN LIMIT:** No score shall be kept.
- (i) **OVERTHROWS:** Runners may not advance when the ball is overthrown. This applies whether the overthrown ball remains in-play or goes out-of-play.
- (j) **BUNTING:** Bunting is not allowed.
- (k) **BASE STEALING:** Stealing is not allowed.

17.3 BATTER IN THE BOX

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

17.4 SOFTBALL

A 10" safety ball is to be used.

17.5 BATTING RULES

- (a) **BATTING TEE:** batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit, otherwise it is a considered a foul ball. The umpire shall determine when a ball has not traveled ten feet.

Bellevue National Little League: Local Rules

- (b) **BATTING SAFETY:** A circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out – dead ball and all runners return to their previous base.
- (c) **STRIKEOUTS:** The batter cannot strike out.
- (d) **INFIELD FLY:** The Infield Fly rule shall **not** be enforced in Tee Ball Division

17.6 RUNNING RULES

- (a) **RUNNER ADVANCE:** On hits to the infield or outfield, all runners, including the batter-runner, advance only one base. The final at-bat of the game is considered a home run and all batters advance to home.
- (b) **SLIDING:** Sliding is not allowed.
- (c) Runners may not leave their base until the ball has been hit.

17.7 STATISTICS AND STANDINGS

- (a) There shall be no season standings based on won-loss records in Tee Ball Baseball.
- (b) No statistics are kept. Managers should assure that each team member plays both offense and defense throughout the game.
- (c) There is no League tournament for Tee Ball division.

17.8 UMPIRES

The home team must furnish one adult umpire.

17.9 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.