



Boerne Little League Softball Local Rules

Texas Little League District 26 shall operate in accordance with the Little League Official Regulations and Playing Rules (LLORPR) of Little League Baseball, Inc., and the following Ground Rules established by the Texas Little League District 26 League Presidents and Administrators.

The Ground Rules are as follows:

A. CODE OF CONDUCT

- 1.) The goal of Texas Little League District 26 is to provide a safe, positive atmosphere for youth to learn the game of baseball/softball and also learn the values of teamwork, sportsmanship, and fair play and ultimately develop good citizens.
- 2.) Any abusive language and/or gestures, unsportsmanlike conduct, taunting or other negative behavior will not be tolerated at games or practices from any player, manager, coach, umpire, league official or parent, or any other person(s). No warnings will be provided, if such actions are observed by an umpire, manager or local league official the offending party will be required by one of the parties to leave the grounds. Law enforcement may be used to enforce the removal of the offending person. A local league official will document such occurrences. Further issues, from the same individual(s), are subject to disciplinary action by the Local League.
- 3.) Absolutely NO Alcohol or Tobacco products of any kind (including e-cigarettes & vapors) are permitted on Little League properties. Violation of this Ground Rule will result in
 - a) first offense – warning
 - b) second offense – ejection from Little League properties for the remainder of the Current Season.

B. GENERAL RULES

- 1.) **In addition to the Ground Rules contained in this document, All Coaches are expected to read the L.L.O.R.P.R.**

Specific rules of the LLORPR to review are:

1.10 Note 2 Bat Donut; 1.11 Player attire specifically (a)(2) & (j); 3.09 Mingling with Spectators; 3.17 Field Personnel; 3.18 Maintaining Order; 4.06 Game Disruption; 4.08 Disruptive Players Bench; 4.10 Regulation Game; 9.01 Umpire's Authority; 9.02 Umpire Availability; 9.05 Umpire Accountability; Tournament Rules 4 – Pitching Rules.

- 2.) Home team will be responsible for keeping the Official Scorebook. The game will not start until Scorekeeper is in place, with no exceptions
- 3.) After each game the Manager, Coaches, Players and Parents will pick up the trash on their side of the field including dugouts and grandstands (Home or Visitor).
- 4.) Intentionally hitting a ball of any type into playing field fences is prohibited (commonly referred to as "pepper ball").
- 5.) Prior to starting play, all players will line up on their respective foul lines and recite the Little League pledge as printed on the back cover of the LLORPR book. A player(s) from the home team will stand at the pitching area of the field and lead the group in the pledge.

The Minor, Major, Junior, and Senior Divisions will play by the rules and regulations in the current year Little League rulebook, and are also subject to the following Boerne Softball Local Rules.

A. Helmets

All offensive players must wear batting helmets with double ear flaps and protective facemask/guard approved by the National Committee on Standard for Athletic Equipment (NOCSAE)

B. Field Masks

Field masks are required for player at pitching position and Strongly Recommended at all infield positions.

C. Game Lengths

- Tee Ball (4-7 years old) 1 hour
- Minors Coach Pitch (7-9 years old) 1 hour 15 minutes
- Minors Kid Pitch (9-10 years old) 1 hour 30 minutes
- Majors Kid Pitch (9-12 years old) 1 hour 45 minutes
- Juniors (12-14 Years old) 2 hours or 6 innings

*No new innings will begin after the allotted game time, however if time expires during an inning, the inning will be allowed to be completed. **New inning begins immediately after 3rd out of previous inning.***

*All games will be 6 innings (7 innings for Juniors) long unless time has expired, or **if after 4 innings one team is up by 10 or more runs.** No inning will be started after 10pm. (Ties are allowed.)*

D. Run Limits

Refer to Division Specific Run Rules

E. Sliding

Runner must slide or attempt to get around a fielder who has the possession of the ball and is waiting to make a tag. **If the runner does not make an attempt to avoid collision, the runner will be called out.**

Major divisions and below: No head first slide when advancing bases (runner will be called out).

F. Forfeit

There will be no forfeit for Minors teams if they fall below 9 players. **Minor teams will be allowed to play with 8 players with NO automatic outs for missing players.** A borrowed player from opposing team is permissible (3 borrowed players maximum).

G. Slash Bunting

As an local addendum to Little League Rule 6.06 for all Majors and under divisions, 6.06 – A batter is out for illegal action when – (e) Slug Bunting (also known as “Fake Bunt/Slash” or “Slash Bunting”), which is defined as the act of showing bunt and then swinging at the pitch whether or not contact is made. Runners may not advance.

H. Batting Order

For regular season play, all divisions (Majors and below) will bat all players on the roster. Should this game become suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d).

I. Managers/Coaches

Three Managers/Coaches may be in the dugout (four Managers/Coaches in Coach Pitch & T-ball).

When on defense, three Managers/Coaches can be in front of the dugout.

J. Dugouts

Visitor team will occupy third base dugout. Home team will occupy first base dugout.

K. Field Preparation / Maintenance

Home Team – Is responsible for making the field playable before each game which includes outlining the batter’s boxes with chalk, striping the foul line, making sure the bases are in the correct position, and any minor maintenance that needs to be done to make sure the field is safe and playable

Visiting Team – Is responsible for dragging the infield. All equipment, rakes, tractors, water hoses, should be stored and locked up in the designated areas.

L. Scorekeeping

Home team managers will be responsible for providing an official scorekeeper. At the immediate conclusion of every game, both managers will sign the official scorecard held by the umpire that will verify the final score. Scorekeeper will confirm score with the umpire every half inning.

Tee-Ball Division

1. 1 hour time limit, six Innings, if after four innings one team is up by 9+ runs or 5 runs after five innings whichever occurs first will be end of game.
2. Five runs per inning per game. If score is tied after six complete inning, than all succeeding innings will have a no run limit.
3. BLL Regular Season - A game is considered to be a complete game if score is tied at the end of a full inning and time has expired.
4. Game score is not kept during the regular season.
5. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle (10 ft). Balls that come to a stop within the ten (10) foot bunting circle will be considered foul balls.
6. Up to twelve players can be on the field with no more than 5 infielders.
7. **All outfielders must stay in the outfield grass until the ball is hit.**
8. **The pitcher must have both feet touching the pitching rubber until the ball is hit.**
9. There will be no player in the catcher's position.
10. Three defensive coaches (coaches only) will be allowed on the outfield grass to verbally instruct defensive players. Other defensive coaches should remain in foul territory.
11. For the hitting team a coach will be at home plate to place the ball on the tee and direct the pitcher to make a pitching motion when the ball is ready to be put into play. **During the tournament the umpire will assume this role.**
12. First and third base coaches should not leave the coaches boxes to escort players to the next base.
13. Bunting is NOT allowed. An intentional bunt is an automatic out during the end of season tournament. This will be determined by the umpire's judgment. The batter must take a full swing and follow through. Tapping the ball is not considered a swing and is not a foul.
14. **"time" will be called when the ball is controlled in the INFIELD.**
Progress of the lead runner does not have to be stopped.
15. **NO BATTER WILL ADVANCE ANY FURTHER THAN SECOND BASE ON A BALL HIT, WHICH WAS STOPPED BY AN INFIELDER, OR CAME TO REST BEFORE REACHING THE OUTFIELD GRASS.**
For balls that are hit and reach the outfield grass, the batter may advance as many bases as he/she is able.
THERE WILL BE NO ADVANCEMENT ON OVERTHROWS.
16. **Players in the pitching position must to throw the baseball instead of attempting to chase and tag runners out UNLESS THE PLAY IS AT HOME PLATE OR THE BALL IS FIELDDED NEAR THE FIRST BASE LINE and the tag is made on the runner going to first.**
17. Try to get all players in the infield for at least 1 inning per game as their ability allows. BLL follows a "Safety first" approach. **If players are not able to defend themselves, they should not be positioned at pitcher or first base.**
18. The Offensive team must bat all players present. **A game may begin and continue with eight players with no penalty.** Late players shall be added to bottom of the roster/line-up. Borrowed players count towards the eight player minimum. A team may use a maximum of three borrowed players.
19. Bases will be set at 50 feet.

Minors Coach Pitch Division

1. 1 hour 15 minute time limit, six Innings, if after four innings one team is up by 9+ runs or 5 runs after five innings whichever occurs first will be end of game.

2. Five runs per inning per game.

If score is tied after six complete inning, than all succeeding innings will have a no run limit.

a. BLL Regular Season - A game is considered to be a complete game if score is tied at the end of a full inning and time has expired.

3. The coach pitcher must be an approved volunteer and will throw from a 35-foot line in an underhand motion from a standing position.

4. During offensive half-innings, the individual occupying the

Coach pitcher position may not communicate with any player, coach, manager, official, or spectator.

Communication includes non-verbal cues (i.e. hand signals).

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach pitcher's removal from the game. Four coaches are allowed in the dugout for Coach Pitch games.

5. A coach pitcher must be designated before the game starts. Coach pitchers may be substituted at any time in the course of a game with the notification and approval of the umpire. Any coach pitcher of record who is relieved is ineligible to return to the position for the remainder of the game.

6. The coach pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way. If a batted ball hits the coach pitcher before being touched by a defensive player, the ball is dead, a strike is counted like a foul ball, and the batter resumes the at bat.

7. If the coach pitcher (in the umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called and the batter will be out. The umpire will return all other runners to the last base that was legally touched at the time of interference.

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach pitcher being made ineligible to pitch for the remainder of the game.

8. Three swinging strikes or 5 pitches will constitute an out; however, batter will continue to receive pitches when fouling off the 3rd strike or final pitch.

9. There is no infield fly rule.

10. The player fielding the pitcher's position will take his position with one foot inside and one foot outside the 10 foot pitching circle. He or she can be to the left, or the right, or behind the coach pitcher but no closer than the player's 40 foot pitching line. The player pitcher will remain with one foot inside and one foot outside the pitcher's circle until the ball has been hit or received by the catcher. Penalty: If the pitcher violates this rule, it shall be the option of the offensive manager to accept the play as is or do a complete replay. In the event of a replay, the prior pitch will not count.

11. The Umpire will call "time" when a defensive **player has control of the ball and HAS STOPPED THE PROGRESS OF THE LEAD RUNNER** and will award bases to each base runner according to his or her judgment.

12. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the umpire calls catcher's interference. If a pitched ball hits a batter: the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.

13. There will be no stealing allowed in Coach Pitch.

14. No bunting. This is an umpire judgment call. If a violation occurs, the batter will be called back to the plate, the pitch will count, the ball/play will be declared dead, and no runners will advance.

15. **All outfielders must stay in the outfield grass until the ball is hit.**

Penalty: If a violation of this rule occurs, then the offensive manager has the option to accept the play as is or do a complete replay in which case the pitch will not count and the runners will return to their previous bases.

16. The defense is allowed 10 position players per inning (4 outfielders).

17. Bases will be set at 55 feet.

18. **FOR THE FIRST HALF OF THE SEASON ONLY, one defensive coach will be allowed to position themselves in the outfield** with their 4 outfielders to assist with proper positioning and to coach the outfielders during the game.

19. The Offensive team must bat all players present. A game may begin and continue with eight players with no penalty. Late players shall be added to bottom of the roster/line-up. Borrowed players count towards the eight player minimum. A team may use a maximum of three borrowed players.

Minors Kid Pitch Division

1. 1 hour 30 minute time limit **WITH NO NEW INNING AFTER 1 hour 20 minutes or six innings (if a new inning is started it will be completed, THERE ARE NO HARD STOPS).**

• **Game will be called if:**

○ **After three innings one team is up by 12+ runs**

○ **After four innings one team is up by 10 runs**

○ **After five or more full innings after four & one half innings one team is up by 8 runs**

a. Any inning started before time limit expires shall be completed; unless the home team is leading after the visitors bat. New inning begins after 3rd out is made at end of previous inning.

2. A Five-run limit is to be imposed which would complete the half inning.

After three complete innings this rule is removed and all succeeding innings will have a no run limit.

a. BLL Regular Season - A game is considered to be a complete game if score is tied at the end of a full inning and time has expired.

3. The pitcher must pitch from a distance of 35 feet.

a. **Through April 23, 2017**, after four balls are called by the umpire, an offensive team

b. Coach shall pitch the remainder of the pitch count. The pitcher shall remain in the pitchers circle to the left or the right of the 40' pitchers rubber. The pitching coach shall pitch from a distance of 35 feet.

c. **After April 23, 2017** no coach pitcher will be allowed.

4. **During offensive half-innings, the individual occupying the coach pitcher position may not communicate with any player, coach, manager, official, or spectator. Communication includes non-verbal cues (i.e. hand signals).**

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach pitcher's removal from the game.

5. A coach pitcher must be designated before the game starts. Coach pitchers may be substituted at any time in the course of a game with the notification and approval of the umpire. Any coach pitcher of record who is relieved is ineligible to return to the position for the remainder of the game.

6. The coach pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way. If a batted ball hits the coach pitcher before being touched by a defensive player, the ball is dead, a strike is counted like a foul ball, and the batter resumes the at bat.

7. If the coach pitcher (in the umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called and the batter will be out. The umpire will return all other runners to the last base that was legally touched at the time of interference. Penalty: The first violation of this rule will be a warning. The second violation will result in the coach pitcher being made ineligible to pitch for the remainder of the game.

8. There is no infield fly rule.

9. The player fielding the pitcher's position will take his position with one foot inside and one foot outside the 10 foot pitching circle. He or she can be to the left, or the right, or behind the coach pitcher but no closer than the player's 40 foot pitching line. The player pitcher will remain with one foot inside and one foot outside the pitcher's circle until the ball has been hit or received by the catcher. Penalty: If the pitcher violates this rule, it shall be the option of the offensive manager to accept the play as is or do a complete replay. In the event of a replay, the prior pitch will not count.

10. **The Umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner and will award bases to each base runner according to his or her judgment.**

11. Base stealing is allowed. **There will be no stealing allowed when offensive coach is pitching.**

12. **Runner must stay in contact with base until ball is batted or reaches the batter.**

13. All outfielders must stay in the outfield grass until the ball is hit.

a. Penalty: If a violation of this rule occurs, then the offensive manager has the option to accept the play as is or do a complete replay in which case the pitch will not count and the runners will return to their previous bases.

14. The defense is allowed 9 position players per inning (3 outfielders).

15. **Bases will be set at 60 feet.**

16. The Offensive team must bat all players present. **A game may begin and continue with eight players with no penalty.** Late players shall be added to bottom of the roster/line-up. Borrowed players count towards the eight player minimum. A team may use a maximum of three borrowed players.

Majors Kid Pitch Division

1. 1 hour 45 minute time limit **WITH NO NEW INNING AFTER 1 hour 30 minutes** (if a new inning is started it will be completed, THERE IS NO HARD STOPS) or six Innings.
 - **Game will be called if:**
 - **After four innings one team is up by 10 runs**
 - **After five or more full innings after four & one half innings one team is up by 8 runs**
 - a. Any inning started before time limit expires shall be completed; unless the home team is leading after the visitors bat. New inning begins after 3rd out is made at end of previous inning.
2. A Five-run limit is to be imposed which would complete the half inning.
After three complete innings this rule is removed and all succeeding innings will have a no run limit.
 - a. BLL Regular Season - A game is considered to be a complete game if score is tied at the end of a full inning and time has expired.
3. If game is tied after time has expired the game will end in a tie. (No extra innings will be played except for End of Season Tournament (EOS). If time is still remaining and game is tied after the completion of 6 innings the International Tie Breaker (ITB) will be implemented.
4. The pitcher must pitch from a distance of 40 feet.
5. The Umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner and will award bases to each base runner according to his or her judgment.
6. All outfielders must stay in the outfield grass until the ball is hit.
 - a. Penalty: If a violation of this rule occurs, then the offensive manager has the option to accept the play as is or do a complete replay in which case the pitch will not count and the runners will return to their previous bases.
7. The defense is allowed 10 position players per inning (4 outfielders).
8. Bases will be set at 60 feet.
9. The Offensive team must bat all players present. **A game may begin and continue with eight players with no penalty.** Late players shall be added to bottom of the roster/line-up.
 - a. Borrowed players count towards the eight player minimum. A team may use a maximum of three borrowed players.

Juniors Division

1. 2-hour time limit or six Innings is considered a complete game.
 - a. Any inning started before time limit expires shall be completed; unless the home team is leading after the visitors bat. New inning begins after 3rd out is made at end of previous inning.
2. **The pitcher must pitch from a distance of 43 feet.**
3. The Umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner and will award bases to each base runner according to his or her judgment.
4. All outfielders must stay in the outfield grass until the ball is hit.
 - a. Penalty: If a violation of this rule occurs, then the offensive manager has the option to accept the play as is or do a complete replay in which case the pitch will not count and the runners will return to their previous bases.
5. The defense is allowed 9 position players per inning (3 outfielders).
6. Bases will be set at 60 feet.
7. Head first sliding into home plate is prohibited (runner will be called out)
8. **Offense shall play with a 9 player batting order.**