



Boerne Little League Baseball Local Rules

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 local rules.

A. Game Lengths

- Tee Ball (4-7 years old) 1 hour
- Minors Coach Pitch (7-9 years old) 1 hour 15 minutes
- Minors AA Kid Pitch (9-10 years old) 1 hour 30 minutes
- Minors AAA Kid Pitch (9-12 years old) 1 hour 45 minutes
- Majors (9-12 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. Times associated with the division are not "Drop Dead" times.

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.)

B. Run Limits

All games in Minors Division and below are subject to a 5 run per half inning rule. End of Season Tournament play will include no run limit in the 6th inning. There is no run limit for the Majors and all leagues above the Majors.

C. 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.

D. Forfeit

There will be no forfeit for Minors teams if they fall below 9 players. Minor teams will be allowed to play with 7 players with no automatic outs for missing players.

E. 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.

F. Batting Order

For regular season play, all divisions (Majors and below) will bat all players on the roster. "Continuous Batting Order" is adopted for all divisions at Boerne Little League. A player arriving late to a game may not enter the game once their team's leadoff batter has completed their second plate appearance. Should this game become suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d). No courtesy runner or pinch runner when batting entire lineups.

G. Field Preparation / Maintenance

Home Team – Is responsible for making the field playable before each game which includes outlining the batters box's 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 (raking the mound, batter's box, infield dirt, etc.)

Visiting Team – Is responsible for dragging the infield, raking the foul lines, batter's box, and mound. The mound and batter's box need to be watered after they have been raked. All equipment, rakes, tractors, water hoses, should be stored and locked up in the designated areas.

H. Field #8

Any balls hit into the net above the yellow fence line will be considered a home run.

I. Managers/Coaches

During games, 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 the turf area in front of the dugout.

J. Protests

Minor divisions and below: All protests must be resolved before play can continue. Major divisions and above: Protests will be decided by the league appointed Protest Committee if not resolved at the time of the protest.

K. Pitch Counts and Scorekeeping

Home team managers will be responsible for providing an official score keeper. Visiting team managers will be responsible for providing an official pitch counter.

1. When the pitch count gets to 15 pitches from the maximum allotted number for that particular pitcher (which depends on his age), the umpire and manager shall be alerted of the pitch count. When a pitcher reaches his maximum allotment, the umpire and manager shall be told and the pitcher must be removed from the game before the next batter (the pitcher can finish pitching to the current batter). At every pitcher change, both managers will confirm the previous pitcher's pitch count with the pitch counter. However, it remains the manager's responsibility to monitor pitch counts and remove pitchers who reach their limit.
2. At the immediate conclusion of every game, both managers will sign the official scorecard held by the umpire which will verify the final score and pitch counts.
3. Scorekeeper will confirm score with the umpire every half inning.

Special Rules for Minors Coach Pitch Division

1. The coach pitcher must be an approved volunteer and will throw from a 35 foot line in an overhand motion from a standing position.
2. 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.

3. 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.
4. 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.
5. 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.
6. Three swinging strikes or 6 pitches will constitute an out; however, batter will continue to receive pitches when fouling off the 3rd strike or final pitch.
7. There is no infield fly rule.
8. 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.
9. 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.
10. 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.
11. There will be no stealing allowed in Coach Pitch.
12. 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.
13. 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.
14. The defense is allowed 10 position players per inning (4 outfielders).
15. Bases will be set at 55 feet.
16. While on defense, a coach of the defensive team will position themselves behind the catcher near the fence to assist the catcher throwing missed balls back to the opposing coach pitcher. The role of this coach is to speed up the game, not to coach. This coach 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's removal from the game.
17. For the first half of the season, 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.

Special Rules for the Tee-Ball (AAA and Rookie) Division

1. Game score is not kept during the regular season.
2. The batter is allowed a total of three (3) swings. The batter is out if the 3rd swing is a foul ball. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee. (**Rookie division** there will be no strike-outs. Coach can assist batter with swing after 3 swings.)
3. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle. Balls that come to a stop within the ten (10) foot bunting circle will be considered foul balls.
4. **Rookie Division** - Up to twelve players can be on the field with no more than 5 infielders.
5. **AAA Division** – There may only be 4 outfielders.
6. All outfielders must stay at least 15 feet behind the baseline in the outfield grass until the ball is hit. The pitcher must have both feet touching the pitching rubber until the ball is hit. Penalty: If a violation of this rule occurs, it shall be the option of the offensive manager to accept the play "as is" or do a complete replay.
7. There will be no player in the catcher's position.
8. One defensive coach will be allowed on the outfield grass (up to 3 in **Rookie Division**) to verbally instruct defensive players. Other defensive coaches should remain in foul territory.
9. 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.
10. First and third base coaches should not leave the coaches boxes to escort players to the next base.
11. 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.
12. "Time" shall be called when a player has control of the ball and has stopped the progress of the lead runner, or when no other play is being made. (**Rookie Division** – Time will be called when the ball is controlled in the infield. Progress of the lead runner does not have to be stopped.)
13. **AAA Division** - The runner will be permitted to advance at their own risk on an overthrow, but not more than one base.
14. **Rookie Division** - 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.
15. **AAA Division** - 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 fielded near the first base line and the tag is made on the runner going to first.
16. 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 a player is not able to defend themselves, they should not be positioned at pitcher or first base.