



Bristol Tennessee Little League  
P.O. Box 1622  
Bristol, TN 37621-1622



## Bristol TN Little League

### 2015 LOCAL GROUND RULES FOR 7 & 8 YEAR OLD DIVISION

***All rules not covered by the below local rules section, will be governed in accordance to the 2015 Baseball Official Regulations and Playing Rules Book.***

#### GAME PREPARATION

The **HOME** team is in charge of getting the field ready to play, dragging and marking the field.

Each Manager will be given game balls prior to the start of regular season play.

**HOME** team will also provide base umpers for the game prior to or following their game.

The **VISITING** team is responsible for cleaning up after the game, picking up trash, and locking the facilities.

The **VISITING** team is responsible for keeping the official score book and providing someone to keep the scoreboard.

#### GAMES

- Games will be limited to 6 innings, or 1 hour and 30 minutes.
- No inning shall begin after 1 hour and 30 minutes. An inning begins the moment the third out is made completing the previous inning.
- Games tied at the conclusion of the time limit or 6 innings will be declared a tie. No game will extend beyond the time limit or 6 innings.
- The 5 run per inning limit is being followed by rule. Once a team scores 5 runs, the teams switch. No run is scored after the 5th run crosses the plate.
- The 5 run per inning rule is **NOT** in effect for the 6th inning.
- A mercy rule will be in effect if a team leads by 10 runs after 4 innings. If the home team is leading by 10 runs after 3½ innings, they will be declared the winner.
- One coach, or team mom, must remain in the dugout at all times.
- When batting, a coach is allowed at 1st and 3rd base.
- When fielding, 2 coaches are allowed in the field. Both coaches must be outside the infield. (Usually one coach behind 3rd base and one behind 1st base) However, coaches can move to any position as long as they are behind the infielders. This aids in



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teaching players their positions.

## EQUIPMENT

- The Umpire, before each game, inspects bats and helmets. If a bat is dented, bent, or has a deep scratch, it may be thrown out of the game. If a bat is not available for inspection before the game, it may not be used. Discard cracked or broken helmets. They will be removed by the umpire. **THIS IS A SAFETY REQUIREMENT.**
- Uniform jerseys must be tucked in at all times.
- All players must wear a baseball hat.
- **PLAYERS MAY NOT WEAR ANY JEWELRY AT ANY TIME.** No rubber bracelets, earrings, necklaces. Players may wear wrist sweatbands and batters gloves.

## PITCHING

- An adult pitching coach must pitch from behind the line marked approximately 35 feet from home plate.
- If a batted ball strikes the adult pitching coach, the ball is immediately dead, the batter is awarded first base and all runners advance one base if they are forced to advance.
- The defensive player playing the pitcher's position must remain behind the 35 foot line until contact is made.

## BATTING

- A continuous batting order will be used.
- Each batter will receive a maximum of 5 pitches or 3 swinging strikes. Any pitch that is taken (no swing) shall be declared a ball. Foul balls on and after the 5<sup>th</sup> pitch are treated as a foul ball and the batter receives another chance.
- Batters shall not throw the bat. If a batter throws a bat he will be given one warning. The scorekeeper will note on the scorebook which players have received a warning. After receiving a warning, a batter will be called out each time he/she throws a bat for the remainder of the game.
- A player may bunt, but once he has squared to bunt he must stay squared to bunt. If a player squares to bunt, then swings away, that batter is out, and any base runners must return to their previous base.

## BASE RUNNING

- Headfirst slides by runners are not permitted. If a runner slides head first into a base when advancing, he or she is out.
- A runner will be permitted to dive headfirst when returning to a base.
- On a batted ball that does not reach the outfield grass, runners may advance only one base, regardless of errors or over-throws.
- Batted balls that reach the outfield grass (on the ground or in the air) are played until



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all runners are put out, or until the ball is controlled by the defense in the pitcher's circle and the umpire grants time out.

- Runners may not steal bases or advance on passed balls.
- Hash marks indicating the halfway point of the baseline will be placed between first and second base; second and third base; and third base and home plate. If a runner is advancing to any base other than first when the umpire calls time, they must return to the previous base if they have not passed the half way hash mark. It is the umpire's judgment on whether or not the runner advances or returns to the previous base.

## **FIELDING**

- The infield fly rule does not apply.
- Time will be called when, in the umpire's judgment, the pitcher is in the circular dirt section of the pitcher's mound, has possession of the ball, and in the umpire's judgment, it is his/her intention to stop play.
- A team may use 10 defensive players provided that the 10<sup>th</sup> player is put in the outfield. The use of an extra infielder is not permitted.
- All outfielders must be in the grass.

## **Player Pool**

If a team is unable to field 9 players the following must occur:

### *Prior to Game:*

The manager with less than 9 players must contact the player agent. The player agent will contact a pool player to assist the team with less than 9 players.

### *During the game:*

If a player is injured, becomes sick or is ejected from the game. A player will be used from the opposing team to play the defensive outs. The injured, sick or ejected players time at bat will be skipped with no penalty. The borrowed player will take their turn at bat(s) with their original team.

Pool Players are not allowed to play as pitcher, catcher or infielder. They must play in the outfield.

At any point, during pool play if the original players from the roster arrive, the pool player will leave the game and the teams' original roster player will resume play in their spot in the batting lineup.

## **CANCELLATION OF GAMES**

- Prior to the start of the game, only the President or a designate Board member of the League or may cancel a game.
- Once the game begins, the decision to halt a game due to weather shall lie with the



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umpire in chief, in conjunction with the President or designated Board member.

- If weather is a factor a determination will be made as soon as possible, but no later than 5:00 pm and notice sent out to all Managers.
- At no time, should a manager send notice of a cancelled game without first consulting with the League President or designated Board member.
- If lightning is seen or thunder heard, the field should be cleared immediately and players sent to vehicles with their parents.
- From the last sound of thunder or visible lightning, players shall not return to the field nor play resumed for 30 minutes.
- If lightning is seen or thunder heard within 30 minutes of the expiration of the time limit for the game, the game shall be called. If the game is not an official game, it will resumed from the point of interruption and the halted game rules shall apply.