



# Belleuve Thunderbird Little League

## Local League Rules for Baseball and Softball Divisions

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## 1.0 BTLL League Rules: Big League 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 Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 1.2 BATTING ORDER

Belleuve Thunderbird 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 RUN LIMITS

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

### 1.4 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 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.

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## 1.5 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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.

## 1.6 FIELD SETUP

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

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## 2.0 BTLL 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.

### 2.1 GAME TIME LIMIT

- (a) There is no time limit in Juniors or Seniors Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 2.2 BATTING ORDER

Belleuve Thunderbird 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 RUN LIMITS

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

### 2.4 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.

### 2.5 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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

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## 2.6 FIELD SETUP

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

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## 3.0 BTLL 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.

### 3.1 GAME TIME LIMIT

- (a) There is no time limit in Juniors or Seniors Division per Regulation VII(h), except under exceptions noted in Regulation X(c) and Rule 4.04. Under the provisions of Regulation X(c), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 3.2 BATTING ORDER

Belleuve Thunderbird 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 RUN LIMITS

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

### 3.4 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.

### 3.5 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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

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## 3.6 FIELD SETUP

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

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## 4.0 BTLL 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.

### 4.1 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 4.2 BATTING ORDER

Belleuve Thunderbird 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 RUN LIMITS

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

### 4.4 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.

### 4.5 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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.



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## 4.6 FIELD SETUP

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

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## 5.0 BTLL 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.

### 5.1 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 5.2 BATTING ORDER

Belleuve Thunderbird 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

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. No player shall sit out two innings in two consecutive games unless the player is injured or sick. (This is for the regular season only.)

### 5.4 RUN LIMITS

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

### 5.5 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 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.

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- (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.

## 5.6 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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.

## 5.7 DROPPED THIRD STRIKE RULE

BTLL has adopted the revised baseball Rule 6.05(b), which implements the "dropped third strike" rule in the Majors division beginning with the 2012 regular season. 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 and first base is open or occupied.

## 5.8 SEASON STANDINGS

BTLL will record team win-loss records for the second portion of the season to be used to determine seeding for League tournament play. (The point at which win-loss record is to begin will be determined by the division Vice President.) Season standings from games played in the second portion of the season may be used for seeding teams into post-season tournament games. (This rule is for Majors Division only.) The management and application of this rule will be at the sole discretion of the division Vice President.

## 5.9 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.

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## 6.0 BTLL 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.

### 6.1 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 6.2 BATTING ORDER

Belleuve Thunderbird 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

### 6.3 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. No player shall sit out two innings in two consecutive games unless the player is injured or sick. (This is for the regular season only.)

### 6.4 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.

### 6.5 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under Rule 7.4.1(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 INFIELD FLY:

The Infield Fly Rule is in effect for all Coast Baseball Division games.

### 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.

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- (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

Thunderbird 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.

## 6.9 SEASON STANDINGS

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

## 6.10 FIELD SETUP

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

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## 7.0 BTLL 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.

### 7.1 GAME TIME LIMIT

No new inning shall start after two (2) hours of play, and there shall be a hard stop at 2:30. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 7.2 BATTING ORDER

Belleuve Thunderbird 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

### 7.3 STEALING

For the first portion of the season no stealing is allowed. For the second portion of the season, stealing will be allowed. The Division Vice President shall determine and announce the point in the season when stealing is allowed.

### 7.4 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. No player shall sit out two innings in two consecutive games unless the player is injured or sick. (This is for the regular season only.)

### 7.5 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.

### 7.6 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under 7.4.1(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.

### 7.7 INFIELD FLY:

The Infield Fly rule is **not** enforced in AAA Division.

### 7.8 OUTFIELDERS:

Four outfielders will play during the regular season games. These must be four "legitimate" outfielders; that is, no outfielder may shift into the infield or just back of the infield.

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## 7.9 PITCHING RECORDS

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

## 7.10 PITCH COUNT LIMITS AND REST REQUIREMENTS

Thunderbird 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.

## 7.11 SEASON STANDINGS

There shall be no season standings based on won-loss records in AAA Baseball. Seeding into the Thunderbird League tournament shall be by random draw.

## 7.12 FIELD SETUP

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

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## 8.0 BTLL 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.

### 8.1 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 BTLL Procedure Manual for guidelines for playing up and playing down.

### 8.2 GAME TIME LIMIT

No new inning shall start after 2 hours (2:00) of play. Hard stop is at 2:30. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 8.3 BATTING ORDER

Belleuve Thunderbird 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 BATTING REGULATIONS

- (a) Each batter receives a maximum of seven (7) hittable pitches, or three (3) swinging strikes, after which the batter is declared out.
- (b) The determination of what is a "hittable pitch" shall be the sole judgment of the umpire.
- (b) If the 7th pitch or third 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.

### 8.5 FIELDING REGULATIONS

- (a) STEALING: There is no stealing in the AA Division. There is no advance permitted on a passed ball.
- (b) INFIELD FLY: The Infield Fly rule is **not** enforced in AA Division.
- (c) CUSHIONED BASEBALL: The cushioned baseball (safety ball) shall be used in the AA Division.
- (d) BUNTING: Bunting is not allowed in the AA Division.
- (e) 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.
- (f) 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.



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## 8.6 MANDATORY PLAY REQUIREMENT

No player shall sit out defensively for two consecutive innings or for more than two innings in a game. No player shall sit out two innings in two consecutive games unless the player is injured or sick.

## 8.7 POSITION PLAY

Division AA is a developmental level of baseball. Bellevue Thunderbird 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.

## 8.8 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.

## 8.9 TIE GAMES:

If a game is tied after 6 innings, one additional inning must be played, time permitting under 7.4.1(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.

## 8.10 SEASON STANDINGS

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

## 8.11 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.

## 8.12 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.

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- (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.
- (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.

## 8.13 UMPIRES:

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

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## 9.0 BTLL 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.

### 9.1 GAME LIMITS AND TIES

A Division games shall be six innings. No new inning shall start after 2 hours (2:00) of play, and the game shall conclude regardless of the score at 2:30. In the event the score is tied at the completion of the final full inning of play, a tie will be recorded. If a game is tied at the conclusion of regulation play (six innings), the game ends and is recorded as a tie.

### 9.2 GAME PLAY

- (a) **BATTING ORDER:** Bellevue Thunderbird 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.
- (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 (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.
- (d) **MANDATORY PLAY REQUIREMENT:** No player shall sit out defensively for two consecutive innings or for more than two innings in a game. No player shall sit out two innings in two consecutive games unless the player is injured or sick.
- (e) **POSITION PLAY:** Division A is a developmental level of baseball. Bellevue Thunderbird 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.

- (f) **RUN LIMIT:** 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

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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.

- (g) USE OF CUSHIONED BASEBALL: The cushioned baseball (safety ball) shall be used.
- (h) BUNTING: Bunting is not allowed.
- (i) BASE STEALING: Stealing is not allowed.
- (j) CATCHER AND WARM-UP: A team player may catch warm-up pitches from the pitching machine only if the player is properly equipped per Rule 1.17.
- (k) OUTFIELDERS: Four outfielders will play during the regular season games. (Outfielders shall be no closer to home plate than 90 feet).
- (l) PLAYER SUBSTITUTIONS: Any player may be entered or re-entered defensively into the game at any time provided they meet the requirements of mandatory play.

## 9.3 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.
- (d) Taking an Extra Base: If the ball is being thrown back to the infield and the ball has reached the plane of the base paths, and the runner has passed the pre-marked line that is half the distance between 1st and 2nd, between 2nd and 3rd, and between 3rd and home, the runner is allowed to advance at his peril. This judgment is made by the umpire at the time the ball reaches the plane of the base path. Otherwise the runner must return to the previous base.
- (e) Overthrows: On overthrows that remain in play, runners may advance at their own risk.
- (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.

## 9.4 BATTER AND BATTING RULES

- (a) Each batter receives a maximum of seven (7) hittable pitches, and four (4) swinging strikes. 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) The Infield Fly rule shall **not** be enforced in A Division.

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## 9.5 STATISTICS, STANDINGS, AND TOURNAMENT PLAY

- (a) There shall be no season standings based on won-loss records in A Baseball. Seeding into the Thunderbird League tournament shall be by random draw, and shall be managed solely by the Division VP.
- (b) Scores will be kept in the team's official scorebook. Statistics are not kept.
- (c) At the end of the regular Thunderbird Little League season, a single or double elimination tournament (as determined by the league Board of Directors) will be held.

## 9.6 PITCHING MACHINE OPERATION AND RULES

- (a) Anyone who operates 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.
- (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.

## 9.7 OUTFIELDERS:

Four outfielders will play during the regular season games. These must be four "legitimate" outfielders; that is, no outfielder may shift into the infield or just back of the infield.

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## 9.8 UMPIRES:

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

## 9.9 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.

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## 10.0 BTLL 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.

### 10.1 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.

### 10.2 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 40 ft. from home plate. The distance between bases shall be 50 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.

### 10.3 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.
- (c) **STRIKEOUTS:** The batter cannot strike out.
- (d) **INFIELD FLY:** The Infield Fly rule shall **not** be enforced in Tee Ball Division

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## 10.4 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.

## 10.5 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.

## 10.6 UMPIRES:

The home team must furnish one adult umpire.

## 10.7 FIELD SETUP

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



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## 11.0 BTLL League Rules: Junior 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 "Blue 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 11.2 BATTING ORDER

- (a) Bellevue Thunderbird 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

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 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.

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## 12.0 BTLL 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 "Blue 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 12.2 BATTING ORDER

Belleuve Thunderbird 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

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). 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.)

### 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 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.

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## 13.0 BTLL 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 "Blue 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), BTLL 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. In the event the score is tied at the completion of the final inning, a tie will be recorded.

### 13.2 BATTING ORDER

Belleuve Thunderbird 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

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.)

### 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 7.4.1(b). The game is then over even if the score remains tied after the extra inning.

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## 13.7 INFIELD FLY:

The Infield Fly Rule shall not apply for Coast Division games.

## 13.8 BASE STEALING:

Base stealing is allowed.

## 13.9 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.

## 13.10 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.

# Belleuve Thunderbird Little League

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## 14.0 BTLL 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 "Blue 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

Belleuve Thunderbird 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 BASE RUNNING AND STEALING

- (a) The umpire shall place runners at the next available base if a base runner has reached the halfway point when the pitcher obtains possession of the ball and is within the pitching circle or if the attempted throw to the pitcher penetrates the cylinder as defined by the pitching circle.
- (b) If a base is not available to an advancing runner, or if the runner did not reach the halfway point between bases when the ball returned to the pitching circle, the runner must return to the last legally held base. Hash marks should be placed halfway between bases (1st / 2nd, 2nd / 3rd, and 3rd / home) to determine the runner's position at the time of ball's return.
- (c) No runner can advance on a wild pitch.

### 14.4 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 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.)

### 14.5 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.

### 14.6 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 7.4.1(b). The game is then over even if the score remains tied after the extra inning.

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## 14.7 INFIELD FLY

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

## 14.8 BUNTING

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

## 14.9 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.

## 14.10 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 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.

## 14.11 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.

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## 15.0 BTLL 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 "Blue 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 shall start after 2 hours (2:00) of play.

### 15.2 BATTING ORDER

Belleuve Thunderbird 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 BASE RUNNING AND STEALING

- (a) The umpire shall place runners at the next available base if a base runner has reached the halfway point when the pitcher obtains possession of the ball and is within the pitching circle or if the attempted throw to the pitcher penetrates the cylinder as defined by the pitching circle.
- (b) If a base is not available to an advancing runner, or if the runner did not reach the halfway point between bases when the ball returned to the pitching circle, the runner must return to the last legally held base. Hash marks should be placed halfway between bases (1st / 2nd, 2nd / 3rd, and 3rd / home) to determine the runner's position at the time of ball's return.
- (c) No runner can advance on a wild pitch.

### 15.4 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 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.)

### 15.5 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.

### 15.6 TIE GAMES

If a game is tied after 6 innings, one additional inning must be played, time permitting under 7.4.1(b). The game is then over even if the score remains tied after the extra inning.

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## 15.7 INFIELD FLY

The Infield Fly rule shall **not** be enforced in the 89er Division.

## 15.8 BUNTING

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

## 15.9 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.

## 15.10 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 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.

## 15.11 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.



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## 16.0 BTLL League Rules: A Softball

**Note:** Official Little League Regulations and Playing Rules set forth in the Little League "Blue 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

A 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.

### 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 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 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 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, otherwise it is a 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

# Belleuve Thunderbird Little League

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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 A Division

## 16.4 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.

## 16.5 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 A division.

## 16.6 UMPIRES:

The home team must furnish one adult umpire.

## 16.7 FIELD SETUP

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

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## 17.0 BTLL League Rules: Tee Ball Softball

**Note:** Official Little League Regulations and Playing Rules set forth in the Little League "Blue 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 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 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 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.
- (c) **STRIKEOUTS:** The batter cannot strike out.
- (d) **INFIELD FLY:** The Infield Fly rule shall **not** be enforced in Tee Ball Division

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