



BULL CITY LITTLE LEAGUE

LOCAL RULES

2020

Presented by the Baseball and Softball Rules Committees



Baseball and Softball Rules Committee

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I. General League Rules and Policies

A. Conduct Rules and Behavior Requirements

Managers and Coaches will:

- Exemplify high moral character, behavior, and leadership while adhering to strong ethical and integrity standards.
- Respect the integrity and personality of the individual athlete.
- Abide by and teach the rules of baseball in letter and in spirit.
- Set a good example for players and spectators to follow.
- Respect the integrity and judgment of game, league officials, and umpires.
- Display modesty in victory and graciousness in defeat.
- Instruct participants and spectators in proper sportsmanship.
- Be no party to the use of profanity, obscene language, or improper actions.
- Put player development as the first priority ahead of winning games.
- Communicate with players, parents, and the league.

Violation of any of the above requirements may result in the manager or coach being brought before board for consideration of disciplinary action, as outlined in the BCLL Constitution.

Players will:

- Accept and understand the responsibility of representing the league and local community.
- Live up to the standards of sportsmanship established by the league and coaching staff.
- Learn the rules of the game and strive to develop baseball skills.
- Treat opponents the same as they wish to be treated.
- Wish opponents good luck prior to games and congratulate or thank them for a good game following either a victory or a loss.
- Respect the integrity and judgment of league officials and umpires.
- Always strive to give their very best no matter what the score is.

Violation of any of the above requirements may result in the player/parents being brought before board for consideration of disciplinary action, as outlined in the BCLL Constitution.

Parents and Spectators will:

- Support and cheer for their team while enjoying the skill and competition; not attempt to intimidate the other team, its fans, or game officials.
- Remember that baseball is a learning experience, these are children playing, and that mistakes will be made.
- Learn the rules of the game to better understand and appreciate why certain situations take place.
- Show respect for the opposing players, coaches, and fans.
- Respect the integrity and judgment of league, umpires, and coaches. Understand they are doing their best to promote baseball, the league, and the players – in full view of the public.
- Recognize and show appreciation for an outstanding play by either team.
- Be a positive role model through your own actions.

Violation of any of the above requirements may result in the parents being brought before board for consideration of disciplinary action, as outlined in the BCLL Constitution.

B. Objective of the League

BCLL is a Little League® chartered baseball and softball league with a focus on competitive player development. BCLL strives to promote community-based activities through regular-season play between the members of its chartered league. In addition, BCLL offers its members the opportunity to compete in “the world’s largest youth baseball and softball tournament for more advanced players – the Little League International Tournament.” BCLL strives to offer programs and divisions of play that serve boys and girls with Little League® determined ages 4 to 12.

Little League® age is determined by using the following calculator found at [littleleague.org](http://www.littleleague.org):

http://www.littleleague.org/leagueofficers/Determine_League_Age/League_Age_Calculator.htm

Managers and Coaches

It is the responsibility of managers and coaches to provide leadership and organization, to teach fundamental baseball skills, to encourage voluntary cooperation and develop good rapport with players and their parents, to model good sportsmanship, and to observe all league policies and rules. **Managers and coaches will put player development as the highest of priorities.** Should a manager or a coach get ejected from a game for any reason, the official game umpire shall contact the BCLL Chief Umpire who will report the incident to the BCLL President and the BCLL Protest and Disciplinary Committee.

Board Member Responsibilities

To remain a member of the BCLL Board of Directors (board member) in good standing, each board member must sit on at least one committee and actively participate in that committee’s function. Board members shall regularly attend the monthly board meetings. Regular attendance is defined as attendance at 7 of the 12 regular monthly meetings and not being absent from more than 2 consecutive meetings. Failure to meet these requirements could lead to removal from the BCLL Board of Directors, according to the process outlined in the BCLL Constitution, at the discretion of the BCLL Board of Directors.

Sponsorships and Fundraising

The League has no sources of revenue beyond funds donated and the fundraising activities of the members. It is vital that every player, parent, and league representative do their part in helping raise money for BCLL.

Each team (parents) will be asked to sell ads for the league directory, assist in getting a team sponsor, and disseminate all information on fundraising events (e.g., “bat-a-thon”, “townball”) to help raise funds to offset the League’s ongoing expenses.

League Directory Information

Each player / parent / family will have their names and contact information listed in the League Directory. This information will be published and distributed to the members of the League and its sponsors. This information will, in no form be distributed to anyone else for the purposes of solicitation. Anyone not wanting their contact information published in the League Directory should notify the League Information Officer or the League President.

C. Safety

Safe Play

In order to ensure safety of the players, the batter and all base runners must wear batting helmets. All catchers (no exception) must wear a catcher's mitt, long catcher's chest protector, and must have on a dangling throat guard as required by Little League rule.

Managers shall maintain, with the help of a bench coach, order on the bench. Players shall remain behind the fences and on the bench unless preparing to bat. No practice swings or "on-deck" batters are allowed at lower levels of play; however, beginning at the Jr/Sr level of play and above, "on-deck" batters shall be allowed. Should an injury occur, or appear to occur, the first coach or umpire who sees it shall call an immediate time-out to attend to the player. Play will stop immediately. When play resumes, the managers, with the agreement of the umpire(s), shall determine where any base runners and/or batter should be fairly placed.

Should an injury occur during practice and/or game, the manager shall complete the *Player Injury Form* (see Appendix B) and return to the Commissioner.

Approved Bats

The complete rule governing approved bats and the use of illegal bats can be found in the Little League® Baseball and Softball Rule book. An excerpt of this rule is presented below for emphasis.

Baseball Bats

Per Little League® Rule 1.10, "The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). The bat diameter shall not exceed 2 $\frac{5}{8}$ inches.

It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

Solid one-piece wood barrel bats do not require a USA Baseball logo. "

Composite bats are prohibited unless approved by Little League International. A list of approved and licensed composite bats can be found at:

<http://www.littleleague.org/learn/equipment/baseballbatinfo.htm>

Tee Ball Bats

Per Little League® Rule 1.10, "Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads [ONLY FOR USE WITH APPROVED TEE BALLS](#). All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017."

Softball Bats

Per Little League® Rule 1.10, “The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for Junior/Senior/Big League) in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.”

BCLL Safety & Unsportsmanlike Conduct Guidelines

The following situations are considered "safety" violations and shall be handled in the following manner using 9.01(c) as the authority.

The current play will be completed as normal (EXCEPTION: See fake tag and wind-milling the bat below).

After play is over and time has been called, the Umpire shall give a warning to the player that his actions were unsafe and that any repetition will result in his ejection from the game. The umpire shall then give a warning to **BOTH** team managers that the player's actions were unsafe and that any subsequent violation by any player on either team will result in that player's ejection and one (1) game suspension.

Other actions not covered above which the umpire(s) judge to be unsafe or unsportsmanlike shall be treated in a similar fashion.

Managers and coaches are required to make sure all players wear an approved helmet while taking soft toss, batting practices in cages or on the field, and/or otherwise engaging in activities that require the player to swing a bat.

Any complaints regarding unsportsmanlike conduct or unsafe activities/instruction by a manager or coach shall be submitted to the Commissioner who will present it to the BCLL Board of Directors. Each complaint will be reviewed by the BCLL Executive Committee (board officers), who after investigating the situation will take the appropriate disciplinary action against the offending manager or coach.

Pitch Count Rules

BCLL pitch count rules for AAA, Majors, Junior, Senior, and Big League Divisions are included in Appendix A. Pitching rules for softball are also included in Appendix A. The pitch count rules must be followed.

D. General Game Procedures

A BCLL League Official will decide if games are to be played due to inclement weather. If a decision is made by the League Official to cancel games, this decision generally will be made two hours prior to game time. Notification will be made on the BCLL website, inclement weather line, and to all managers. No manager shall cancel any game prior to game time. If field conditions continue to deteriorate after arriving at the field or during a game, a decision will be made at game time between the two managers as well as the umpire.

A pre-game meeting will be held by the umpire(s) with each manager for the purpose of introduction and rules review. Managers for each team shall exchange team lineup/batting orders prior to each game. Each manager shall give the opposing team's lineup/batting order to his or her scorekeeper for recordation.

Game balls will be given to each manager at the beginning of the season. The manager of the home team is responsible for providing the game balls and for keeping track of them to ensure there are enough for the entire season.

1. Field Maintenance

Pre-Game Preparation

It will be the responsibility of the "HOME" team to prepare fields prior to the scheduled start time. Responsibilities include, but not limited to, dragging field, removing water, adding quick dry to damp/muddy spots, lining the field, installing the bases, chalking the 10' arc (A Rookie Division only) or safety circle (AA Division only), and marking batters boxes. The manager of the team shall assign parents these tasks, show them how they are correctly done, and then verify that tasks are properly completed.

Post-Game Clean Up

It will be the responsibility of the "VISITING" team to put up bases and rake out/drag the fields after the completion of a game and to put away the equipment assigned to the field and each dugout. Both teams are responsible for cleaning their dug out (including sweeping), cleaning the bleachers and fence line on their side of the field, and emptying trash cans (as necessary). The manager of the team shall assign parents these tasks, show them how they are correctly done, and then verify that tasks are properly completed.

2. Curfew

There will be a 9:30 p.m. curfew for games played on Sunday through Thursday and a 10:30 p.m. curfew for games played on Friday or Saturday. No new games to start after 7:30 Sunday-Thursday. No new inning will be started after the curfew time; however, any inning in progress will be completed. If four (4) or more innings of play have been completed the team with the highest score will be declared the winner. If fewer than four (4) innings have been completed or the score is tied as of the end of the last full inning – the remainder of the game will be rescheduled for completion prior to the two team's next scheduled head to head competition. (See Rule 4.10)

3. Score Keeping

Scorekeepers

Each team will be provided a scorebook to maintain for the season. For each game, each team will keep their individual scorebook, maintaining their batting order. The home team scorebook will be the official scorebook for the game. The official scorebooks will be the final source of information to resolve any questions of game scores, pitchers used, etc.

Pitch Count/Inning Recorders

Each team will provide a volunteer pitch count recorder who will maintain their pitch count records for each pitcher used during the game. The home team pitch count recorder shall keep the official pitch count recorder for the game. Each pitch count recorder shall obtain the official pitch count book for their team from their respective manager. Each manager is required to bring their pitch count book to each game with the appropriate forms and previous pitch count history. Official pitch count books shall be

reviewed for accuracy between each inning by both pitch count recorders (home and visitors) and signed by both managers at the end of each game. The official pitch count books for the home team, signed by both team's managers, will be the final source of information to resolve any questions of pitchers used and number of pitches thrown. In the event that a team or manager does not keep accurate pitch count records, the issue will be recorded on the manager's record and will be taken under consideration when the manager applies for further managerial positions with the League.

The copy of the official Game Pitch Log and Pitcher Eligibility Tracking Form is included in Appendix A. Official pitching statistics (e.g., number of pitches and innings pitched) will be reported to the league information officer and kept on-line at the BCLL website.

Violations

Violating the regular season and/or end of season tournament pitch count regulations can be protested in accordance with Rule 4.19. And, as with all regular season and end of season games, the League (by action of the Board of Directors through the Disciplinary Committee) resolves all protests. The Disciplinary Committee could decree a forfeit, or not, as it sees fit. The Board of Directors also could suspend or remove managers who willfully and persistently violate any rule or regulation, including pitch count regulations.

The League emphasizes that the pitch count limitations established by Little League are a mandatory minimum standard for player protection. It is the expectation of the League's Board of Directors that its managers will not only strictly follow the pitch count rules established by Little League, but that managers will consistently prioritize player safety over gaining a competitive advantage and will observe additional best practices designed to further protect player health. To that end, the League has determined that no baseball pitcher of any age should be allowed to deliver more than 35 pitches in an inning, and that if a player reaches the 35-pitch-threshold in an inning, he or she should be removed from the pitcher position for the remainder of the contest upon the completion of the at bat in which the threshold was passed. Managers who do not follow these guidelines shall be subject to referral to the Disciplinary Committee.

4. Concession Stand

Each Manager is responsible for assigning two (2) adult volunteers from their team (one (1) may be a teen age 13 and older) for concession stand duty on the nights they are assigned as the away team on Field 2. Volunteers for concession duty should try and be available 20-30 mins prior to game time and report to concessions no later than ten (10) minutes before game time to familiarize with operations and concessions shall remain open to end of game on Field 2. If the game ends early due to mercy rule the concessions shall remain open till at least 8:30 on weeknights and run by volunteers from field 2 till that time in order to accommodate the needs of spectators from other fields. Game on field 2 will not begin until volunteers from the away team have reported to concessions.

II. League Organization and Scheduling

A. Player Placement

All players including manager's children MUST attend skills evaluation in order for proper placement within league divisions. The BCLL Player Agent, in coordination with the BCLL Vice President, determine which division is most suitable for a player and manager.

Any player who registers and joins the league subsequent to teams being drafted and/or assigned, shall be assigned to his/her respective team by the Player Agent. *(This shall apply to all levels of play.)*

B. League breakdown: Divisions

The Player Agent shall determine the number of teams per Division and adjust the Division breakdowns (i.e., sub-dividing divisions based upon skill level) as deemed appropriate per the skills evaluations.

C. Drafting Teams

The Player Agent shall provide the managers of a division with a list of eligible players for that division at the draft. The managers are required to draft from the provided list for that division.

During the draft only the managers for that division and BCLL board members are allowed in draft room. If selected manager for division is unable to make draft a BCLL Board member shall draft team for manager.

Any new player that fails to attend skill evaluations may be placed in a "blind draft". All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the "blind draft" prior to the start of the draft. Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team's selection for that draft round pick. Players that have played at BCLL in previous seasons and for whatever reason cannot attend the current season's skills evaluation will be rated by the player agent and/or previous managers/coaches in order to avoid going into the blind draft.

General Draft Process

The following process will be used for drafting BCLL teams.

Siblings must play on the same team (if skill levels are commensurate with the level of ball they wish to play) unless the parents desire otherwise and place their request in writing to the BCLL Player Agent.

Children of managers are "drafted" based on age and according to Little League rules, in the following rounds as denoted in the following table:

**Manager's Child Selection
Draft Round**

<u>AGE</u>	<u>MAJOR (Softball and Baseball)</u> <u>Round</u>	<u>AAA (or Softball Minors)</u> <u>Round</u>	<u>AA</u> <u>Round</u>	<u>A</u> <u>Round</u>
12	3			
11	4	3		
10	5	4	3	
9		5	4	3
8		6	5	4
7			6	5

In the event one or more managers within a division have more than one child participating in the applicable division, the managers may unanimously agree on a process to address the selection of the manager's children. Such agreement shall be presented to the BCLL Player Agent at least two calendar days prior to the scheduled date of the draft and must meet with the approval of a majority of the Player Agent, League President and Vice President. In the event the managers cannot reach unanimous agreement by the designated time or a majority of the BCLL Player Agent, League President and Vice President do not approve of the selection process, and then the BCLL Player Agent, League President and Vice President shall by majority vote determine the selection process.

If two or more siblings are in the player pool (and possess skill levels appropriate for the level of play); the round of the draft the 1st player is selected will determine the round that any siblings must be selected in. If the playing age of the siblings is one year or less apart – the sibling will be “protected” until the next available selection by that team. If the playing age of the siblings is two years apart – the sibling will be “protected” until the second following selection by that team. If the playing age of the siblings is three years apart – the sibling will be “protected” until the third following selection by that team; however it is not recommended that players with this great an age difference play at the same level.

Draft Procedure – Serpentine Draft

Each manager or team representative will pick out of a hat a number designated one for each team in the division (for example: a 6-team division will have numbers 1, 2, 3, 4, 5 and 6. The corresponding selected number will be the drafting order.

Example: Draft Selection: (6 team league) (60 players)

Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42
48	47	46	45	44	43
49	50	51	52	53	54
60	59	58	57	56	55

Any trades between teams must be completed and approved by the BCLL Player Agent at the end of the draft and before managers leave the draft site.

By rule, all 12 year olds will be selected and play in the Major League level unless the player is deemed unsafe to play in the Major League level which will require a waiver to be signed by the District and Regional Little League Offices; however no more than (8) 12 years old can be on any single team's roster. (see rules III(c) and IV(a)).

The references to ages as noted above, except in the case for 12 year old who must play in the Major Division, does not in any way, restrict a younger skilled player from participating in a division higher than noted above. For example, a highly skilled 10 year is eligible to participate in the Major Division, if he/she is determined to have the necessary skills and is drafted by a Major Division manager. Again, such determinations will be made by the BCLL Player Agent.

Any new players that become available after the completion of the draft; either through promotion from the Minor League level or a late sign up of a returning player will be assigned To the team that has less players then the other teams. Else it will go to next team in order to draft.

Each team will have 15 minutes at the start of the draft to review the list of eligible players and their evaluation scores. Once the draft starts each manager should be prepared to make their next selection. Managers should be continuously updating their potential selections as the draft proceeds. They should have several players in mind for each round, not limiting their selection plans to a single player requiring them to re-evaluate their decision once their turn comes around and the player they intended to select has been chosen by someone else. If the manager does not make their selection within 90 seconds, they will forfeit their pick for that round and have an additional selection added to the end of the draft to replace it.

For the Spring 2020 season only, in accordance with the 2020 Little League Rules, this rule is relaxed to allow for a maximum of twelve (12) year old players per team.

D. Scheduling

Regular Season Schedule

All divisions will play 12-16 game regular season games in spring with and 10-12 regular season games in fall. The intent is to play as many regular season games as practical with each team within a division playing the same number of regular season games. Preseason games may be incorporated into the team's schedule as determined by the League; such games will not count towards division standings. Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken consider the following, in order: (1) winning percentage, (2) runs allowed, and (3) run differential. Further ties will be broken at the discretion of the BCLL Board of Directors. Games that are not made up will count as a loss for both teams, with no points awarded.

End of Season Tournament

A tournament will be played after the end of the regular season. The regular season standings will determine the seeding for the tournament. Teams will play tournament games, under regular season rules. All tournament games will adhere to all time limits, except for the Championship game that will have no time constraint. Any game in progress that is suspended due to weather will continue on the next available day (even if considered an official game). All game status, including batting order, pitch counts, and pitcher availability will remain the same as the start of original game. If a player is unable to make the resumption of the game, that player's batting spot will be skipped without penalty. Players that were not at the original game are allowed to play in the resumption of the game and will be added to the bottom of the team's lineup.

Pitch Count/Inning Records When Moving From Regular Season to End of Season Tournament

When moving from the regular season to the end of the season tournament, the number of calendar days rest as required under the Pitch Count Rules (see Appendix B) do apply. For example, if a player pitches 41 pitches on Saturday, the last day of the regular season, the player is required to rest two (2) calendar days and will be eligible to pitch again on Tuesday.

Inter-League Play

All interleague games will count toward BCLL season standings. Each game will follow the local rules of the designated home team, unless agreed upon by the appropriate league commissioners prior to the game.

Method for Selecting Teams to Represent BCLL in the Mayor's Cup Games

The tournament champion for each of the divisions participating in the Mayor's Cup Games will represent BCLL in the games against like teams from South Durham Little League.

Method for Selecting Little League Tournament (All Star) Teams

Refer to the All Star Player Selection Process (See Appendix C).

Method for Selecting Little League Tournament (All Star) Team Managers

Refer to the All Star Manager Selection Process (See Appendix C).

Fall Season

The Fall Season will be played under the rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player in all divisions. No player may play the same position for more than (2) innings in one game. Every player will play in the infield at least one inning during the first four innings. The “pitcher can’t catch” rule does not apply during the Fall Season. Any pitcher that pitches any number of pitches in an inning will count as a full inning. The intent of this rule is to develop more pitchers at any given level.

Fall Season registration shall be limited to a minimum league age 5 by August 31st of the following year.

Fall tournament will be single elimination.

For Minors and majors in Baseball and Softball any pitcher that pitches any number of pitches in an inning will count as a full inning during the Fall Season. Thus building and developing more pitchers at any given level.

Team Awards

All players on the tournament champion teams for each division (Majors through A Rookie) will receive a team award. All A Rookie Division participants not on the tournament championship team will receive a participation award. Tournament runner-up teams in AA through Majors Divisions will receive a tournament runner-up award. Regular season champions in AA through Majors Divisions will receive a regular season championship award.

In addition to the team awards listed above, the manager of each team will select one player from their team, for the **Spring** Season only, for the Sportsmanship Award. This award is intended to recognize the player on each team that demonstrates the intention of Little League: providing for healthful activity helping “children become good and decent citizens.” In selecting the recipient of the sportsmanship award for their team, managers may consider the following criteria: helping other players, always giving their best, showing enthusiasm, demonstrating team spirit, setting a good example for teammates and competitors and peers, playing fair at all times, being a graceful winner and loser, and politeness and respect for managers, coaches, and umpires.

III. Playing Rules

BCLL rules for league organization and playing are in accordance with the 2020 Official Little League® Baseball Rule Book and the 2020 Official Little League® Softball Rule Book. The rule books cover playing rules for all divisions.

The Little League® Rulebook App contains the *Official Regulations, Playing Rules, and Operating Policies* for all divisions of Baseball, Softball, and Challenger in one easy-to-use location. The app includes automatic updates for future seasons after a one-time download of \$1.99.

Apple Store:

<https://apps.apple.com/us/app/little-league-rulebook/id1464594539?ls=1>

Google Play Store:

<https://play.google.com/store/apps/details?id=com.littleleaguerulebook>

Each local Little League Board of directors is required to adopt its own bylaws, local rules or ground rules (the terms are interchangeable.) These documents expire annually at the end of the fiscal year and must be renewed annually.

The local rules cover areas in which Little League® provides local leagues with options or discretion, such as processes for the selection of Tournament Teams (All Stars) or for specific ground rules for various divisions (such as whether or not the 10-run rule will be used), etc. These local rules, as an addendum to the Official Little League® Baseball and Softball Rules are approved annually via required BCLL Board of Director consent.

Each manager in the league should receive a copy of the 2020 Official Little League® Baseball Rule Book or the 2020 Official Little League® Softball Rule Book. The following sections of the BCLL Local Rules address BCLL local rules. No part of the bylaws, local rules or ground rules can conflict with or supersede any Little League rule, regulation or policy.

A Rookie Division (Modified Instructional Coach Pitch)

Games in the Rookie Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

The Players

BCLL is a skill based league, meaning that players are selected to play in divisions with players of comparable ability. Players that were not selected in the AA Minor Division Machine Pitch draft will play in the A Division Modified Coach Pitch. Only participants that have played at least one year of T-Ball or Modified Instructional Coach Pitch are eligible to be drafted into the AA Minor Division Machine Pitch with approval from the Player Agent. As a general guide, all players league 6 and under will likely play Modified Instructional Coach Pitch which will include four (4) Coach pitched balls followed by three (3) swings off a Tee, if needed. Players that were not selected in the AA Minor Division Machine Pitch draft will play Modified Coach Pitch.

Player Placement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules.

Number of Players

Each team must have a minimum of eight players to begin play. If the team does not have the minimum number of players within 15 minutes of the scheduled game time, managers may agree to reschedule the game or to exchange or share players in an attempt to play the scheduled game.

A player listed on an A Rookie Division Modified Coach Pitch roster may play up on an AA Minor Division Machine Pitch Team. The player will be required to bat last, must play in the outfield, and may not play pitcher. Each player may only be called up to a given AA Minor Division Machine Pitch Team for at most two games per season. Players from higher levels may not play down.

Game Schedule

No team shall be scheduled to play two (2) games in one day. Players can play in two (2) games in a day when called up for a game in an upper division.

Objectives of Modified Instructional Coach Pitch

The objectives of the BCLL A Rookie (Modified Instructional Coach Pitch) Division are to teach baseball skills and an understanding of the game to beginning players in a context that promotes an appreciation of good sportsmanship and fair play. The program is to be both instructional and fun.

Player Position Limits and Requirements

There will be a two (2) inning limit at any position for any player. No player may play the same position for more than two (2) innings in one game. All players must play a minimum of one (1) inning in the infield (includes pitcher and catcher) and one (1) inning in the outfield, within the first three innings of the game. The goal is to have each player have the opportunity to play every position by year end.

Managers and Coaches

The defensive team may have three coaches on the field for instructional purposes. One coach outside of dugout and may have two coaches be positioned in the outfield. On-field coaches shall not touch players, a live ball, or physically interfere with play in any manner while the ball is in play. Should contact occur

and be deemed “incidental contact”, the play shall continue “live” and without interruption. However, should it be deemed as “purposeful contact”, the play shall be declared “dead” and the base runners shall be allowed to advance (1) base. (See Regulation XIV(d)). The same rules apply to offensive coaches on the field.

A batted ball that hits the adult pitcher will be considered a dead ball (no pitch) – no runners will advance, and the batter will return to the batter’s box to resume his/her at bat. The batter will not be charged with one of his/her allotted pitches for that at bat.

Umpires

Each game will require two umpires, one from each team. The home team will furnish the home plate Umpire, who has charge of the game. The visiting team will furnish the umpire in the field, who is responsible for safe-out calls at the bases, fly balls, base runners, etc. The umpires’ responsibilities follow the usual lines, but also include judgment in three important areas of A Rookie (Modified Instructional Coach Pitch) Division. These are:

- Determining when the bat is thrown by the batter
- Determining foul balls
- Determining when play has stopped and calling time

Championship games an official umpire will be assigned by the commissioner. If at the end of four innings the score is tied the tie breaker will be the most outs in the game made by defensive team if that is tied the final tie breaker will be the most regular season wins between the two teams.

Scorekeepers

Each team will provide a volunteer scorekeeper who will maintain their batting order. There shall be no penalty for batting out of order. In the event a player bats out of order, the scorekeeper shall inform the Manager and the player shall not receive another turn at bat but resume their normal position in the lineup the next time around. The Home team is responsible for the official score for the game and shall submit results of the game to the league within 24hrs after completion of game.

The Playing Field

The playing field in Modified Coach Pitch is nearly identical to other baseball fields, except that the base-paths are shortened to 55 feet. The coach pitcher pitches from 25 feet from the plate. The player pitcher fields from 35 feet from the plate.

To assist umpires in calling foul balls, the field should be chalked with an arc 10’ in front of the batting tee. A ball put in play that does not go past this 10 foot arc will be considered a foul ball.

To assist umpires in determining the advancement of base runners, hash marks shall be placed at the mid points between 1st base and 2nd base, 2nd base and 3rd base, and 3rd base and home plate. If a runner passes the hash marks while running the bases, they shall be allowed to advance to the next base if time is called. If a runner does not pass the hash marks while running the bases, they shall return to the previous base.

Game Length

There will be a one (1) hour and thirty (30) minute time limit. Any inning in progress when the time limit expires will be completed. Four (4) innings will constitute a complete game. (See Rule 4.10(f))

Defensive Play: The Positions / Substitutions

All players on the roster play defense each inning. All players must play at least one inning in the infield.

The infield positions are considered catcher, pitcher, 1st base, 2nd base, short stop, and 3rd base. All remaining players should be positioned in the outfield and must be on the outfield grass when the ball is batted.

The player pitcher shall keep both feet on the pitcher's plate or within two (2) feet on either side of the pitcher's plate until the ball is hit. On fields without a pitching mound, the player pitcher must stand 35 feet from the plate (10 feet behind the coach pitcher).

A catcher shall be dressed out in full catcher's gear and shall receive the ball thrown by the coach pitcher. A coach catcher shall stand behind the catcher to retrieve balls which get past the catcher. The coach catcher shall throw the ball back to the coach pitcher to keep the game moving. In the event the catcher is on base when the opposing team gets two (2) outs, the catcher shall be removed from the base and replaced with a courtesy runner (which is the player who is the 2nd out of the inning).

Defensive Play: Ending the Play

The defensive team shall make every effort to make a play whenever possible, thus teaching baseball situations and skills. The pitcher and outfielders cannot make unassisted outs at any of the bases, he/she must throw the ball to attempt to make the out.

Overthrown balls by any infielder in attempt to make a defensive out, base runners shall not advance. Balls thrown from the outfield to the infield must be in control by an infielder in order to stop play. Play stops when the ball is in control by a defensive player, on the infield, and runners have stopped or cannot further advance. The umpires must use their best judgment to determine when play has stopped and then call time out. Players cannot simply call "Time" to stop the advance of the runners.

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores (5) runs.

No infield fly rule will be called.

Offensive Play: Batting

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in the Modified Coach Pitch Division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7,8,9, ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

The coach pitcher must be 25 feet from home plate.

The coach pitcher must make every effort to avoid obstructing the play. The coach pitcher shall leave the field of play (into foul territory) while the ball is in play. When the Umpire calls time or the play is otherwise stopped, the coach pitcher will then take his position for another pitch.

Coach pitchers shall pitch (overhand) to the batter a maximum of four (4) pitches. If the batter does not hit the ball in play after the last pitch is thrown, the ball will be placed on the batting tee. The batter will then get three (3) swings off the tee or until the batter gets the third strike then the batter is called out. The batter will get additional swings off the tee if the batter continues to hit the ball (not hit the tee) into

foul territory. It is the responsibility of the offensive team's batting coach to remove the batting tee to allow base runner(s) to score.

If the coach pitcher hits the player with a thrown pitch, the play shall be ruled dead and the pitch shall be counted toward the maximum pitch limit of four (4) pitches. In the event that the coach pitcher hits the player on the fourth thrown pitch, the play shall be ruled dead and the batter shall be awarded another pitch. If a coach pitcher habitually hits players with the thrown pitches, the manager shall find a replacement coach pitcher for safety reasons and to promote expedient play.

When play is to begin, the ball will be placed on the batting tee by the batter's manager or coach, who may adjust the tee as necessary. The coach may assist the player in getting into his/her batting stance.

The batter will stand with both feet inside the batter's box and take a full baseball-type swing at the ball until he/she has hit the ball beyond the 10-foot arc from home plate in fair territory.

If the ball stops inside the 10-foot arc or is touched inside the arc by a defensive player it will be called a foul ball by the umpire. The batter will continue at bat until a fair ball is hit or the player strikes out (normal baseball rules for a strike out; the tee is not considered part of the ball with respect to fouls). The batter may extend his/her bat to "measure" the ball and this action shall not be considered a swing or a strike.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty "out" called. A bat that rolls outside of the circle, or one that is inadvertently carried a step or two beyond the circle will not constitute a warning. If a batter is penalized under this rule, the ball is dead and all runners must return to their original bases at the start of the play.

Offensive Play: Base Running

There will be no lead-offs. Base runners must be touching their respective bases until the ball is hit.

A base runner may be forced out or tagged with the ball in traditional baseball fashion. A base runner that runs wide out of the base path to avoid being tagged out will be called out by the umpire. But, unlike in other divisions, a base runner who is hit by a batted ball is not out unless he (she) intentionally steps on or kicks the ball.

In the event of an overthrown ball to any base while attempting to throw the "runner" out, the play shall be declared "dead" and runners will not be allowed to advance. For purposes of this rule, an overthrown ball will be any ball thrown to another defensive player or base that is not cleanly caught.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

AA Minors Divisions (Machine Pitch)

Pacific and International Divisions
Special Local Rules and Regulations

Games in the A Minor Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

The Players

BCLL is a skill based league, meaning that players are selected to play in divisions with players of comparable ability. Players that were not selected in the AAA Minors Division draft are eligible to be drafted in the AA Minors Division (Machine Pitch), provided that they are assigned to potential draft list by the BCLL Player Agent. All players league age 9, not selected in the AAA or Major Divisions drafts are eligible to play in the AA Minors Division (Machine Pitch). Players of league age 7 or 8 that are drafted at this level are also eligible to play in this division. Younger players are eligible to be drafted into this division – if they have already participated in Modified Coach Pitch or T-Ball for one year and have approval from the Player Agent. (See Regulation VIII (d)).

Schedule

No team shall be scheduled to play two (2) games in one day. Players can play in two (2) games in a day when called up for a game in an upper division.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III (d))

Any player, who registers and joins the league subsequent to teams being drafted and/or assigned, shall be assigned to his/her respective team by the Player Agent. (This shall apply to all levels of play.)

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. Only in the lower machine division, **Pacific**, one of these coaches can be in foul territory on the opposite side of field beyond the first or third base area. All other coaches are to be in the dugout. A manager or coach shall not leave the sideline or dugout except to confer with a player or an umpire and only after receiving permission for time from the umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

The coach pitching (operating the pitching machine) to the batters will be an offensive team coach that is listed on the roster as the manager or coach. The adult pitcher shall **not** coach base runners during live play.

The Player Pitcher

The fielder playing the pitcher's position must stand with one foot inside one of the 4-foot circles drawn on either side of the pitching machine. A league purchased batting helmet with full cage for safety will be an "option" that a manager/parent may utilize for the player pitcher.

The Player Catcher

In accordance to Little League rules the catcher must wear personal protective equipment in addition to the catcher gear. The catcher helmet must include throat guard. Additionally, the catcher must use a catchers mitt when playing the catchers position in accordance with Little League rules.

Placement of the Machine

Games will be played with the pitching machine set at approximately 35mph, Blue Flame setting 3-7-7, at a distance of 40 feet. There will be two chalk circles in the pitching area, one on each side of the pitching machine even with the front of the machine but not in front of the machine. These circles shall be 4 feet in diameter.

The machine may be adjusted for accuracy during the game at the umpire's discretion, and with an effort to not prolong play with excessive adjustments. All adjustments should be made in order to maintain the 40-foot distance and consistent strikes. The League Commissioner may at any point during the season request that machines from any and or all teams be recalibrated to maintain performance consistent with the aforementioned settings.

The Pitching Machine hit by a ball

A batted ball that hits the pitching machine is ruled dead by the umpire. The batter is awarded first base. Runners advance if forced.

A thrown ball that deflects off the pitching machine is a live ball.

The Adult Pitcher

The adult who loads the pitching machine is referred to in these rules as the "Adult Pitcher". After a ball is put into play by a batter, the adult pitcher must make a continuous effort to leave the field of play in a manner that does not interfere with the hit itself or the ensuing defensive play by the fielders. The pitcher shall leave the field of play in the opposite direction of the play being made by the defense. In the event of loaded bases leaving the field in any direction may possibly interfere with play. In that event the adult pitcher will make every possible effort to not interfere with play. The adult pitcher shall not coach base runners during live play. The adult pitcher may address batter for proper adjustments.

A batted ball that hits the adult pitcher will be considered a dead ball (no pitch) – no runners will advance, and the batter will return to the batter's box to resume his/her at bat. The batter will not be charged with one of his/her allotted pitches for that at bat.

Pitches

Each batter shall receive five (5) pitches or three (3) swinging strikes, whichever comes first, to put the ball into fair play. A fouled "last pitch" will earn the batter another pitch – there is no limit to the number of foul balls and additional pitches a batter may receive as his/her "last pitch". If the "last pitch" hits the batter, it will be treated as a foul ball. No runners will advance, and the batter will receive another pitch. For clarification, given that the rules specifically call for each player to receive five (5) pitches or three (3) swinging strikes, intentional walks are not allowed.

Base Stealing

There will be no base stealing or advancing on passed balls in the AA Minor Division.

Umpires

The league will supply a trained plate umpire. The umpire's responsibilities follow the usual lines in Little League baseball.

In the event that there is only one official umpire, the umpire shall stand in foul territory between home and 1st base when the ball is pitched from the pitching machine when no runners are on base. When the ball is put in play, the umpire shall move to the appropriate spot on the field in order to call the game. When runners are on base, the Umpire shall position himself/herself on the field as necessary to make the appropriate calls.

Any manager/coach/parent that aggressively approaches/addresses any Umpire shall result in a **one game suspension** of violating the volunteer coach/parent code of conduct. Furthermore, the offending coach or parent will be immediately ejected for the balance of that game.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7,8,9, ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

NO courtesy runner per green book rules.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) and 1 hour and 30 minutes (1:30), one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six innings. No new inning shall start after 1 hour and 50 minutes (1:50). The winner will be the team in the lead at the last completed inning (if four or more innings were completed). If less than 4 innings have been completed, then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book)

In championship game there will be **NO** time limit. If at the end of six innings the score is tied the tie breaker additional innings will be played until winner is determined.

Defensive Play: Extra Outfielder

The defensive team shall place a 10th player on the field, positioned in the outfield.

Defensive Play: Ending the Play

No infield fly rule will be called.

International Division (Upper Machine Pitch)

The defensive team should make every effort to make a play whenever possible, thus teaching baseball situations and skills. Play stops when the ball is in control by a defensive player, on the infield, and runners have stopped or cannot further advance. Players **cannot** call “Time”; the umpires must use their best judgment to determine when play has stopped and then call time out.

Pacific Division (Lower Machine Pitch)

Lower machine pitch division play stops when the ball is in possession of an infielder. Base runners are awarded the next base if they have made substantial progress, within the umpire’s discretion. The intent of this rule is to minimize taking advantage of overthrows in attempting to make a baseball play, while still emphasizing the need for players to learn to back up the play and get the ball in position to stop the runners. Players still **cannot** call “Time”, stopping the play is at the discretion of the umpire in accordance with this rule.

If there is only one machine pitch division, then the lower machine pitch rules will apply for ending a play unless otherwise determined prior to the season by the League Commissioner.

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The 6th inning (only) will allow for unlimited runs by both teams.

The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.

Fall Playing Position Requirements for Pacific and International Divisions

The Fall Season will be played under the same rules and guidelines noted above except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game.

There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

AAA Minors Divisions (Player Pitch)
American and National Divisions
Special Local Rules and Regulations

Games in the AAA Minor Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

The Players.

BCLL is a skill based league, meaning that players are selected to play in divisions with players of comparable ability. Players that were not selected in the Majors Division draft are eligible to be drafted in the AAA National Minors Division, per determination by the BCLL Player Agent. As a general guide, players of league age 8, 9, 10, and 11 that are drafted at this level are eligible to also play in this division, provided that they are approved for this level of play by the BCLL Player Agent. Younger players are eligible to be drafted into this division – if they have already participated in A Minors Division (Machine Pitch) for one year and/or have approval from the Player Agent. (See Regulation VIII (d)).

Schedule

No team shall be scheduled to play two (2) games in one day. Players can play in two (2) games in a day when called up for a game in an upper division.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Player Promotion

Any player selected to move up to a Major League team from the AAA National League that declines to advance to the higher level will become ineligible to advance to the higher level for the duration of the current season and tournament. (See Regulation VIII(b))

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Number of Players

All team rosters will consist of no more than thirteen (13) players. Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers will agree to reschedule the game all attempts must be made to play the game. If managers knows that they will be shy players they should reach out to players agent for call up players from lower division in advance of scheduled game.

A team may have up to nine (9) players in the field at a time. A team must have eight (8) players in order to start a game.

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. All other coaches are to be in the dugout. A manager or coach shall not leave the bench, sideline or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

Umpires

Regular season and Playoff games will have one umpire and championship games shall have two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7,8,9, ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

NO courtesy runner per green book rules.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book)

In championship game there will be **NO** time limit. If at the end of six innings the score is tied the tie breaker will be additional innings until winner is determined.

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The intent shall be to play a full six (6) inning game. The 6th inning (only) will allow for unlimited runs by both teams. **The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.**

Defensive Play

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores (5) runs. The sixth inning is unlimited runs.

The infield fly rule is recognized and enforced.

Base runners may not advance when the pitcher has returned to the pitching rubber/mound with the ball in their possession.

Dropped third strike will ***not*** be in effect

Pitching

The pitcher's mound will be located 46 feet from front of pitcher plate to back of home plate.

Pitch count limits will be in effect in accordance with the Little League Rule Book.

Violating the regular season and/or end of season tournament pitch count regulations can be protested in accordance with Rule 4.19. And, as with all regular season and end of season games, the League (by action of the Board of Directors through the Disciplinary Committee) resolves all protests. The Disciplinary Committee could decree a forfeit, or not, as it sees fit. The Board of Directors also could suspend or remove managers who willfully and persistently violate any rule or regulation, including pitch count regulations.

The League emphasizes that the pitch count limitations established by Little League are a mandatory minimum standard for player protection. It is the expectation of the League's Board of Directors that its managers will not only strictly follow the pitch count rules established by Little League, but that managers will consistently prioritize player safety over gaining a competitive advantage and will observe additional best practices designed to further protect player health. To that end, the League has determined that no baseball pitcher of any age should be allowed to deliver more than 35 pitches in an inning, and that if a player reaches the 35-pitch-threshold in an inning, he or she should be removed from the pitcher position for the remainder of the contest upon the completion of the at bat in which the threshold was passed. Managers who do not follow these guidelines shall be subject to referral to the Disciplinary Committee.

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.
- Any player, who has played the position of catcher in four (4) or more innings in a game or received more than 41 pitches, is not eligible to pitch on that calendar day.

Maximum Pitch Count

Manager must remove the pitcher when said pitcher reaches the limit for his/her age group noted below, but the pitcher may remain in the game at another position:

League Ages:

11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Exceptions: If a pitcher reaches the limit as noted above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base.
- That batter is put out.
- The third out is made to complete the half inning.

Note: A pitcher who delivers 41 or *more* pitches in a game cannot play the position of catcher for the remainder of that day.

Maximum Pitches Per Day

- If any pitcher pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest is required.

Offensive Play: Batting

Offensive coaching will be limited to base coaches at first and third base.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty "out" called.

Bunting is allowed per Little League Rules 2.00

- *"A bunt is a batted ball not swung at, but INTENTIONALLY met with the bat and tapped slowly. The key words are "intentionally met with the bat" If **no** attempt is made to make contact with a ball outside the strike zone while in the **bunting** stance, it should be called a ball. The mere holding of the bat in the strike zone is **not** an attempted bunt."*

No Slash Bunting

- A play by the team at-bat where the hitter assumes the position for a **bunt** and then changes grip and takes a swing at the ball. If the batter conducts a slash bunt the batter will be called out and runners will not advance.

Offensive Play: Base Running

Base runners may not lead off. A runner cannot advance until the ball has crossed home plate. A runner leaving the base early will be called out.

Base runners must be touching their respective bases until the ball is hit or crosses the plate.

A runner may advance, at their own risk, on an overthrow/pass ball.

Base runners may not advance when the pitcher has returned to the pitching rubber with the ball in their possession.

Dropped third strike will ***not*** be in effect

Base coaches cannot touch runners while the ball is in play. If a coach touches a runner, the runner is out. If this is the third out, any runs scored during this play do not count.

Fall Playing Position Requirements for American and National Divisions

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game. There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield. Any pitcher that pitches any number of pitches in an inning will count as a full inning. Thus building and developing more pitchers at any given level.

American Division Fall Season for Optional Hybrid Player/Coach Pitch

The Rules Committee has the option to implement a Hybrid Player/Coach rule for the Fall division only for the American Division. This will be determined based on overall player skill level for this division as determined by the BCLL Players Agent based on, but not limited to, the results from fall evaluations. This determination will be made prior to the draft but following evaluations for the fall season.

The Coach Pitcher for Hybrid Player/Coach Pitch for American Fall Division

A coach from the team on offense will finish off strike count once 4 balls are called by umpire. The coach will pitch from the base of the pitching mound and will deliver an overhand pitch. Runners may not advance on pass ball when a coach is pitching.

Examples:

1. Player “X” has a count of 1 Strike and 4 Balls the coach pitcher will be allowed 2 pitches to finish off the strike count to allow the batter to put the ball in play.
2. Player “X” has a count of 2 Strikes and 4 Balls the coach pitcher will be allowed 1 pitch to finish off the strike count to allow the batter to put the ball in play.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

Majors Divisions (Player Pitch)

Special Local Rules and Regulations

Games in the Major League Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

The Players

Players of league age 9, 10, 11 and 12 that are drafted at this level are eligible to play in this division. The BCLL Player Agent shall determine a players eligibility to be drafted at this level prior to the draft.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules. A maximum of twelve (12) year old's allowed per team.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Protests

All game protests must be resolved before the next pitch or play. (See Rule 4.19(g))

Number of Players

All team rosters should consist of the minimum number of twelve (12) players and maximum of fifteen (15) (See Regulation III(a)). Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers will agree to reschedule the game All attempts must be made to play the game. If managers know that they will be shy players they should reach out to players agent for call up players from lower division in advance of scheduled game.

A team may have up to nine (9) players in the field at a time. A team must have eight (8) players in order to start a game.

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. All other coaches are to be in the dugout. A manager or coach shall not leave the bench, sideline or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

Umpires

Regular season and Playoff games will have one umpire and championship games shall have two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer

parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. *Example:* Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

NO courtesy runner per green book rules.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed, then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book) The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.

In championship game there will be **NO** time limit. If at the end of six innings the score is tied additional innings will be played until winner is determined.

Defensive Play

The side is retired when three (3) offensive players are legally put out.

The infield fly rule is recognized and enforced.

The play is over and base runners cannot advance further once the ball is controlled by the pitcher and one foot is on the pitching rubber.

Dropped third strike will be in effect.

Pitching

The pitcher's mound will be located 46 feet from front of pitcher rubber to back of home plate.

Pitch count limits will be in effect in accordance for the Little League Baseball Rule Book.

Violating the regular season and/or end of season tournament pitch count regulations can be protested in accordance with Rule 4.19. And, as with all regular season and end of season games, the League (by action of the Board of Directors through the Disciplinary Committee) resolves all protests. The Disciplinary Committee could decree a forfeit, or not, as it sees fit. The Board of Directors also could

suspend or remove managers who willfully and persistently violate any rule or regulation, including pitch count regulations.

The League emphasizes that the pitch count limitations established by Little League are a mandatory minimum standard for player protection. It is the expectation of the League's Board of Directors that its managers will not only strictly follow the pitch count rules established by Little League, but that managers will consistently prioritize player safety over gaining a competitive advantage and will observe additional best practices designed to further protect player health. To that end, the League has determined that no baseball pitcher of any age should be allowed to deliver more than 35 pitches in an inning, and that if a player reaches the 35-pitch-threshold in an inning, he or she should be removed from the pitcher position for the remainder of the contest upon the completion of the at bat in which the threshold was passed. Managers who do not follow these guidelines shall be subject to referral to the Disciplinary Committee.

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.
- Any player, who has played the position of catcher in four (4) or more innings in a game or received more than 41 pitches, is not eligible to pitch on that calendar day.

Maximum Pitch Count

Manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Ages:

11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Exception: If a pitcher reaches the limit as noted above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base.
- That batter is put out.
- The third out is made to complete the half inning.

Note: A pitcher who delivers 41 or *more* pitches in a game cannot play the position of catcher for the remainder of that day.

Maximum Pitches Per Day

- If any pitcher pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest is required.

Offensive Play: Batting

Offensive coaching will be limited to base coaches at first and third base.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty “out” called.

Offensive Play: Base Running

Base runners may not lead off. A runner cannot advance until the ball has crossed home plate. A runner leaving the base early will be called out.

Base runners must be touching their respective bases until the ball is hit or crosses the plate.

A runner may advance, at their own risk, on an overthrow/pass ball.

Base runners may not advance when the pitcher has returned to the pitching rubber/mound with the ball in their possession.

Dropped third strike will be in effect.

Bunting is allowed per Little League Rules 2.00

- *“A bunt is a batted ball not swung at, but INTENTIONALLY met with the bat and tapped slowly. The key words are “intentionally met with the bat” If **no** attempt is made to make contact with a ball outside the strike zone while in the **bunting** stance, it should be called a ball. The mere holding of the bat in the strike zone is not an attempted bunt.”*

No Slash Bunting

- A play by the team at-bat where the hitter assumes the position for a **bunt** and then changes grip and takes a swing at the ball. If the batter conducts a slash bunt the batter will be called out and runners will not advance.

Base coaches cannot touch runners while the ball is in play. If a coach touches a runner, the runner is out. If this is the third out, any runs scored during this play do not count.

Fall Playing Position Requirements

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game. There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield. Any pitcher that pitches any number of pitches in an inning will count as a full inning. Thus building and developing more pitchers at any given level.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

Softball Machine Pitch Division

Special Local Rules and Regulations

Games in the Softball Machine Pitch Division will be played in compliance with the Little League Softball Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

Schedule

No team shall be scheduled to play two (2) games in one day. Players can play in two (2) games in a day when called up for a game in an upper division.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III (d))

Any player, who registers and joins the league subsequent to teams being drafted and/or assigned, shall be assigned to his/her respective team by the Player Agent. (This shall apply to all levels of play.)

Safety

A facemask or mouth guard is required for all players playing in the infield. Batting helmets are required, but are not required to include facemasks (see Little League 2020 Softball Official Regulations and Playing Rules, Section 1.16).

Game Length

Games are designed to last six (6) innings. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams.

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) and one hour and 30 minutes, one team has a lead of 10 or more runs, the leading team will be declared the winner.

Number of Players

All team rosters will consist of no more than thirteen (13) players. (See Regulation III(c))

Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers may agree to reschedule the game or to exchange or share players in an attempt to play the scheduled game.

A team may have up to ten (10) players in the field at a time. A team must have eight (8) players in order to start a game.

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. All other coaches are to be in the dugout. A manager or coach shall not leave the bench, sideline or dugout except to confer with a player or an umpire and only after receiving permission from an

umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

The Player Pitcher

The fielder playing the pitcher's position must stand with one foot inside one of the 4 foot circles drawn on either side of the pitching machine.

The Player Catcher

In accordance to Little League rules the catcher must wear personal protective equipment in addition to the catcher gear. The catcher helmet must include throat guard. Additionally, the catcher must use a catchers mitt when playing the catchers position in accordance with Little League rules.

Placement of the Machine

Games will be played with the pitching machine set at approximately 35mph, Blue Flame setting 3-7-7, at a distance of 40 feet. There will be two chalk circles in the pitching area, one on each side of the pitching machine even with the front of the machine but not in front of the machine. These circles shall be 4 feet in diameter.

The machine may be adjusted for accuracy during the game at the umpire's discretion, and with an effort to not prolong play with excessive adjustments. All adjustments should be made in order to maintain the 40-foot distance and consistent strikes. The League Commissioner may at any point during the season request that machines from any and or all teams be recalibrated to maintain performance consistent with the aforementioned settings.

The Pitching Machine hit by a ball

A batted ball that hits the pitching machine is ruled dead by the umpire. The batter is awarded first base. Runners advance if forced.

A thrown ball that deflects off the pitching machine is a live ball.

The Adult Pitcher

The adult who loads the pitching machine is referred to in these rules as the "Adult Pitcher". After a ball is put into play by a batter, the adult pitcher must make a continuous effort to leave the field of play in a manner that does not interfere with the hit itself or the ensuing defensive play by the fielders. The pitcher shall leave the field of play in the opposite direction of the play being made by the defense. In the event of loaded bases leaving the field in any direction may possibly interfere with play. In that event the adult pitcher will make every possible effort to not interfere with play. The adult pitcher shall ***not*** coach base runners during live play. The adult pitcher may address batter for proper adjustments.

A batted ball that hits the adult pitcher will be considered a dead ball (no pitch) – no runners will advance, and the batter will return to the batter's box to resume his/her at bat. The batter will not be charged with one of his/her allotted pitches for that at bat.

Pitches

Each batter shall receive five (5) pitches or three (3) swinging strikes, whichever comes first, to put the ball into fair play. A fouled "last pitch" will earn the batter another pitch – there is no limit to the number of foul balls and additional pitches a batter may receive as his/her "last pitch". If the "last pitch" hits the batter, it will be treated as a foul ball. No runners will advance, and the batter will receive another pitch.

For clarification, given that the rules specifically call for each player to receive five (5) pitches or three (3) swinging strikes, intentional walks are not allowed.

Base Stealing

There will be no base stealing or advancing on passed balls in the Minor Division.

Umpires

The league will supply a trained plate umpire. The umpire's responsibilities follow the usual lines in Little League baseball.

In the event that there is only one official umpire, the umpire shall stand in foul territory between home and 1st base when the ball is pitched from the pitching machine when no runners are on base. When the ball is put in play, the umpire shall move to the appropriate spot on the field in order to call the game. When runners are on base, the Umpire shall position himself/herself on the field as necessary to make the appropriate calls.

Any manager/coach/parent that aggressively approaches/addressed any Umpire shall result in a **one game suspension** of violating the volunteer coach/parent code of conduct. Furthermore, the offending coach or parent will be immediately ejected for the balance of that game.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7, 8, 9, ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

No *Courtesy* runners.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) and 1 hour and 30 minutes (1:30), one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six innings. No new inning shall start after 1 hour and 50 minutes (1:50). The winner will be the team in the lead at the last completed inning (if four or more innings were completed). If less than 4 innings have been completed, then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book)

In championship game there will be **NO** time limit. If at the end of six innings the score is tied the tie breaker will be the team with the most defensive outs.

Defensive Play: Extra Outfielder

The defensive team shall place a 10th player on the field, positioned in the outfield.

Defensive Play: Ending the Play

No infield fly rule will be called.

No Bunting.

Play stops when the ball is in possession of an infielder. Base runners are awarded the next base if they are beyond halfway, within the umpire's discretion. The intent of this rule is to minimize taking advantage of overthrows in attempting to make a baseball play, while still emphasizing the need for players to learn to back up the play and get the ball in position to stop the runners. Players still *cannot* call "Time", stopping the play is at the discretion of the umpire in accordance with this rule.

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The 6th inning (only) will allow for unlimited runs by both teams.

The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.

Fall Playing Position Requirements for Pacific and International Divisions

The Fall Season will be played under the same rules and guidelines noted above except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game.

There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

Softball Minors (Modified Player Pitch Division)

Special Local Rules and Regulations

Games in the Softball Minor Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

Safety

A facemask or mouth guard is required for all players playing in the infield. Batting helmets are required, but are not required to include facemasks (see Little League 2020 Softball Official Regulations and Playing Rules, Section 1.16).

The Players.

BCLL is a skill based league, meaning that players are selected to play in divisions with players of comparable ability. Players that were not selected in the Majors Division draft are eligible to be drafted in the Minors Division, per determination by the BCLL Player Agent. As a general guide, players of league age 8, 9, 10, and 11 that are drafted at this level are eligible to also play in this division, provided that they are approved for this level of play by the BCLL Player Agent. Younger players are eligible to be drafted into this division – if they have already participated in A Minors Division (Machine Pitch) for one year and/or have approval from the Player Agent. (See Regulation VIII (d)).

Schedule

No team shall be scheduled to play two (2) games in one day. Players can play in two (2) games in a day when called up for a game in an upper division.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Player Promotion

Any player selected to move up to a Major League team from the Minor League that declines to advance to the higher level will become ineligible to advance to the higher level for the duration of the current season and tournament. (See Regulation VIII(b))

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Number of Players

All team rosters will consist of no more than thirteen (13) players. Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers will agree to reschedule the game all attempts must be made to play the game. If managers knows that they will be shy players they should reach out to players agent for call up players from lower division in advance of scheduled game.

A team may have up to nine (9) players in the field at a time. A team must have eight (8) players in order to start a game.

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. All other coaches are to be in the dugout. A manager or coach shall not leave the bench, sideline or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

Umpires

Regular season and Playoff games will have one umpire and championship games shall have two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7,8,9, ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized.

NO courtesy runners.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book)

In championship game there will be **NO** time limit. If at the end of six innings the score is tied additional innings will be played until winner is determined.

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The intent shall be to play a full six (6) inning game. The 6th

inning (only) will allow for unlimited runs by both teams. **The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.**

Defensive Play

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores (5) runs. The sixth inning is unlimited runs.

The infield fly rule is recognized and enforced.

The play is over and base runners cannot advance further and once the ball is controlled by the pitcher and one foot is in the pitching circle.

Pitching

The pitcher's mound will be located 35 feet from front of pitcher plate to back of home plate. A pitching circle will be chalked around the plate to represent pitching mound.

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.

The Coach Pitcher

A coach from the team on offense will finish off strike count once 4 balls are called by umpire. The coach will deliver pitch from pitching circle. Runners may ***not*** advance on pass ball when a coach is pitching.

Examples:

3. Player "X" has a count of 1 Strike and 4 Balls the coach pitcher will be allowed 2 pitches to finish off the strike count to allow the batter to put the ball in play.
4. Player "X" has a count of 2 Strikes and 4 Balls the coach pitcher will be allowed 1 pitch to finish off the strike count to allow the batter to put the ball in play.

Offensive Play: Batting

Offensive coaching will be limited to base coaches at first and third base.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty "out" called.

Bunting is allowed per Little League Rules.

Offensive Play: Base Running

Base runners may not lead off. A runner cannot advance until the ball has crossed home plate. A runner leaving the base early will be called out.

Base runners must be touching their respective bases until the ball is hit or crosses the plate.

A runner may advance, at their own risk, on an overthrow/pass ball. However, a runner may not advance home on a pass ball. Any player who advances home on a pass ball will be required to return to third base.

Base runners may not advance when the pitcher has returned to the pitching circle with the ball in their possession.

Dropped third strike will *not* be in effect

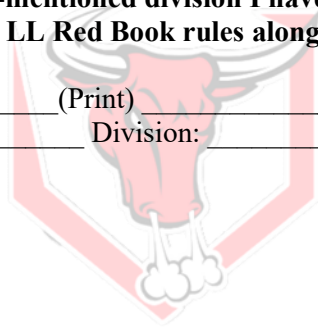
Base coaches cannot touch runners while the ball is in play. If a coach touches a runner, the runner is out. If this is the third out, any runs scored during this play do not count.

Fall Playing Position Requirements

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player except at pitcher where there will be a (3) inning limit. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game. There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield. Any pitcher that pitches any number of pitches in an inning will count as a full inning. Thus building and developing more pitchers at any given level.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Red Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____



Softball Majors (Player Pitch)

Special Local Rules and Regulations

Games in the Softball Major League Division will be played in compliance with the Little League Rule Book. If a conflict exists between these rules and the rules and regulations of Little League, the Little League rule and/or regulation shall take precedence.

Safety

A facemask or mouth guard is required for all players playing in the infield. Batting helmets are required, but are not required to include facemasks (see Little League 2020 Softball Official Regulations and Playing Rules, Section 1.16).

The Players

Players of league age 9, 10, 11 and 12 that are drafted at this level are eligible to play in this division. The BCLL Player Agent shall determine a players eligibility to be drafted at this level prior to the draft.

Player Replacement

All teams are redrafted every season in accordance with the general draft process in Section II.C. of the BCLL Local Rules. A maximum of twelve (12) year old's allowed per team.

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Protests

All game protests must be resolved before the next pitch or play. (See Rule 4.19(g))

Number of Players

All team rosters should consist of the minimum number of twelve (12) players and maximum of fifteen (15) (See Regulation III(a)). Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers will agree to reschedule the game All attempts must be made to play the game. If managers know that they will be shy players they should reach out to players agent for call up players from lower division in advance of scheduled game.

A team may have up to nine (9) players in the field at a time. A team must have eight (8) players in order to start a game.

Coaches on the Field

Two coaches are allowed to be outside of dugout and in foul territory and are limited to area in front of dugout only. All other coaches are to be in the dugout. A manager or coach shall not leave the bench, sideline or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Manager coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game. Head coaches and Assistant coaches are not allowed to approach officials.

Umpires

Regular season and Playoff games will have one umpire and championship games shall have two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04) Players arriving after game start will be inserted in the batting order and fielding positions upon arrival. They must be inserted anywhere in the batting lineup after the last batter that has already made plate appearance. **Example:** Batters 1-6 have made plate appearances in top of first inning and Player "X" arrives in the bottom of the first. Player "X" can enter batting lineup in the top of the second inning as batter 7,8,9 ect. If a player must leave early due to injury or any other reason the batter will be skipped, and the offensive team will not be penalized as long as the player has left the game and will not play defense. If player is *not* hitting but still playing a defensive position the offensive team will be required to take an **OUT** when the players turn to bat comes up.

NO courtesy runners.

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed, then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2020 Green book) The official beginning of an inning is the time at which the third out is made in the bottom half of the previous inning.

In championship game there will be **NO** time limit. If at the end of six innings the score is tied additional innings will be played until winner is determined.

Defensive Play

The side is retired when three (3) offensive players are legally put out.

The infield fly rule is recognized and enforced.

The play is over and base runners cannot advance further once the ball is controlled by the pitcher and one foot is on the pitching rubber.

Dropped third strike will be in effect.

Pitching

The pitcher's rubber will be located 40 feet from front of pitcher rubber to back of home plate. A chalked circle will indicate pitching mound.

Offensive Play: Batting

Offensive coaching will be limited to base coaches at first and third base.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty "out" called.

Offensive Play: Base Running

Base runners may not lead off. A runner cannot advance until the ball has crossed home plate. A runner leaving the base early will be called out.

Base runners must be touching their respective bases until the ball is hit or crosses the plate.

A runner may advance, at their own risk, on an overthrow/pass ball.

Base runners may not advance when the pitcher has returned to the pitching rubber with the ball in their possession.

Dropped third strike will be in effect.

Bunting is allowed per Little League Rules 2.00

- *"A bunt is a batted ball not swung at, but INTENTIONALLY met with the bat and tapped slowly. The key words are "intentionally met with the bat" If **no** attempt is made to make contact with a ball outside the strike zone while in the **bunting** stance, it should be called a ball. The mere holding of the bat in the strike zone is not an attempted bunt."*

No Slash Bunting

- A play by the team at-bat where the hitter assumes the position for a **bunt** and then changes grip and takes a swing at the ball. If the batter conducts a slash bunt the batter will be called out and runners will not advance.

Base coaches cannot touch runners while the ball is in play. If a coach touches a runner, the runner is out. If this is the third out, any runs scored during this play do not count.

Fall Playing Position Requirements

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player except pitcher where there will be a (3) inning limit. No player may play the same position for more than (2) innings in one game. A player must play at least (1) inning during the first four innings in an in-field position during the game. There is no requirement for a player to play in an outfield position, although it is encouraged that all players do play in the outfield. Any pitcher that pitches any number of pitches in an inning will count as a full inning. Thus building and developing more pitchers at any given level.

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.

As manager for team in the above-mentioned division I have received a copy and understand rules stated above and will adhere to all LL Green Book rules along with BCLL local rules.

Manager: _____ (Print) _____ (Signature)
Date: _____ Team: _____ Division: _____

BULL CITY
BASEBALL



APPENDIX A - PITCH COUNT RULES

Pitch count limits will be in effect in accordance for the Little League Baseball Rule Book.

Violating the regular season and/or end of season tournament pitch count regulations can be protested in accordance with Rule 4.19. And, as with all regular season and end of season games, the League (by action of the Board of Directors through the Disciplinary Committee) resolves all protests. The Disciplinary Committee could decree a forfeit, or not, as it sees fit. The Board of Directors also could suspend or remove managers who willfully and persistently violate any rule or regulation, including pitch count regulations.

The League emphasizes that the pitch count limitations established by Little League are a mandatory minimum standard for player protection. It is the expectation of the League's Board of Directors that its managers will not only strictly follow the pitch count rules established by Little League, but that managers will consistently prioritize player safety over gaining a competitive advantage and will observe additional best practices designed to further protect player health. To that end, the League has determined that no baseball pitcher of any age should be allowed to deliver more than 35 pitches in an inning, and that if a player reaches the 35-pitch-threshold in an inning, he or she should be removed from the pitcher position for the remainder of the contest upon the completion of the at bat in which the threshold was passed. Managers who do not follow these guidelines shall be subject to referral to the Disciplinary Committee.

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.
- Any player, who has played the position of catcher in four (4) or more innings in a game or received more than 41 pitches, is not eligible to pitch on that calendar day.

Maximum Pitch Count

Manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Ages:

11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Exception: If a pitcher reaches the limit as noted above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base.
- That batter is put out.
- The third out is made to complete the half inning.

Note: A pitcher who delivers 41 or *more* pitches in a game cannot play the position of catcher for the remainder of that day.

Maximum Pitches Per Day

- If any pitcher pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest is required.

BULL CITY
BASEBALL



APPENDIX B - PLAYER INJURY FORM

Activities/Reporting

A Safety Awareness Program's Incident/Injury Tracking Report

League Name: _____ League ID: ____ - ____ - ____ Incident Date: _____
Field Name/Location: _____ Incident Time: _____
Injured Person's Name: _____ Date of Birth: _____
Address: _____ Age: ____ Sex: Male Female
City: _____ State _____ ZIP: _____ Home Phone: () _____
Parent's Name (If Player): _____ Work Phone: () _____
Parents' Address (If Different): _____

Incident occurred while participating in:

- A.) Baseball Softball Challenger TAD
B.) Challenger T-Ball (5-8) Minor (7-12) Major (9-12) Junior (13-14)
 Senior (14-16) Big League (16-18) C.) Tryout Practice Game
 Tournament Special Event Travel to Travel from
 Other (Describe): _____

Position/Role of person(s) involved in incident: Batter Baserunner Pitcher
 Catcher First Base Second Third Short Stop Left Field Center Field
 Right Field Dugout Umpire Coach/Manager Spectator Volunteer
 Other: _____

Type of injury: _____

Was first aid required? Yes No If yes, what: _____

Was professional medical treatment required? Yes No

If yes, what: _____ (If yes, the player must present a non-restrictive medical release prior to being allowed in a game or practice.)

Type of incident and location:

A.) On Primary Playing Field B.) Adjacent to Playing Field D.) Off Ball Field

Base Path: Running or Sliding Seating Area Travel: Hit by Ball: Pitched or Thrown or Batted Parking Area Car or Bike or Collision with: Player or Structure C.) Concession Area
 Walking

Grounds Defect Volunteer Worker League Activity

Other: _____ Customer/Bystander Other: _____

Please give a short description of incident: _____

Could this accident have been avoided? How: _____

This form is for Little League purposes only, to report safety hazards, unsafe practices and/or to contribute positive ideas in order to improve league safety. When an accident occurs, obtain as much information as possible. For all claims or injuries which could become claims, please fill out and turn in the official Little League Baseball Accident Notification Form available from your League President and send to Little League Headquarters in Williamsport (Attention: Dan Kirby, Risk Management Department). Also, provide your District Safety Officer with a copy for District files. All personal injuries should be reported to Williamsport as soon as possible.

Prepared By/Position: _____ Phone Number: (____) _____
Signature: _____ Date: _____

BULL CITY
BASEBALL



APPENDIX C - ALL STAR SELECTION PROCESS

2020 Bull City Little League

Baseball All Star Process

The Road to the Little League World Series Starts Here...

The Road to Glory Starts Here!

Each year, our league has the opportunity to field an All-Star team that is eligible to play in the Little League World Series in Williamsport, Pennsylvania.

Bull City Little League's goal is to recognize the best players of our league via the All Stars. All-Stars are nominated by the managers near the end of the regular season and are selected to the team via a vote of the League's managers. All-star managers and coaches are selected by vote by the Board of Directors through the recommendations of the All-Star Committee.

Family Obligations- All Star Application for Nomination & Commitment Form:

The player's parents must declare the player an All Star Candidate by reading, completing and submitting the All Star Application for Nomination & Commitment Form to the All Star Player Agent.

If a player is eligible and is selected to be a candidate for two separate teams (i.e., 6-7 All Stars and 7-8 All Stars), the decision of on which team to play will be determined by the All-Star Player Agent and All-Star Committee with input from the player's family.

The player's parent must present the player's certified birth certificate. Also, residence shall be established and supported by documents, dated or in force between February 1, 2019 (previous year) and February 1, 2020 (current year), from the following categories to determine residency of such parent(s) or guardian (one from each category, **THREE TOTAL**):

GROUP ONE

1. Driver's License
2. School records (not report cards)
3. Vehicle records
4. Employment records
5. Insurance documents

GROUP TWO

1. Welfare/child care records
2. Federal records
3. State records
4. Local (municipal) records
5. Support payment records
6. Homeowner or tenant records
7. Military records

GROUP THREE

1. **Voter's Registration**
2. **Utility bills (i.e., gas, electric, water/sewer, phone, mobile phone, heating, waste disposal)**
3. **Financial (loan, credit, investments, etc.) records**
4. **Medical records**
5. **Internet, cable or satellite records**

The player must reside in the approved boundary (mapped area) allocated to Bull City Little League, or be officially grandfathered into our league and be able to support this statement with an approved Little League Waiver. This is required by Little League International.

A player will also be deemed eligible to play if:

1. The physical location of the school where they attend classes is within the boundaries established by the local league. Note: This excludes home schools, cyber schools, sports-related schools, sports academies, or preschool or after school where a student participates outside of the primary school the player is enrolled.

“School attendance” refers to the (place) physical location the player in question attends school during the traditional academic year. Once established, a location of school attendance shall not be considered changed unless the child is enrolled and attends another school or is no longer enrolled in the previous school.

School attendance shall be established and supported by a document indicating enrollment for the current academic year, dated prior to October 1, 2019 and with the physical location of the school, from ONE of the following categories to determine school attendance by such player:

1. Official/Certified School enrollment record
2. School issued report card or performance record
3. A Little League issued school attendance form completed by the principal, assistant principal or administrator

It is imperative that supporting documentation be given to the All-Star Player Agent no later than 24 hours before meeting with the district Little League administrator(s) to sign the Eligibility Affidavit.

Parents should reference and read the BCLL All Star Guidelines prior to signing the All Star commitment form.

All Star Nominations:

By the date determined by the All Star Committee (likely late April), parents must apply for their player to be considered for nomination to the All Star team. This application will also include the expectations and commitments required from families, and must be signed by at least one parent.

Using the list of players who have applied for All Star Nomination, the manager or designated coach of each team must submit to the The All-Star Player Agent of the league his/her confidential written ballot of **nine players** he/she feels meets the criteria to compete as an All Star. Players should be listed according to manager ranking. (1 being the most qualified with (9) being the least qualified of the nine (9) players listed). An example Confidential Written Ballot Sample for Round #1 is as follows on the next page.

**CONFIDENTIAL WRITTEN BALLOT SAMPLE
TEAM MANAGER
ROUND #1**

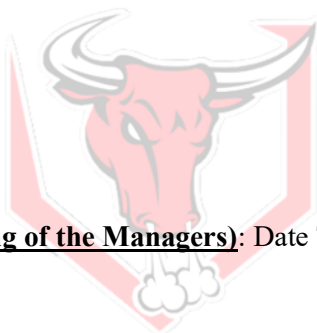
Team Name: _____
Team Manager: _____

Consider ALL eligible players from the list provided by the All Star Player Agent. From this list, please rank the players with 1 being the most qualified and 9 being the least qualified of the nine (9) players listed.

Player Names:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.

BULL CITY
BASEBALL



All Star Selection Meeting (Meeting of the Managers): Date TBD

Prior to the selection meeting, each manager shall submit all Confidential Written Ballots for Round #1 to the All Star coordinator for player to represent BCLL on the appropriate All Star Teams. These ballots list of nine players/candidates are due approximately May 15th to the All-Star Player Agent.

Team Selections:

10/11/12 Year All Stars TBD
9/10/11 Year All Stars TBD
8/9/10 Year All Stars TBD
7/8/9 Year All Stars TBD
6/7/8 Year All Stars TBD
5/6 Year All Stars TBD

The managers of each team will attend a meeting of the managers for the selection of the All Star players. This meeting will be conducted by the All Star Committee. Any manager (or one of his coaches) that coaches a player (i.e., A major manager/coach coaching a 10 yr old, a AAA manager coaching an 8 yr old etc.) who they believe is a possible candidate for an All Star team is welcome to attend the selection meeting to provide feedback and support of why they believe a player is a strong candidate for an All Star team. This manager cannot vote but will be heard at the selection meeting. Emailed comments in reference to a player does work but to really support a strong player we encourage a manager or coach to attend the selection meeting.

THE ALL STAR SELECTION MEETING: (A 2 vote process at the selection meeting) The All-Star Committee will oversee the voting process to ensure that the integrity and fairness of the process is maintained. With this in mind, any All-Star Committee member with a player being considered for one or more all-star divisions will be excluded from serving as an oversight member for the division(s) that his/her player is eligible. The exception to this would be if that committee member's player is a unanimous selection and, therefore, automatically on a team.

Vote #1: Written Ballots

1. All unanimous players voted from the initial written ballots turned in prior to the start of the All Star Selection meeting are automatically on the team.
2. All players named on 2 or more ballots are automatically eligible for vote #2.
3. Each manager is given a moment to discuss and share information on particular player(s) that they feel should be considered for the team.
4. Any player named on only one ballot or not nominated must have majority approval from the managers present to be eligible for vote #2. In the event of a tie, the All-Star Committee (by majority vote) will break the tie.

Vote #2: (Final Vote) All managers rank the remaining player candidates selecting the most skilled and competitive team possible for tournament play.

5. A final vote is taken and the top vote receivers for the final number of positions available are elected to the team.
6. Any players that receive unanimous votes in the second round are added to the team. All other players selected are based on ranking.

7. If two or more players tie for the last position(s) on the team – The All Star Committee (by unanimous vote) breaks the tie by choosing which of these players makes the team.

#'s Voted	Player Name	ROUND 1		ROUND 2 lower to highest with low number being the high rank.						Points	Rank R-2	TOP 15
		POINTS		Team 1	Team 2	Team 3	Team 4	Team 5	Team 6			
1	Donald Duck	unanimous	Pre-sel								1	TOP 11 are on the team unless the selected manager decides to take add'ls
2	Mickey Mouse	unanimous	Pre-sel								2	
3	Pluto	unanimous	Pre-sel								3	
4	Daffey	unanimous	Pre-sel								4	
5	Woody	unanimous	Pre-sel								5	
6	Air Bud	unanimous	Pre-sel								6	
7	Goofey	Ranked	Ranked	1	1	3	4	4	2	15	2	8
8	Kermit	Ranked	Ranked	2	3	2	1	3	3	14	1	7
9	Peter Rabbit	Ranked	Ranked	3	4	1	2	2	4	16	4	10
10	Floppy's	Ranked	Ranked	4	2	4	3	1	1	15	3	9
11	Cotton Tail	Ranked	Ranked	5	5	5	5	5	5	30	5	11
12	Minnie Mouse	Ranked	Ranked	6	6	6	7	7	6	38	6	12
13	Buzz Lightyear	Ranked	Ranked	8	7	7	6	6	7	41	7	13
14	Ernie	Ranked	Ranked	10	8	9	8	10	8	53	8	14
15	Bert	Ranked	Ranked	9	10	10	10	9	9	57	10	16
16	Oscar	Ranked	Ranked	7	9	8	11	11	10	56	9	15
17	Ms Piggy	Ranked	Ranked	11	11	11	9	8	11	61	11	17

All Star Committee:

The All Star Committee will conduct the All Star balloting in a manner that preserves the confidentiality of each ballot. If a ballot is cast to intentionally rank a player extremely high or low in disagreement with the other ballots cast, this ballot may be excluded from the voting process after a unanimous vote by the All-Star Committee.

From the All Star Selection Meeting, the League shall compile a list of at least *fifteen candidates*, in the order selected by the eligible voting managers. This list shall be delivered to the All-Star Committee, who shall contact each player to determine his/her availability and interest, and develop a list of the top 12 available All-Star candidates. The *three* alternate players shall be used as replacement players as needed and with approval of the League President and Vice President.

The teams may not be announced, and no practices or games conducted, until allowed by the Official Rules and Regulations of Little League Baseball (usually no earlier than June 1st or two weeks prior to the start of the District tournament).

The All Star Committee/and team managers should keep all voting/ranking/potential team rosters and any discussions confidential. **Managers/coaches who knowingly violate this rule may be subject to discipline to include removal as an all-star manager or coach at the discretion of BCLL Board of Directors.**

Baseball Majors Division:

Baseball Majors Division (10/11/12)

Players elected for the All-Star team will be selected from players who have been on a Major's team roster and played in at least 60% of the regular season games played by that team as of June 1st. Teams will consist of 12 players unless a larger number is desired by the selected manager. Players will be selected by vote of all Major's managers based upon the following criteria:

1. The most highly skilled players as evidenced by the players' performance during the season;

2. Availability of the players and his/her families to meet the time commitments and obligations required of All Stars;
3. Any other factors that may, in the manager's judgment, reflect upon a candidate's fitness and ability to play on an All Star team. The objective is to fairly and impartially **select the most skilled and competitive team** possible for tournament play.

All Divisions of All Stars

All divisions will follow the same process as described for the Major divisions with the inclusion of the appropriate managers.

1. All rostered Majors managers (or designated coaches) are eligible to vote for the Little League (10/11/12 yr old) All Star teams.
2. All rostered Majors and National managers (or designated coaches) are eligible to vote for the 9/10/11 All Star teams.
3. All rostered National managers (or designated coaches) are eligible to vote for the 8/9/10 division All Star teams.
4. All rostered American managers (or designated coaches) are eligible to vote for 7/8/9 division All Star teams.
5. All rostered International Machine Pitch managers (or designated coaches) are eligible to vote for the 6/7/8 division All Star teams.

Other All Star teams (e.g., 5-6) will be addressed as opportunities for such teams arise. The voting process will follow that outlined above.

MANAGER AND COACH SELECTION

Any rostered manager or coach is eligible to be considered as a manager or coach for any All Star team. After the All Star player selection is complete, managers will be selected by vote, with the Vice President of BCLL, and the BCLL Board of Directors each getting one vote. The League President will cast one vote in the event of a tie or if one of the above parties elects not to participate in the voting process. ***Interested manager and coach candidates must notify the All Star Player Agent, who will develop a list of eligible candidates.*** The winner of a league division or league championship does not get an automatic selection.

Each manager will select a coach from the roster division managers or coaches. The BCLL Board of Directors will then vote to approve or disapprove the selected manager & coaches. In the event that the BCLL Board of Directors disapproves the nominations, the League President and Vice President shall identify alternative candidates for BCLL Board of Directors approval.

All-Star Manager Questionnaire

Please return the completed form to the BCLL Vice President as an email attachment

1. Which age level are you interested in managing? (5/6, 7/8, 8/9, 8/9/10, 9/10/11, 10/11/12)
2. List your previous All-Star managing/coaching experience.
3. List 3 key characteristics that you look for in an All-Star participant.
4. If selected do you have any other commitments that may result in your inability to fulfill your obligation as manager?
5. Why would you be the right selection to be an All-Star manager for Bull City Little League.
6. List 3 things that you could do to make this a great All-Star experience for the kids.

REASONS WHY BULL CITY HAS ADOPTED THIS PROCESS:

- To represent North Carolina by selecting the “BEST” skilled players in the BCLL boundaries to the All Star Team.
- Eliminate a player being selected by a popular or sentimental choice.
- Eliminate a player being automatically selected due to the player/manager/coach relationship.
- BCLL to have a reputation of the place to play competitive baseball.
- Consistently Win District 6 Championships at all age groups/divisions
- Consistently win the North Carolina State Championship at all age groups/divisions.
- Consistently win the Regional tournament at the 9-10 and the 12 year divisions.
- Participate in and win the Southeast Regional Championship- 12 years.
- Participate in and win the Little League International World Series
- Recognition, money, business sponsorships
- To fulfill the obligation to be competitive representatives at each level BCLL is competing in.

**BULL CITY LITTLE LEAGUE
BASEBALL ALL STAR TOURNAMENT TEAM SELECTION CRITERIA
ALL STAR CANDIDATE COMMITMENT FORM**

Below you will find a brief outline of the time commitment an All Star player and his family must make to Bull City Little League. Please review the schedule carefully.

Practice Begins: Approximately June 1st, 2020

Practices are: Daily, with a minimum of five days a week in most cases. At the discretion of the manager, there could be two practices a day in some cases.

Games:

In addition to practices, players may participate in tournaments (dates and location TBD) prior to the District Tournament (see dates below)

District 6 & State Tournaments:

The dates and locations below are only an example. Location and dates for 2020 Tournament play are ***not*** finalized yet.

District Tournament	Location	Date
7/8 League	Wilson, NC	start June 19th
8/9 League	Wilson, NC	start June 19th
8/9/10 League	Wilson, NC	start June 26th
9/10/11 League	Wilson, NC	start July 3rd
10/11/12 League	Wilson, NC	Start June 26th

State Tournament	Location	Date
7/8 League	Wilson, NC	Start July 11th
8/9 League	Wilson, NC	Start July 11th
8/9/10 League	Wilson, NC	Start July 11th
9/10/11 League	District 1 Host	Start July 18th
10/11/12 League	Myers Park, NC	Start July 18th

Financial Commitment:

Bull City Little League will pay for the equipment and registration fees for the District Tournament (and any further play). Each family will be responsible for a \$125.00 uniform fee.

In the event that BCLL All Star team plays in a District and/or State tournament where overnight stay is required, you can expect overnight hotel stay, meals, and transportation costs. An example expense expectation of a State Tournament with a five night stay would be as follows:

Expense	Cost	Total
Hotel	5 nights x \$120/night	\$600
Meals	6 days x 3 meals/day x \$25/meal	\$450
Gas	5 tanks x 20 gallons/tank x \$3/gallon	\$300
	Total Expected Expenses	\$1,350

The example above is presented only for information purposes only. Parents are encouraged to consider the financial implications of travel costs associated with District and State Tournaments.

Expectation/Commitment:

If you as a parent/player representative signing this form, you understand that commitment has been made with BCLL. This commitment is to the manager, coaches and selected All Star players. If the team advances in tournament play, the expectation is that your player will advance with this team and hold his commitment throughout tournament play. Each parent(s) of an All Star player is responsible for any and all costs (travel, room and board etc.) associated with All Star tournament play. The signing of this form confirms that your family understands the cost and time commitment to this team until completion of the team's tournament play. The signature on this form is a firm commitment.

All Star Candidate's Name: _____

All Star Candidate's Birth Date: _____

Age as of August 31st, 2020 _____

Residential Address: _____

Email Address: _____ Phone: _____

Regular Season Division and Team Name: _____

Jersey Size _____ Jersey # _____

Baseball Pant Size _____

By signing below, we, the player and the player's parents, agree to the time commitment detailed above. If selected to a 2020 BCLL All Star Team we do hereby agree to support the team to the extent it may achieve. We also understand that the manager reserves the right to remove a player from the team for lack of participation, with the concurrence of the league President and Vice President. Teams will be announced on June 1st or two weeks prior to the District Tournament for all divisions of All Stars.

Parents Signature _____ Date: _____

Parents Signature _____ Date: _____

Comments: Use this section to inform the All Star Committee of any obligations outside of the League they may conflict or interfere with practice, tournament play etc.