



# Bear Creek Little League



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## **Bear Creek Little League General Rules and Conditions**

Pursuant to the authority of Rule 3.13 of Official regulations and playing rules ("L.L. Rules) promulgated by Little League Baseball, the Bear Creek Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the L.L. Rules. The ground rules are applicable to all divisions of Bear Creek Little League (hereafter referred to as "BCLL."), unless otherwise specified. **Familiarity with the ground rules and appropriate L.L. Rules will eliminate most problems.** These ground rules replace all previous ground rules adopted by BCLL and are effective beginning March 8, 2005 and shall remain in effect until changed in writing by the Board.

### **Section I – Standards of Conduct**

- A. No food or beverages are allowed inside the enclosed playing field. Water or Gatorade-type beverages may be consumed within the dugout. Paper or plastic cups only. Plastic bottles or containers are acceptable.
- B. Use of tobacco in any form by managers, coaches, umpires or players is not allowed, on or off the playing field, during games. Alcoholic beverages are strictly prohibited and shall not be consumed or possessed in any form by any person, including spectators, while they are within the Bear Creek Little League Complex. No player, manager, coach, umpire or any other person associated with BCLL event including team games and practices while under the influence of alcohol or illegal drugs.
- C. Ejection or suspension from a game may result in all-star or post-season ineligibility. The board must approve this ineligibility.
- D. No player in any manner shall warm-up, pitch, throw or bat balls for any reason, outside the playing field except in designated areas. Violation of this rule may result in ejection from the ballpark, and suspension from further participation in activities at the ballpark, or from further participation in any team activities, pending a hearing conducted by the Board.
- E. No "pepper" inside the playing area (Dugout Gate to Dugout Gate). Only a whiffle ball or the equivalent may be intentionally hit into the fences.
- F. Teams cannot conduct practice or warm-ups on game days earlier than one (1) hour prior to game time, (except for seniors). The penalty will be a one (1) game suspension of the manager. A congregation of three (3) or more players in the company of a Manager or Coach shall constitute an official practice.

### **Section II – Bear Creek Field Complex**

- A. Use of BCLL Complex
  - 1. The BCLL Complex is leased from Harris County for exclusive BCLL use.
  - 2. Other persons, teams, or organization without prior approval from the Board of Directors or the Executive Board of BCLL may not use the BCLL Complex.
- B. Maintenance: On weekends, the teams from the appropriate Divisions will be responsible for assisting the Facilities Director with any assigned tasks at the fields
- C. Game Day:
  - 1. Pre-game: The home team will have the field ready for play no later than twenty (20) minutes prior to game time. Each team shall be allowed up to ten (10) minutes on the League field.

2. Post-game: No new inning may start after 9:30 PM. The inning in progress at the end of the time limit shall be played to completion. Both Teams, for the last game, shall pick up the field area and remove all equipment, and drag the infield, etc.
  3. Complex Maintenance: Each Team shall be responsible for picking up trash in its own dugout and around the bleachers after each game. Managers, for the last game, shall assist the Board Member on duty with closing.
- D. Batting Cages:
1. All Batting cages are reserved one (1) hour prior to game time for the use of the teams with a regularly schedule game.
- E. Complex One: The schedule will be determined by the respective Division Directors.
- F. Complex Two: The schedule will be determined by the respective Division Directors. Cages are for BCLL players ONLY.
- G. Score Box:
1. For safety reasons and to minimize player disturbance, no more than three (3) persons are permitted in or on the scoring facility at any time. All children must have adult supervision.
  2. Sitting on the rails of the scoring box is not permitted at any time.

### **Section III – Manager Selection and Responsibilities**

- A. Manager Selection
1. All Manager Candidates, including all previous in BCLL, will complete a league application. Each Division Director, or Player Agent, if so designated, will interview each candidate for their division in order to become familiar with their qualifications and therefore be able to present those qualifications to the Board.
  2. Candidates may present themselves and their qualifications directly to the Board of Directors. The President will appoint all Managers and Coaches. They shall be approved by the Board of Directors.
- B. Managers' Responsibilities
1. All Managers will submit their Coaching list to the Division Director for President and board approval.
  2. All Managers are required to have read and familiarized themselves with the applicable rules for their respective divisions.
  3. All Managers will be expected to conduct an adequate number of practices to maximize the team's potential for competitiveness. Under normal circumstances, one practice per week is considered minimum.
  4. League equipment is the responsibility of the team Manager and Coach.
  5. All Managers, or their designated representatives, are required to:
    - a) Attend a League sponsored orientation course
    - b) Attend League sponsored clinics, such as ground rule clinics, umpire clinics, etc.
    - c) Obtain a Team Sponsor
    - d) Appoint a Team Representative (Mom or Dad)
    - e) Appoint a Team Scorekeeper
    - f) Appoint a pitch counter for Little League 9 and up
    - g) Provide field maintenance workers upon request (See Field Maintenance).
    - h) Appoint two (2) team Umpires
    - i) Perform field clean up and maintenance at the end of each game
    - j) Appoint a concession volunteer 15 years or older
  6. Provide a list of all appointed team person to the Division Director prior to opening day of the season.
  7. The penalty for a Manager's failure to fulfill the responsibilities above may result in suspension and may affect future managing opportunities.

## Section IV – Playing Rules

- A. The Manager of a team has the right to not play a child in any given game due to illness or injury. If for any other reason a Manager decides not to play a child, he must notify the Player Agent or the League Director prior to the game, and be prepared to fully explain the reasons for their decision. It shall be the Manager's responsibility to advise the opposing Manager and the Scorekeeper that a Player is not participating in the game prior to the start of the game. (LL Rule 4.01 Note)
- B. Dugout:
  - 1. The home team shall occupy the third (3<sup>rd</sup>) base dugout.
  - 2. No player shall be allowed within the batter's cage. All bats not in use on the playing field must remain in the batter's cage. No bats are allowed in the dugouts. There are no exceptions to this rule.
- C. Scorekeeper:
  - 1. It shall be the responsibility of the Manager to furnish a competent Scorekeeper for all their respective team's games, and said Scorekeeper must occupy the scoring booth. The Home Team Scorekeeper is the League Official.
  - 2. Until the Scorekeeper and the Home Plate Umpire sign a properly completed score sheet, the game will not count in the standings.
- D. If a division does not have a run limit per inning established and a ten (10) run or greater differential exist in the score, and it is a regulation game, the manager of the team with the least amount of runs shall concede the victory to the opponent. LL RULE 4.10(e).
- E. Sunday is the 1<sup>st</sup> day of the Little League calendar week.
- F. Sunday practices are discouraged. If one is held, it can only be held after 1:00 p.m. and attendance is not mandatory.
- G. The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. Home plate umpire has sole authority on time. Innings start after the third out is made.
- H. Standings:
  - 1. Conference or league standings shall be based on winning percentage. Ties will count as 1 half (1/2) of a win.
  - 2. If a tie results in the conference or league standings which affects a team's position in the league's playoffs, the tie will be decided by the result of head-to-head regular season completion or if necessary conference record or a single play-off game.
- I. Protests: Little League rules govern all protests. Protests in the Little League 9 through the Senior divisions only. However, Little League officials are urged to take precautions to prevent protest.
- J. Each Home Team is responsible for providing a minimum of two (2) new games balls to the Plate Umpire prior to the start of each game.

## Section V – Umpires

- A. All the umpires in Bear Creek Little League are volunteers, as are the managers, coaches, board members, etc. All interested persons are strongly encouraged to attend a Little League District 16 certification class. BCLL provides in-house umpire clinics and **all managers are required to attend**. Attendance by the team-provided umpires is strongly suggested.
- B. Assignments of umpires to games are from a pool of volunteer team umpires from each division. Refer to General Rules and Conditions, Section III, B-4.
- C. Umpires are encouraged to wear the traditional umpire attire, which includes a blue shirt, dark blue or black hat, and gray slacks. (Gray shorts can be worn)
  - 1. Umpires are encouraged to join the BCLL umpire association.

## Section VI – All-Star Selection (Tournament Team)

- A. The selection process of the tournament team players must occur in the order listed by the League President.
- B. All-Star Managers
  - 1. Managers will be selected by a committee that is made up of the President, Division Director, Director of Competitive Baseball, and two parent representatives currently not serving on the board. Criterion for selection will include a vote by all managers in the division (most important), Baseball knowledge and experience, season record, conduct on and off the field, and service to BCLL.
  - 2. All-Star Team managers shall select their own coaches after the team has been formed, subject to approval of the Division Director and President.
- C. All-Star Players
  - 1. 10 year olds from the Minors. 13 year olds from the Junior division. Junior and Senior teams from the Senior division.
  - 2. 11 and 12 year old players from the Minors may be selected by the All-Star staff. Minor players will vote only for the 10 year old team. Once a player is assigned to an All-Star Team, the player cannot be removed or replaced unless they are unable to participate.
  - 3. Managers, coaches and players will cast 12 votes for players. Managers vote will count as 6 points, coaches vote 3 points, and players vote count as one point. The top ten vote getters per age group are automatically on the team. The All-Star staff may choose 2 to 4 players per team.
  - 4. The goal of All-Star play is to put the BEST 12 players on the field to win District, State, Regional and World Series play. ONLY regular season play counts for All-Star selection.

## Section VII – Playoffs

- A. All teams within the Division make the playoffs. A playoff tournament will be held to determine the league champion. Seeding within the tournament will be decided by the regular season record. The tournament will be a single elimination format. Division directors with Board approval may change this format.

## **Section VIII – Miscellaneous**

- A. It is encouraged that team drinks be purchased from Bear Creek Little League Concession Stands. BCLL enjoys a percentage of sales from the stands.
- B. There will be NO unscheduled events on Bear Creek Little League facilities under any circumstances. Teams will be charged for field use if rule is ignored and disciplinary action by the Board will be taken.

## **BEAR CREEK LITTLE LEAGUE Senior / Junior Division (Baseball)**

These ground rules are applicable to the Senior Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Senior League Official regulations and playing rules. These ground rules are applicable to Senior Division games played at Bear Creek Park. Inner league games played by Bear Creek teams, at other parks will be governed by the ground rules of the hosting league.

### **Section I – Schedules**

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Division Director, subject to Presidents approval.
- B. Practices
  - 1. Practices shall be limited to three (3) hours in duration
- C. Regular Season Game Times (Senior / Junior)
  - 1. Senior Division games (both weekdays or weekends), no new inning shall start after 9:30 Games will be played out till there is a winner, NO TIES.

### **Section II- Playing Rules**

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time or a forfeit will exist. NO EXCEPTIONS.
- B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game.
- C. Only one player shall be allowed within the on-deck cage at one time.
- D. Ten Run Rule: Any team being behind by ten or more runs after having completed a regulation game must concede the game.

## **BEAR CREEK LITTLE LEAGUE**

### **Little League Division (Major / Minors)**

These ground rules are applicable to both the Little Major Division and the Little Minor Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Little League Official regulations and playing rules.

#### **Section I – Schedules**

- A. The Division Director, subject to Board approval will determine all playing schedules for regular and post-season games (not including Tournament play).
  
- B. Practices
  - 1. Teams may meet no more than four (4) times per week, including games.
  - 2. Any meeting of three (3) or more team members, for instruction of any nature, with a coach or manager, shall constitute a practice
  - 3. Practices shall be limited to two and a half (2 1/2) hours in duration.
  
- C. Regular Season Game Times
  - 1. Little League Division games will be six innings.
    - a) Little League Division games excluding Majors, (both weekdays or weekends), no new inning shall start after one (1) hour and forty-five (45) from the scheduled start time established by the season schedule, unless the start time is altered by the board member on duty or the umpire in charge. Note: For Majors this rule (a) **does** apply in a ten run rule situation. Games are intended to be played in their entirety. On weekdays ONLY if a game is scheduled to follow, NO new inning shall start after one hour and forty-five minutes and the field must be cleared by 7:55pm. Game outcome shall be governed by **LL Rule book Rule 4.10 (c) and (d)**. This may result in a revert back situation.
  
    - b) The inning in progress at the end of the time limit shall be played to completion. No play shall continue past 9:30 PM. At 9:30 PM the game shall be governed by **LL Rule 4.10 (c), (d)** and resumed at a time determined by the Division Director. Majors MAY NOT end in a tie.

#### **Section II- Playing Rules**

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time or a forfeit may exist. NO EXCEPTIONS.
  
- B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game.
  
- C. A “continuous batting” order is in-place in the Little League Division. Major Division may bat in accordance to Little League rule 4.04.
  
- D. Run Limit: Minors and LL 9 Divisions ONLY. There will be a five (5) run limit in innings one (1) through four (4). Unlimited runs in the fifth (5) and sixth (6) innings.

### **Section III – Eligibility, Tryouts and the Draft**

#### **A. Eligibility**

1. Ten (10), eleven (11) and twelve (12) year-old players are eligible to participate in the Little League Major and Minor Division.
2. Twelve (12) year old players are ineligible to pitch in the Little League Minor Division.

#### **B. Tryouts**

1. All players are required to attend tryouts to be eligible to play in the Little League Major Division, unless prior written approval has been obtained from the BCLL President.
2. Players not attending tryouts will be assigned to a Minor Division team on the basis of a draw.
3. For Little League Minor teams there is a maximum of thirteen (13) players per unless otherwise determined by the Division Director.

#### **C. Draft**

## BEAR CREEK LITTLE LEAGUE

### Machine Pitch 8 / Little League 9

These ground rules are applicable to Little League Machine Pitch 8 & Little League 9 Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Official regulations and playing rules.

#### Section I – Schedules

- A. The Division Director, subject to the Presidents approval will determine all playing schedules for regular and post-season games (not including Tournament play).
- B. Practices
  - 1. Teams may meet no more than four (4) times per week, including games.
  - 2. Any meeting of three (3) or more team members, for instruction of any nature, with a coach or manager, shall constitute a practice.
  - 3. Practices shall be limited to 2 hours in duration
- C. Regular Season Game Times
  - 1. Games (both weekdays and weekends); no new inning shall start after one (1) hour and forty five (45) minutes.
  - 2. Games **MAY** end in a tie.

#### Section II- Playing Rules

- A. Only uniformed players, the manager and three (3) coaches are permitted in the dugout during the game. No coaches are allowed in the batter's box. Coaches must stay off the field of play until the ball is dead and time out is granted to him by the umpire. Failure to stay off the field of play during a live ball may result in a dead ball and the runner being called out.
- B. **Machine Pitch:** There will be a five (5) run limit in innings one (1) through five (5) and ten (10) run limit in the six (6) only.
- C. **Little League 9:** There will be a five run limit in innings one (1) through four (4) unlimited in the fifth (5) and sixth (6)
- D. Any legal defensive player may make an out anywhere on the field.
- E. Under normal playing conditions offense and defense transition shall be limited to 3 minutes.
- F. **Machine Pitch:** Should the catcher be on base with 2 outs, he must be replaced with a courtesy runner. The courtesy shall be the player that was the last out.
- G. Time Outs
- H. Time outs may be requested only after the play has stopped. Do not approach the field of play until time out has been granted by the umpire.
- I. Batting Order
- J. The batting shall be continuous and consist of all players present, eligible and properly dressed.
- K. Batting order shall remain the same throughout the game, except in the case of injury. In the case of an injury and the player cannot bat, the injured player must be removed from the game and the following batters will move up in the batting order. In the event a player is hit by a pitch and is unable to run the nearest preceding batter in the dugout will become a substitute runner.

## **BEAR CREEK LITTLE LEAGUE**

### **Rookies (TBall & Coach Pitch)**

These ground rules are applicable to the Rookie Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year official regulations and playing rules.

#### **Section I – Schedules**

- A. The Division Director, subject to the President’s approval will determine all playing schedules for regular and post-season games (not including Tournament play).
  
- B. Practices
  - 1. Teams may meet no more than three (3) times per week, including games.
  - 2. Any meeting of three (3) or more team members, for instruction of any nature, with a coach or manager, shall constitute a practice.
  - 3. Practices shall be limited to 1 hour 30 minutes.
  
- C. Regular Season Game Times
  - 1. TBall
    - a) Games (both weekday and weekends); no new inning shall start after one (1) hour and fifteen (15) minutes
  - 2. Coach Pitch
    - a) Games (both weekday and weekends); no new inning shall start after one (1) hour and thirty (30) minutes
  - 3. Games **MAY** end in a tie.

#### **Section II- Playing Rules**

- A. Only uniformed players, the manager and three (3) coaches are permitted in the dugout during the game. No coaches are allowed in the batter’s box. Coaches must stay off the field of play until the ball is dead and time out is granted to him by the umpire. Failure to stay off the field of play during a live ball may result in a dead ball and the runner being called out.
- B. There will be a five (5) run limit in all innings
- C. Time Outs
- D. Time outs may be requested only after the play has stopped. Do not approach the field of play until time out has been granted by the umpire.
- E. Batting Order
- F. The batting shall be continuous and consist of all players present, eligible and properly dressed.
- G. Batting order shall remain the same throughout the game, except in the case of injury. In the case of an injury and the player cannot bat, the injured player must be removed from the game and the following batters will move up in the batting order. In the event a player is hit by a pitch and is unable to run the nearest preceding batter in the dugout will become a substitute runner.
- H. Over throw
  - 1. TBall
    - a) Base runner(s) may only advance one (1) base on an overthrow as long as there is not another attempted throw. Time should be called as soon as the runner advances to the next base as long as another attempted throw is not made.
    - b) If a batted ball reaches the outfield, runner(s) may only advance two (2) bases as long as there is not an attempted out made. Should an attempted out be made rule 6a applies.

2. Coach Pitch

- a) Base runner(s) may only advance one (1) base on an overthrow as long as there is not another attempted throw. Time should be called as soon as the runner advances to the next base as long as another attempted throw is not made.
- b) Play stops when an infielder has control of the ball inside the pitchers circle. The fielder must stop in the circle not run through it, the umpire must make a judgment call and call time when the fielder is completely inside the pitchers circle. If a base runner has NOT advanced half (1/2) way to the next base, runner must return to the previous base.