

# ST. BETHLEHEM LITTLE LEAGUE

Tee Ball, Pee wee, Minors, Majors, 50/70 & Jr./Sr.

## Local Rules

1. **The Home Team is responsible for the field chalking and preparation of the field for play**, in accordance with the Little League Rulebook, Diagrams 1-5. This should be completed at least fifteen (15) minutes prior to the plate meeting.
2. The first game of the evening shall begin at 6:00 P.M.
3. The game length for each division shall be:
  - a) **Competitive T-Ball**  
**Division (CTB & CSB): 60 Minutes\*\***
  - b) **Pee wee Division (PWB & PWG): 60 Minutes \*\***
  - c) **Minors Division (MIB & MIG): 90 Minutes \*\***
  - d) **Majors Division (MJB & MJG): 105 Minutes\*\***
  - e) **50/70 & Jr./Sr. 105 Minutes\*\***
    - i. A new inning shall not be started with less than ten (10) minutes remaining on the game clock for Competitive T-Ball and Pee wee Divisions.
    - ii. A new inning shall not be started with less than five (5) minutes remaining on the game clock for Minors, Majors, 50/70 & Jr./Sr. Divisions.
  - iii. **FALL BALL:**
    1. **Pee wee Division and below 60 Minutes\***
    2. **Minor Division and above 90 Minutes\*\***
3. A completed game is considered three (3) innings. In the event of a tie, the game will continue following the International Tie Breaker rules. Each team will start with a runner on second (2<sup>nd</sup>) base. This will continue for a maximum of two (2) extra innings. If following the second (2<sup>nd</sup>) extra inning, the game will be considered completed and the game will be recorded as a tie. During fall ball games may end in a tie. (SPRING ONLY)
4. Only one (1) Manager/Assistant Coach of each team, should attend the pre-game plate meeting, with the Umpire(s). This is the point of contact for the Umpire(s) during the game.
5. The Umpire(s) will provide two (2) baseballs/softballs at the start of each game. If needed, the Board Member on duty may obtain additional baseballs/softballs.
6. Each team will provide an Official Lineup card, to the plate Umpire, at the plate meeting. The lineup card shall utilize a continuous batting order in Majors Division and below, in addition to the following requirements:
  - a) All three (3) copies are to be given to the plate umpire, completed with the players NAME & NUMBER.
    - i. White (Umpire); Yellow (Opposing Team); Pink (Team)
7. The Plate Umpire will announce the official game time and duration, prior to the first pitch.
8. An Umpire may not officiate any game, in which an immediate family member is a Manager/Assistant Coach or rostered player.
  - a) An exception may be granted, on a case-by-case basis, by the Umpire-in-Chief (UIC) and/or on-duty Board member, if there is a conflict of interest or the assigned Umpire(s) have failed to arrive for the game.
9. A ten (10) minute "grace period" given to any team that does not have the minimum number of players. After the ten (10) minute "grace period" has elapsed, the team that lacks the required number of players shall forfeit the game.
10. If a team has a player who is arriving late, that player can be entered into the game, after the opposing team is notified and the change is reported to the Umpires/Scorekeepers. Late arriving player(s) must be placed at the end of the batting order.
11. **There is ZERO tolerance for badgering, yelling, or any other forms of verbal or physical abuse toward our umpires. The offender may or may not receive one warning at the umpire or board members discretion. Violation of this rule by a coach, assistant coach and/or parent will result in the head coach being ejected from the current game and suspended for the following game as well as the offender. Remember we are all here for the kids, we are all human and we will all make mistakes.**
  - a) Being removed ejected means the individual MUST immediately leave the premises. They cannot watch from the bleachers, outfield, etc.

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12. In accordance with Little League Rulebook, Regulation V, Part C., if either team has requested a younger player, from a lower division, to fill their roster, these guidelines must be followed:
  - a) A player may not be “borrowed” from an opponent. The player agent must assign them.
  - b) The baseball or softball player agent must be contacted, and the player pool utilized to fill the roster needs.
  - c) Managers and/or coaches will not have the right to randomly pick/choose players from the pool.
  - d) When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.
  - e) The player must play the required length, which is nine (9) consecutive outs once the player enters the game, and the pool player must bat at least once.
  - f) The player must meet all Little League playing requirements and the player must have the permission of their parent/guardian.
  - g) The respective player agent will keep a record of all requests/utilizations.
13. Each team will have five (5) minutes for on-field warm-ups, prior to the game. The warm-up period will not delay the scheduled start of the game.
14. A five (5) run rule, per inning is in effect for the Minors division and below. An eight (8) run rule, per inning is in effect for the Majors division. During fall ball minors division and below will utilize the five (5) run rule per inning, majors division and above will utilize the eight (8) run rule per inning.
15. The Elimination Run Rule is in effect for all divisions as follows:
  - a) Twelve (12) runs AFTER three (3) complete innings.
  - b) Ten (10) runs AFTER four (4) complete innings.
  - c) Eight (8) runs AFTER five (5) complete innings.
16. After game time has expired, if a team has a lead of nine (9) runs or more (majors and above) or six (6) runs or more (minors and below), the manager of the team with the least runs shall concede the victory to the opponent.
17. Please expedite the change of possession period, by limiting mid-inning conferences and placing emphasis on your pitcher warming up. New pitchers shall receive seven (7) pitches and returning pitchers shall receive five (5) pitches). The catcher should remain in the catcher’s equipment unless the catcher is “on-deck.” The catching helmet may be removed while in the dugout.
18. Following the conclusion of the game, both teams are responsible for timely and proper cleaning of the dugouts.
19. **Tee Ball Division Only:**
  - a) Teams should play with ten (10) players but can play with a minimum of nine (9) players without taking an out. If playing with nine (9) players, four (4) outfielders are required, and the team will lose an infielder (this cannot be the pitcher or catcher).
20. **Peewee Division Only:**
  - a) The coach-pitcher can initiate the pitch with one (1) foot in contact with the pitching rubber. The Player-Pitcher must have one (1) foot in the dirt and shall be even with or behind the Coach- Pitcher. Baseball coaches should pitch in front of the mound at 40 feet.
  - b) Player pitch is optional after the 3<sup>rd</sup> inning. Both teams’ coaches must agree at the plate meeting.
21. For additional rules of play, not in these local rules will follow the Little League Rulebook. For your convenience, the Little League Rulebook can be downloaded on the Apple App Store or Google Play Store, for free. This rulebook app automatically updates every year, with the rule changes.

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Last Updated: **April 15<sup>th</sup>, 2023**

Adopted by Board: **April 15<sup>th</sup>, 2023**

\* = Drop Dead \*\* = Complete the Inning (Subject to Local Rule #3, as above)