

# Brandon Valley Baseball Association

## Little League Minor and Intermediate Rules

### The Game

1. Intended length of the game is six (6) innings. There will be a 1 hour and 45 minutes time limit. No new inning will start after the time limit. All games will end after 2 hours. The umpire will be the official time keeper. If one (1) team is ahead by 15 or more runs after (5) innings the game will be over. Games may end in a tie during regular season play.
2. Official games will consist of a minimum of 4 complete innings (3½ if the home team is ahead). If a lesser amount of innings is completed and the game is postponed because of weather, the game will resume at the point play was suspended, if possible.
3. Rainouts and postponements will be rescheduled, if possible, by the League Representative in cooperation with the two affected coaches.
4. A minimum of eight (8) players per team is required to start a game. When batting, the ninth (9) positions will count as an out. If one team fails to field 8 players, it will forfeit the game. (In this situation, coaches are encouraged to play a scrimmage using players from a combination of both teams if possible in this scenario). If a team has 6, 7, or 8 players available to play a regularly scheduled league game they may pick up players from other teams (non-travel team players only may be picked up) to get to 9 players. All pick up players will bat at the end of the order and must play in the outfield.
5. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs. (ref. LL 2011 Rule Book Regulation IV (i) for explanation). In addition to this rule, the BVBA requires that each player play a minimum of three (3) defensive outs from an infield position that is deemed safe and appropriate per the head coach's discretion during regular season play. This rule addition does not apply to little league playoffs.
6. The game will not be interrupted by rule interpretations or protests of umpire calls. Any rule clarification requests should be made to the home plate umpire. Only the head coach may approach the umpire for clarification.
7. Game protests are not allowed. All umpire decisions will be final.
8. Run Rules: Each team is limited to five (runs) per inning except the 6th inning.
9. Distances:
  - a. LL Major– 46 foot mound and 60 foot bases.
  - b. LL Intermediate – 50 foot mound and 70 foot bases.
10. There is an infield fly rule. (ref. LL 2011 Rule Book Definition of Terms 2.0 )
11. Each team should keep score and record pitchers pitch count during the game – home team scorebook will be the official book for the game. The home team coach should report the game score and pitch count on the BVBA website.

12. The Brandon Valley Baseball Association executive board has decided that the end of the year playoff pairings will be determined by random draw at the draft. This decision was voted on by the board and is being implemented to allow all teams to foster the development of all players by providing them playing time in multiple positions throughout the season in our developmental Little League Minors and Little League Intermediate divisions. Records of finishes will be kept and league standings will be recorded, however, playoff pairings will be pre-determined.

#### Equipment

1. Steel cleats are not allowed.
2. Wooden bats are not allowed.
3. Bat restrictions: ALL BATS MUST HAVE THE USA BASEBALL STAMP. All other bats are illegal. USSSA bats are not allowed to be used during league play and it is recommended they are left at home during league activities. Violation of this rule will result in an automatic out for the player in violation and any baserunner must return to the base from which he or she was on when the ball was put in play. The player in violation may continue to participate in the game provided they use a USA stamped bat.
4. Jerseys are required to be tucked in if possible and hats should be worn facing forward.
5. All players must wear league issued jerseys, hats, and helmets. Helmets that are non league issued may be worn, but must NOT contain any non BVBA league or competitive team logos or colors.

#### Batting

1. All players are included in the batting lineup.
2. All players must wear helmets while batting, on base and on deck. Only the on deck batter is allowed outside of the dugout.
3. Bunting is allowed.
4. Batters in LL Intermediate may run on a dropped third strike unless first base is occupied. With 2 outs, the batter may run on a dropped third strike even if first base is occupied. MLB rule applies.
5. Players shall not throw their bat or helmet for any reason. Players who throw bats or helmets in an unsportsmanlike manner may be disqualified from the game at the umpire's discretion.

#### Base Running

1. Base runners are required to wear batting helmets at all time.
2. Stealing is allowed.
  - A. Little League Minors - Runners may not leave the base until the pitch reaches the batter. (ref. LL 2011 Rule Book Rule 7.13) If violation, no runner may advance farther than forced by the batter's action.
  - B. Little League Intermediate – In house rule approved by District Commissioner. Runner may leave the base once the ball leaves the pitchers' hand.
3. Base runners may advance on passed balls and wild pitches.

a. LL Intermediate: Home plate is open – players may score on via stolen base, or advancing on passed balls and wild pitches.

b. LL Minor: Home plate is closed – no player may advance home unless walked or hit in.

4. Sliding is required: If any contact is made at any base (except first base), including home plate, and the runner does not slide, then the runner may be called out. Any player who acts in an unsportsmanlike manner may be disqualified from the game at the umpire's discretion.

5. A runner will be called out if the runner slides head first while advancing. Sliding head first back into a bag is allowed.

6. Base runners will be allowed one (1) base on any overthrow resulting in the ball going out of bounds.

7. Courtesy runners are allowed for the pitcher and catcher with two (2) outs.

8. LL Minors Regular Season Only: A maximum of three walks will be awarded per inning. If a 4<sup>th</sup> walk is drawn in an inning, the hitting team's coach will enter as pitcher to finish the at-bat which will end in a ball hit in play or strikeout. A ball that hits the batter will count as a ball. See Pitching Rule #11 for all details regarding this rule.

### Catching

1. All catchers must wear a mask with throat guard, chest protector and shin guards. (The BVBA encourages the use of protective cups).

2. All catchers are subject to the catcher interference rule.

3. Any catcher that catches more than 4 innings in a game cannot pitch in that game.

### Pitching

1. Pitching Rule (ref. LL 2015 Rule Book Regulation VI).

a. Tournament Team Pitchers (pitches per week):

Pitch count of 1-40 during tournament; allowed 50 pitches during league

Pitch count of 41-83 during tournament; allowed 35 pitches during league

b. League Players:

LL Minor: Max of 60 pitches per day

LL Intermediate: Max of 70 pitches per day

2. Days of Rest

If a player 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 days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

3. All pitchers are allowed to go over these pitch limits to finish the current at bat.
4. If a pitcher leaves the mound he may not pitch again in that game. For the purpose of league play, the calendar week starts on Friday.
5. Pitchers will be allowed five (4) warmup pitchers between innings.
6. Pitchers cannot balk.
7. Pitchers may not wear batting gloves, sweat bands, distracting undergarments and jewelry around the neck or other loose fitting clothing.
8. A pitcher who delivers more than 41 pitches in a game isn't allowed to catch in that same game.
9. Any catcher that catches more than 4 innings in a game cannot pitch in that game.
10. The Little League rule book pitching rules will be used for the league tournament.

11. **LL Minors Regular Only:** A maximum of 3 walks will be awarded per inning. In the event that a 4<sup>th</sup> walk is drawn from an opposing batter in the same inning, the coach from the hitting team will enter as the pitcher to finish the at-bat. The hitter will maintain however many strikes they currently have in the at-bat and the umpire will call balls and strikes as normal. A ball that hits the batter will count as a ball. The at-bat will end in a ball put in play or strikeout. The pitcher will field their position to the left or right of the mound when the coach is pitching. Upon completion of the at-bat, the pitcher will resume pitching for the next batter. This process will continue until the end of the inning.

### Umpires

1. Umpires will be provided by the BVBA. If an umpire or umpire crew fails to show, the coaches may recruit volunteers to fill that role (if there is no protective equipment available, balls and strikes may be called by an umpire standing behind the pitcher).
2. Home plate umpires are required to wear an umpire shirt, chest protector and face mask.
3. To begin play, the umpire shall declare "Play Ball!"

### Coaching

1. Coaches are required to exchange lineups prior to the start of each game.
2. Coaches of the home team are designated the official scorekeepers and must report the final score and pitch counts on the BVBA website within 48 hours of the game.
3. Coaches are responsible for all team equipment and should keep it off the playing field.
4. Coaches are responsible for following the pitch count rules set forth by the BVBA. First violation is a warning, second is a one game suspension, and third is removal for the season.
5. Coaches are responsible for the conduct of the players on their team and the parents and fan associated with the team. The BVBA expects coaches to assist in the positive administration of the game rules and to show exemplary conduct both on and off the field.

6. Coaches are ambassadors of the BVBA and are expected to follow the rules of conduct and sportsmanship established by the association. Any abuse of the coaching privilege, as determined by the association, may result in an immediate suspension of coaching duties.

7. Coaches are responsible for collecting equipment, pants and jerseys provided by the BVBA after the final league game and returning it to the appropriate league representative within two weeks of the end of league play.

#### Sportsmanship

1. Unsportsmanlike conduct will not be tolerated and may result in ejection of any player, coach or spectator from the game and the park.

2. Ejections may be made by the umpire or a BVBA league official.

3. All coaches are required to be familiar with the BVBA Coaches Code of Conduct rules.

Revised – 4/2/24