



**Barbers Hill Little League  
By-Laws**

**2024 Baseball Season**



# Barbers Hill Little League

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## Barbers Hill Little League

### 2024 Barbers Hill Little League Board Member List



#### 2024 BHLL Board Members

Position	Name	Phone Number	Email Address
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Vice President	Nick Proffer	832-414-1893	<a href="mailto:nick.proffer@icloud.com">nick.proffer@icloud.com</a>
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Information Officer	Lacey Proffer	281-515-9506	<a href="mailto:lproffer19@yahoo.com">lproffer19@yahoo.com</a>
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Safety Officer/Sponsorships	Donald Grabill	832-514-8733	<a href="mailto:donaldgrabill@gmail.com">donaldgrabill@gmail.com</a>
Scheduler	Robyn Neil	985-804-6814	<a href="mailto:rgneil718@att.net">rgneil718@att.net</a>
Equipment Manager	Brandon Hatten	281-917-6621	<a href="mailto:ftlotg1@gmail.com">ftlotg1@gmail.com</a>
Jr/Sr Coordinator	Stefan DuBois	281-635-3392	<a href="mailto:amndubois@yahoo.com">amndubois@yahoo.com</a>
Majors Coordinator	Danny Banks	832-859-8535	<a href="mailto:danny.banks74@yahoo.com">danny.banks74@yahoo.com</a>
Minor I Coordinator	Raul Yzquierdo	832-262-9191	<a href="mailto:ryzquierdo@yahoo.com">ryzquierdo@yahoo.com</a>
Minor II Coordinator	Sam Guidry	832-589-4554	<a href="mailto:sdg0114@ymail.com">sdg0114@ymail.com</a>
T-Ball Coordinator	Tony Filecia	281-515-2373	<a href="mailto:txtonyf@yahoo.com">txtonyf@yahoo.com</a>
Concession Stand Manager	Lacey Proffer	281-515-9506	<a href="mailto:lproffer19@yahoo.com">lproffer19@yahoo.com</a>
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# Barbers Hill Little League

## Barbers Hill Little League By-Laws

### I. Barbers Hill Little League Baseball Rules

- A. B.H.L.L. Baseball will play in accordance to the Official Regulation and Play Rules for all Divisions of the Little League Baseball Book (Green/Blue Book) and B.H.L.L. Incorporated Baseball Rules approved by the executive board. The President, Vice-President, Division Coordinators and/or Umpire in Charge will determine any deviation from either rulebook.
- B. Under no circumstances should a player or manager/coach abuse the umpires.
- C. Anytime a player or Manager/Coach shows unsportsmanlike conduct, he/she may be suspended. The President & Vice-President reserve the right to suspend any player, manager, coach, or parent from the facility for unsportsmanlike conduct. If suspended for any reason, that person must come before the Board to explain their action before the Board can vote on allowing them to return. Re-entry into the league will be subject to the Executive Board's approval.
- D. The President, Vice-President, Division Coordinator, or appointee along with the umpire will settle all conflicts that may arise during a game.
- E. Each player must play a minimum of 6 consecutive outs per game and have one (1) at bat.
  1. Any coach found in violation of Rule 5 will receive a written warning.
  2. Second offense is suspension for the next game.
  3. Third offense is expulsion for the remainder of the season.  
\*\* A player that does not meet his/her minimum playing requirements must start the next game and must not be removed until he/she has met their requirement for that game and the requirements missed from the previous game.
- F. Managers must follow the Little League Code of Conduct rules at all times.
- G. No game will be forfeited because a team has less than the minimum 9 players available for a game. In order to ensure that all players and parents get the full benefit of participation in B.H.L.L., the following shall govern all situations where a team has less than 9 players available for a scheduled game.
  1. The manager shall notify the Player Agent and Division Coordinator as soon as it is known that less than 9 players are available;
  2. If Player Agent or Division Coordinator are unavailable, manager shall contact BHLL Board member on duty. The BHLL Board member will identify all players not on the roster of either team who are available and willing to play as temporary players.
  3. Any player added as a temporary player shall play defensively in an outfield position only and shall bat at the end of the batting order.
  4. In no event shall more than 3 temporary players be added to a team for a game. In the event that a team requires more than 3 players in order to have a roster of 9 players available for a game, the game shall be forfeited.
  5. If a team only has 8 players, an out will be recorded for the 9<sup>th</sup> batter. If a team only has 7 players, an out will be recorded for the 8<sup>th</sup> and 9<sup>th</sup> batters.



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### II. Rule/Requirement Changes

- A. The Little League Congress meets every March and rules can be changed or added at this time. These rules will be passed on by the B.H.L.L. Board. If Managers/Coaches do not receive these rules from the Board, it does not dismiss the rule. The rules are also posted on the Little League International website.

### III. Managers, Coaches, Umpires, and Score Keepers

Managers of teams will be annually selected by the B.H.L.L. Board of Directors and will be responsible for their team's actions on the field at all times.

- A. Managers may choose their own coaches. The Barbers Hill Little League Board of Directors has the right to not approve any coach or assistant coach chosen by the Manager.
- B. Umpire and game scheduling will be the responsibility of the Scheduler with the approval of the President.
- C. While holding such office, the President and Player Agent may manage or coach. The President will not umpire.
- D. If a manager or coach, for whatever reason, must be disciplined; this will be done by the BHLL Board of Directors. Verbal instructions regarding offences will be given at the manager and coaches meeting. The manager or coach will receive punishment in the following manner:
  - 1. First Offence – Written warning, depending on severity
  - 2. Second Offence – Suspension for the next scheduled game, depending on severity
  - 3. Third Offence – Expulsion for the remainder of the season, depending on severity
- E. Any manager or coach ejected from a ball game is automatically suspended for one (1) game. If the same manager or coach is ejected (3) times in the same season, that manager or coach will be permanently dismissed for the remainder of the season and any post season play.
- F. The home team manager is required to provide a qualified scorekeeper, sixteen (16) years of age or older, for each game.
- G. The visiting team manager is required to provide a qualified announcer/scoreboard worker that is sixteen (16) years of age or older, for each game.
- H. Managers are responsible for the immediate return of all Barbers Hill Little League equipment following the last regular/post season game.

### IV. Junior/Senior Division

- A. Jr/Sr division will consist of players age 13 – 16.
- B. Teams will be redrafted each year. The number of players on the team will be determined by how many players are signed up for the division.
- C. Draft order will be determined by hat pick. Players that did not attend tryouts will be drafted to teams by hat pick.



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D. Players that sign up late will be added to teams by hat pick if any remaining roster spots need to be filled.

E. In the event a Jr/Sr team loses a player, the manager has 24 hours from the time of resignation to inform the Players Agent. \*\*If a high school player is pulled from a team due to Varsity play, the player will remain eligible to return for the remainder of the season and for all-stars once he or she is released from Varsity play provided they play in at least 60% of the remaining game in the season. The Players Agent must be informed within 24 hours when a player is pulled or added back to a team due to Varsity play.

F. A regulation game will be seven (7) innings or 1-3/4 hours of play, whichever comes first. Home team will bat last.

### V. Major Division

A. There will be twelve (12) active ball players on each Major League Team.

B. If a major team loses a player at any time, the manager has (24) hours from the time of the player's resignation to notify the Players Agent. If this occurs after the season has started, the manager has the option of keeping a roster of only eleven (11) active players or may request a list of eligible players from the Players Agent to bring the roster back to twelve (12) players.

C. When a Major team replaces a lost player, the manager must choose a player from a Minor I team that has not had a player drafted to the Major system once the draft is over. If all Minor I teams have been drafted, then all Minor I teams are eligible for a second draft. A player brought from the Minor I system must have participated in at least one (1) of the League's tryouts or had an excuse approved by the President and/or Players Agent prior to tryouts. No extended tryouts will be held after drafts are complete.

D. If a Major team loses a player during the last two (2) weeks of the regular season, rains out included, the manager may not draft a player from the Minor 1 system. The Major team will finish the season with a shortened roster. The intent of this rule is to protect a Minor I player's privilege to participate in post-season play.

E. A regulation game will be six (6) innings or 1 hour and 45 minutes of play, whichever comes first. Home team will bat last.

### VI. Minor I Division

A. An inning is over after three (3) outs or the scoring of five (5) runs by the offensive team. The offensive team may score up to a total of eight (8) runs if the play resulting in the fifth run was an over-the-fence home run. In this instance, all base runners will be allowed to score for a total of (8) runs.

B. A regulation game will be six (6) innings or 1 hour and 30 minutes of play, whichever comes first.



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### VII. Minor II & T-Ball

- A. An inning is over after three (3) outs or the scoring of five (5) runs by the offensive team. The offensive team may score up to a total of eight (8) runs if the play resulting in the fifth run was an over-the-fence home run. In this instance, all base runners will be allowed to score for a total of (8) runs.
- B. For Minor II, a regulation game will be six (6) innings or 1 hour and 30 minutes of play, whichever comes first.
- C. For T-Ball, a regulation game will be six (6) innings or 1 hour of play, whichever comes first.

### VIII. Try-Outs

- A. All players participating in Barbers Hill Little League must make one (1) of the two (2) tryout dates. Only players excused by the President or Players Agent at time of tryout are exempt from participating in the tryout. Documentation must be given to the Players Agent prior to drafts. An exception can be granted by the President if the player moved into BHLL boundaries after tryouts were completed.
- B. Players are allowed to "Play-Up", but must be approved by President and/or Players Agent prior to tryouts.
- C. If a player does not try-out, then he/she is not eligible for an all-star team. (from T-Ball through Majors, exception is Major player returning to a team).

### IX. Injuries

- A. The manager is responsible for reporting all injuries to the League Vice President. Injuries to the player or personnel which require hospital or physician's care must be described in writing to the League Vice President within twenty-four (24) hours. The description should include the time, place, and circumstances at the time of injury. Any injured player missing two (2) consecutive games must be reported to the Player Agent within twenty-four (24) hours of the second missed game. Any injured player or personnel which require the care of a physician must have a written release from the attending physician, given to the League Vice President prior to any team practice or games played.

### X. Uniforms

- A. All players will the uniform (shirt & hat) provided by Barbers Hill Little League.
- B. Managers and coaches cannot wear traditional baseball uniforms, but may wear hats and a shirt without numbers. No names or numbers on the back of manager or coaches shirts. Managers/Coaches must wear proper attire. (no tank tops, sleeveless shirts, open toed shoes, sandals, crocs, etc.)



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### XI. Standings

- A. The overall win/loss records will determine the final season standings.
- B. If there is a tie, the team's head to head records will be used as the tie breaker.
- C. If teams are still tied, runs allowed will be used to determine higher seed.
- D. If runs allowed are the same, run differential will be used to determine higher seed.
- E. Coin Flip.

### XII. All-Stars

- A. All-Star try-out proceedings shall be presided by the President and the Players Agent (or a board member appointed by the President). Each team will be represented by the manager or one (1) appointee from each team for All-Star try-outs.
- B. Each manager/coach will nominate 0-4 players from their team to attend All-Star try-outs. After all teams have nominated, then any manager can nominate any player that he/she felt should have been nominated but wasn't.
- C. Each manager/coach will attend try-outs to grade kids eligible for All-Stars. Following try-outs, each manager/coach will submit a voting ballot for the twelve (12) players they are voting for. The twelve (12) players that receive the most votes will make-up the All-Star team (unless BHLL sees enough kids to make an additional All-Star Team(s).)
- D. Jr/Sr All-Star will be divided into two All-Star teams. Jr division and Sr division. Only 13/14 yr olds are eligible for the Jr division and 15/16 yr olds for the Sr division.

### XIII. Draft Procedures

- A. Manager/Coach or assistant must be present at the draft. (In case of emergency, a designated representative may draft in the absence of the manager or assistant.) Please notify the President and/or Vice President if the manager or assistant cannot be present at the draft.
- B. Drafts will occur at the earliest possible date, following try-outs. The league officials will set the date. If coaches are still needed in a division, drafts for that division may be postponed one (1) week to try to acquire more managers.
- C. The league President, Players Agent, and Division Coordinator will conduct the draft. In their absence, the following will be allowed to attend: Vice President or designated Executive Board Member.
- D. BHLL Board officials, who are also managers/coaches, will not conduct the draft for their division. The order will be determined as follows:
  - a. Managers/Coaches will draw for draft position
  - b. Rotation will be 1, 2, 3, 4....., 4, 3, 2, 1....., 1, 2, 3, 4.....





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E. All divisions will be redrafted each year. Draft position will be determined by pulling #'s from hat.

F. Major Division will continue draft in this same order until all teams are filled to twelve (12) players, including returning players.

G. Player trades are allowed only during the draft proceedings and must occur in the presence of the Players Agent. The Managers/Coaches must sign the team rosters before leaving the draft. Once the team rosters are signed, no more trading will be allowed.

H. Minor Division Manager and assistant coach options are protected from being drafted to a Major team.

I. 9, 10, 11, and 12 year old players are eligible for the Major Draft.

J. Jr/Sr. 16 yr olds will be spread evenly across the teams.

K. All T-Ball Divisions will be auto-drafted.

L. All drafts will have a 2 minute time limit to choose for each round. If at the end of two minutes the manager does not have his/her pick, they will be skipped for at a minimum of two minutes. At the end of the next two minutes, the manager that was skipped will be asked if they have their pick. If not, they will then wait 2 more minutes.

### XIV. Draft Sheets

A. Manager/Head Coach option must be declared in the fourth round. Assistant coach's option must be declared in the fifth round. Named Assistant Coach MUST be on the playing field and be there for majority of games. If named Assistant Coach is not there for 3 consecutive games, then Manager/Coach will suffer a 3 game suspension.

B. Manager/Coach option may be his/her child, grandchild, brother/sister, niece and/or nephew. Brother / Sister options go in consecutive rounds. If siblings are drafted, the first goes in the round drafted and the option goes next round available.

C. Transportation Options WILL NOT BE ALLOWED. In addition, players may not list any Manager/Coach or Assistant Coach as a transportation option.

D. Hat Picks (players not participating in try-outs) can be selected at any time when a manager/coaches' pick comes up.

### XV. Post Draft Procedures

A. Late sign-ups will be assigned by the President and/or Players Agent to the team that was next to receive a player in the draft.



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### Pitching Rules

Pitchers: (Highlights Only – See Little League Book Rules for more details and examples)

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

2. The 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 Age 13-16 - 95 pitches per day  
League Age 11-12 - 85 pitches per day  
League Age 9-10 - 75 pitches per day  
League Age 7-8 - 50 pitches per day

\*\*Exception: If a pitcher reaches the limit imposed in Regulation VI © for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

3. Pitchers 14 years and younger must adhere to the following rest requirements:

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.

4. Pitchers 15 -18 years old must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.  
If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.  
If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.  
If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.  
If a player pitches 1-30 pitches in a day, no (0) calendar days of rest must be observed.

5. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch to that batter until 1) the batter reaches base; 2) the batter is retired; 3) the third out is made to complete the half-inning or game. The pitcher is only required to observe the calendar day(s) rest for the threshold reached while pitching that at-bat provided the pitcher does not deliver a pitch to another batter. The manager/coach shall notify the scorekeeper and official pitch count recorder when the pitcher reaches the rest threshold and announce that the pitcher will continue to pitch only to the current at-bat. The official pitch count recorder will then record only the threshold limit without counting any additional pitches made during this at-bat provided that the pitcher does not deliver another pitch for another at-bat. There must be an official pitch count recorder.

6. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager/coach or any umpire. However, The manager/coach is responsible for knowing when his/her pitcher must be removed.



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7. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI ©. The umpire-in-chief will inform the pitcher's manager/coach that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or failure of the umpire-in-chief to notify the manager/coach, does not relieve the manager/coach of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
8. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor Leagues.
9. A pitcher who has pitched 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
10. A player that has played the position of catcher for any part of four innings cannot pitch for the remainder of that day.



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### T-Ball Baseball Rules

#### **Four Year Old Play**

##### A. 4 Yr Old Game Notes

1. 4 Yr Old T-Ball teams will be comprised of players whose playing age is 4.
2. Time Limit: All games will be one (1) hour long.
3. No score is kept in 4-yr old T-Ball.
4. Teams bat their entire lineup each half-inning.
5. The coach at home plate will be allowed to position the batter by holding the opposite end of the bat.
6. Bats: The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. (Must have USA Stamp on bat)

\*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](#).

7. Little League approved Soft Touch (Flexcore 5) baseballs shall be used.

#### **5/6 Year Old T-Ball**

##### A. Division Information

1. 5/6 T-Ball teams will be comprised of players whose playing age are 5 & 6.
2. Time Limit: All games will be one (1) hour long. No inning will start after the time limit expires. **Home team will have last at bat.**
3. Game Times: Games will start at 6:00 pm and 7:15 pm.
4. The five (5) run rule will be in effect.
5. Level 5 low compression baseballs on the USA Baseball Approved Tee Ball List will be used for all tee ball games.
6. The tee shall be placed such that the front of the tee base touches the back tip of home plate.

##### B. Base Running

1. During the time when the ball is being returned to the catcher (for the purpose of returning it to home plate) there will be no attempts at base stealing. The ball shall be considered dead, and no runners may advance.



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2. The base runner may not lead off or leave base until the batter contacts the ball. If he/she does, the runner will be called out.
3. All runners may advance one base (at their own risk) only when there is an overthrow made to first. (Not a fielding error) A overthrow is defined as a throw that the fielder has no chance of catching. This will be umpires judgement.
4. Once a play has been called dead by any umpire, all runners will get the next forward base provided they are on or past the halfway marks.
5. No runners shall advance on a bunted ball, as it is a dead ball and the batter is automatically out.
6. No runners shall advance (unless forced) and no outs made, on a fair batted ball when the catcher was out of his circle at the time of the hit ball.
7. When a batter is called out for throwing a bat, all runners will return to the bases they occupied.

### C. Batting

1. The entire roster will bat and substitute players must play two (2) total defensive innings.
2. The manager/coach or batter may adjust the tee to suit the batter. The manager/coach may not touch the player or hold the bat in any way.
3. The batter is allowed (5) five full swings during the at bat. (Practice swings that touch the ball or bump it off the tee are considered full swings) A strike is defined as a swing and a miss, a foul ball, or a ball which does not cross the 9 foot arc (see diagram A). If the batter fails to put the ball in play by the fifth swing, the batter shall be called out.
4. Bunting is not allowed. The batter must take a full swing and follow through. No runners may advance.
5. If the bat is thrown out of the circle, the batter will be given a warning, and the warning will be placed in the official scorebook. If the same batter throws the bat out of the circle again, the ball is called dead and the batter is ruled out, and all runners will return to the bases that they occupied. However, this will be a judgment call by the umpire.
6. Batting out of order: The Little League Rule 6:07 (a-d) shall govern this situation.
  - a. NOTE: If a player's time to bat occurs while he/she is in the restroom, the umpire shall suspend play until that player returns to the field. (No substitutions or skipping the legal batter is allowed)

### C. Defense

1. The defense will play with (10) ten fielders, (4) four in the outfield.
2. Catcher:
  - a. The catcher must wear a batting helmet with a face shield, or catcher's mask, and stand in either catchers circle until the ball is hit. On a right-handed batter, the



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catcher shall be in the circle on the right foul line. For a left-handed batter, the catcher shall be in the circle on the left foul line.

b. **Penalty:** If catcher is not in circle and the ball is hit fair, the ball will be declared dead and the batter will be awarded first base. No runners may advance unless forced, and no outs may be made. Repeated violations by the catcher will result in removal from the catcher's position. **Umpires Judgement.**

c. The location of the catchers circle shall be (8) eight feet to the left and right of home plate, and (2) feet from the fence. (see diagram A)

d. The catcher may use a fielder's glove.

### 3. Outfielders:

a. Outfielders must stay beyond the skinned infield or in the regular outfield position if the field is all grass, at all times. No outfielder may make an out in the infield or stop the lead runner.

### 4. Infielders:

a. Infielders may not be positioned less than 46 feet from home plate (see diagram A), and must remain behind that point until the ball is hit.

b. **Penalty:** If the ball is hit fair, the ball will be declared dead and the batter will be awarded first base. No other runners may advance unless forced, and no outs may be made. Repeated violations by the pitcher or infielder will result in removal from the pitching position or infield position. **(Umpires Decision Only).**

c. Any infielder may with possession of the ball, stop the lead runner if the infielder is in front of the lead runner. **(Outfielders and the Pitcher cannot stop the lead runner).**

### 5. Pitcher:

a. The pitcher shall throw the ball to the catcher for the purpose of returning the ball to the opposing manager/coach at the plate. There will be no attempts at base stealing during this time. The ball shall be considered dead, and no runners shall advance. **(Umpires Judgment).**

b. The pitcher must stand with at least **one foot on the pitching plate** until the ball is hit.

c. **Penalty:** If the ball is hit fair, the ball will be declared dead and the batter will be awarded first base. No other runners may advance unless forced, and no outs may be made. Repeated violations by the pitcher will result in removal from the pitching position. **(Umpire's Decision Only).**

d. The pitcher may only make an unassisted out between home plate and first base or between third base and home plate by tagging the runner. (No force plays at first and home allowed by the Pitcher). Other infielders may tag runners between 1<sup>st</sup>-2<sup>nd</sup>



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and 2<sup>nd</sup>-3<sup>rd</sup> bases. Player playing the 3<sup>rd</sup> base position may also tag runners between 3<sup>rd</sup> and home plate. No outfielder may run down and tag runners.

e. On a batted ball, if the pitcher fields the ball within the 16' circle (see diagram A), he/she must throw the ball to another fielder in order to get a runner out. Any violation will be enforced at the end of the play.

f. **Penalty:** The batter is awarded first base and any forced runner advances one base.

g. When the pitcher intentionally has one or both feet in contact with the pitcher's plate while having control of the ball, the ball shall be called dead.

### 6. Dead Ball:

a. The ball is dead once any infielder (no outfielders) has possession of the ball, is in front of the lead runner and stops the advance of the lead runner. Any following runners that are in between bases at the call of "Dead Ball" will be awarded the base they were headed to, provided they are on or past the half-way lines.

b. The pitcher may also have the ball called dead by **intentionally** having one or both feet in contact with the pitcher's plate (**not just inside the pitcher's circle**) while having control of the ball. All following runners that are in between bases at the call of "Dead Ball" will be awarded the base they headed to, provided they are on or past the half-way lines.

c. The ball shall be considered dead when the pitcher is throwing the ball to the catcher for the purpose of returning it to home plate. No runners may advance.

d. A dead ball appeal is allowed by a manager or player. However, it must be done before the next pitch or play.

### D. Equipment:

1. Little League approved Soft Touch (Flexcore 5) baseball shall be used.

2. Bats: The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. (Must have USA Stamp on bat)

\*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**.

3. The tee shall be placed such that the front of the tee base touches the back tip of home plate. The manager/coach should move the tee as soon as the ball has been put in play.

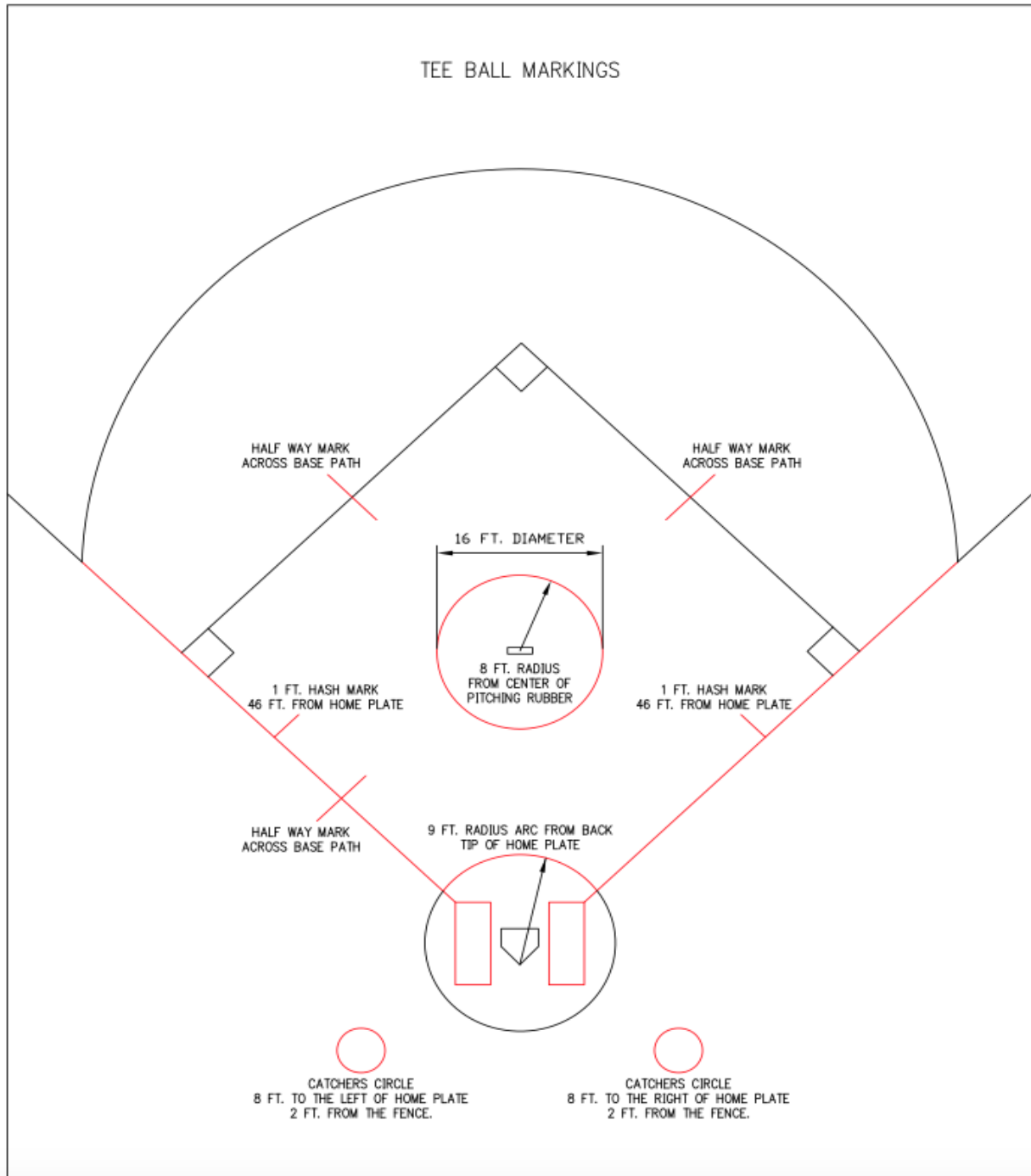
4. **Batting helmets with face guards are recommended.**

5. The catcher may use a fielder's glove.



# Barbers Hill Little League

## E. Field Markings: (Diagram A)







## Barbers Hill Little League

### F. Managers and Coaches:

1. Each team will be permitted (1) one head coach and (3) assistant coaches.
  - a. On defense, two (2) coaches may be stationed behind the outfielders.
  - b. On offense, each team must have (2) two coaches and an optional batting coach.
  - c. One adult manager/coach must stay in the dugout.

### G. Roster:

1. The entire roster will bat and substitute players must play (2) consecutive defensive innings. You must play all players.
2. Managers must inform scorekeeper of all substitutes and changes to the lineup. Penalties for not doing so are as follows:
  - 1<sup>st</sup> offense: Warning
  - 2<sup>nd</sup> offense: Ejection for one (1) game
3. Should a player show up late, that player shall be placed at the bottom of the batting order.

### H. Run Rule:

1. All Tee Ball games will be subject to a (5) five run limit for all (6) six innings. Once the 5<sup>th</sup> run crosses the plate, the ball is dead and all play will stop, no other runs may score. Exception: On an over-the-fence home run, all runs will score.
2. There will be a (15) fifteen run rule in effect after (3) three complete innings or 2-1/2 if the home team is ahead.
3. There will be a (10) ten run rule in effect after (4) four complete innings or 3-1/2 if the home team is ahead.
4. The (5) five run rule or (3) three outs constitutes a half inning.

### I. Miscellaneous:

1. The "Infield Fly Rule" shall not apply in Tee Ball.



## Barbers Hill Little League

### Minor II Baseball Rules

#### **Minor II League Rules**

##### A. Division Information:

1. Minor II teams are comprised of players whose playing age are 7 & 8.
2. All Minor II games will be played to completion (6 innings) if possible within a time period of 90 minutes. Should time elapse during an inning, play must be stopped as if it is the last inning of a full contest. Home team will get last at bat.
3. Minor II will be played with hard baseballs. (Preferably McGregor 76C Baseballs).
4. Bats: The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. (Must have USA Stamp on bat)  
  
\*Under the USABat standard, the bat shall not be more than 33 inches in length; not more than 2-5/8 inches in diameter.
5. 5 RUN RULE: With less than 3 outs, a team's at bat will be called complete when 5 runs have scored in the inning. More than 5 runs may only be scored if prior to the fifth run being scored, an out-of-the-park home run is hit with runners on any of the bases.
6. MINIMUM PLAY: All team members will be placed in a batting order prior to the game. This batting order will stay the same throughout the game and all players will bat. If a player sustains an injury during a game and cannot bat, or if a player has to leave for any reason, that player will be skipped in the batting order without penalty. There will be no penalty for re-entry of substitutes. The Board encourages managers to re-enter substitutes if a game becomes "out of reach". This allows the subs more playing time than they might ordinarily get. **The manager is required to insure that in any game, all players play a minimum of six (6) defensive outs and at least one at bat.**
7. REPLACEMENTS: When a player is lost during the season, the manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If a player pool has been established, then a player may be pulled from such pool. If no player pool exists, then the team that has lost a player will continue its season with its remaining roster. No players will be pulled from lower leagues.

##### B. Rules of Play:

**Official Little League Regulations and Playing Rules will apply with the following clarification.**

1. Minor II will be "coach pitch".
2. Every player will have up to (6) six pitches in which to hit the ball. The conventional "3 strikes you're out" will apply with a maximum of 6 pitches. If the sixth pitch is fouled off, the batter will continue to bat until he/she gets a hit or strikes out. There will be no "balls" called included in the pitch count; therefore, no walks will be permitted.



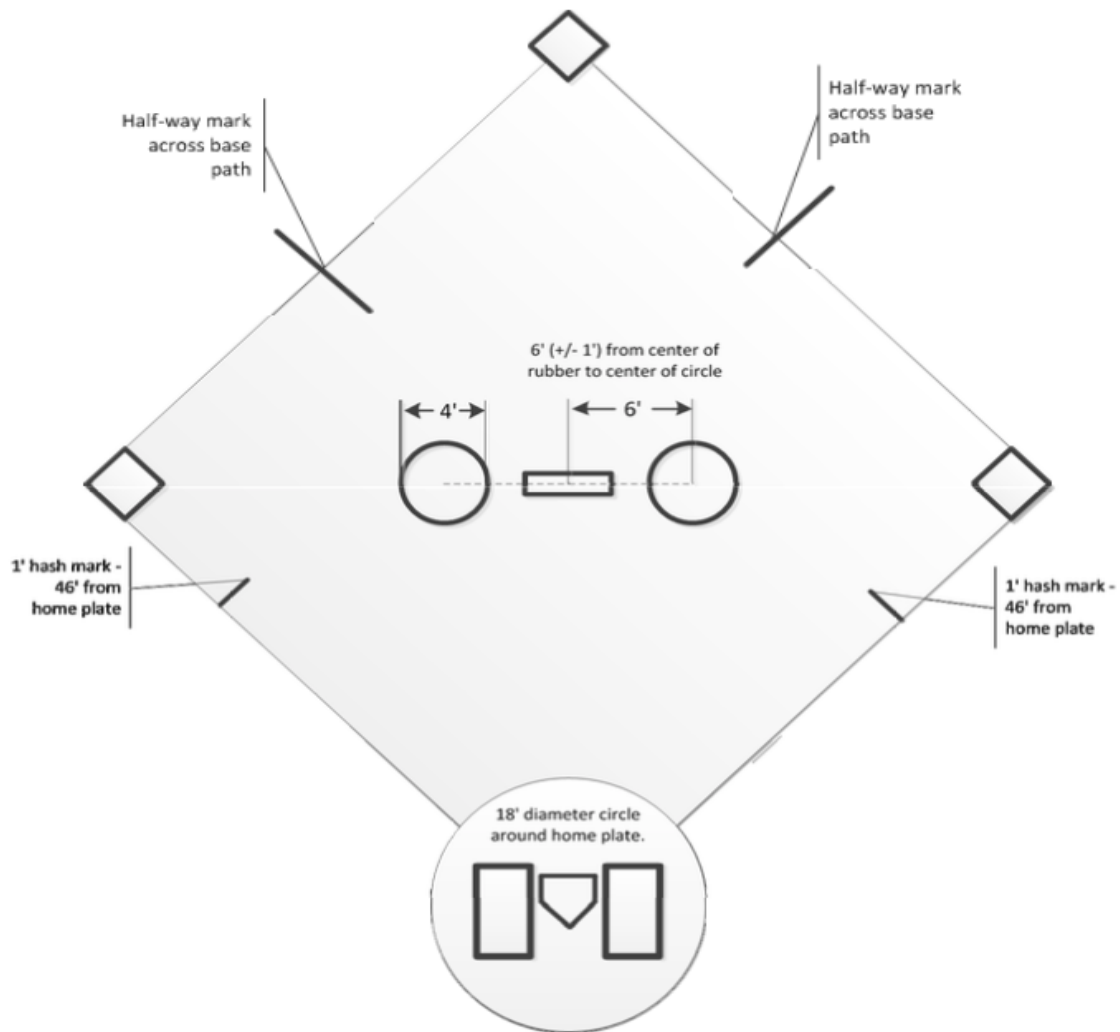
## Barbers Hill Little League

3. Two adult base coaches are allowed and one adult (must be at least eighteen (18) years of age). The pitching coach may adjust the batter, with hand signals only. The pitching coach may not communicate with any other player or coach. Verbal instructions are allowed only by base coaches to the batter. The pitching coach must make every effort to avoid interfering with defensive play. If the Coach/Pitcher is hit with the ball, the ball is in play, but, if in the judgment of the umpire, the Coach/Pitcher did not make a sufficient effort to avoid interfering with defensive play, the umpire may declare runners out he/she sees fit. This is a judgment call and not protestable.
4. Pitching Coach can pitch anywhere between 30' and 42' from home plate.
5. Minor II League will utilize four (4) outfielders. An outfielder cannot come into the infield at any time and try to make an out. He/she must make a throw into the infield or hand the ball off to an infielder.
6. Minor II does not enforce the In-Field Fly Rule.
7. **Base Runners:** The infielder must stop the lead runner in order for timeout to be called.
8. **Base stealing is NOT allowed in Minor II.** Runners may advance one base on overthrows to first base. Runners shall not lead-off.
9. **Bunting is NOT allowed.**
10. In the interest of safety, if a bat is thrown or slung in a fashion that could cause injury, the umpire shall warn the manager for the first offense. If a batter repeats this offense, **the play will continue** and, as soon as the play is stopped the child will be called out. If a bat simply rolls out of the circle or the umpire misses the call, then no call will be made.
11. All batters and base runners are required to wear a helmet with a mask, anytime they are at bat or on the field in an offensive position.
12. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. All catchers must wear catchers gear and cup.
13. Headfirst sliding at any base is not allowed and will be considered an out.
14. If a team is ahead by 15 runs after the 3<sup>rd</sup> inning or 10 runs after the 4<sup>th</sup> inning, the game is declared complete.
15. Should time elapse during an inning, play will continue until the inning is complete.
16. Batting helmets with face guards are recommended.



## Barbers Hill Little League

### 16. Minor II Field Markings:





## Barbers Hill Little League

### Minor 1 Baseball Rules

#### **Minor I League Rules**

##### A. Division Information

1. Official Little League Regulations and Playing Rules will apply.
2. Minor I teams are comprised of players whose playing age are 9 & 10.
3. All Minor I games will be played to completion (6 innings) if possible within a time period of 90 minutes. Should time elapse during an inning, play must be stopped as if it is the last inning of a full contest. Home team will get last at bat.
4. Bats: The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. (Must have USA Stamp on bat)

\*Under the USABat standard, the bat shall not be more than 33 inches in length; not more than 2-5/8 inches in diameter.

5. **MINIMUM PLAY:** The manager/coach is required to insure that in any game, all play a minimum of six (6) defensive outs and bat at least one time. **PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed. Managers are encouraged to make their substitutions at the first available opportunity to ensure that minimum play guidelines are met. Keep in mind that the time limit in Minor League games often keeps the game from going the full six innings. Managers can be disciplined if the opportunity to make the proper substitutions was not taken.
6. **5 RUN RULE:** With less than 3 outs, a team's at bat will be called complete when 5 runs have scored in the inning. More that 5 runs may only be scored if prior to the fifth run being scored, an out-of-the-park home run is hit with runners on any of the bases.
7. **PITCHING RULES:** (see Little League Pitching Rules on page 7).
8. Headfirst sliding at any base is not allowed. Headfirst diving back to base is allowed.
9. **Bunting is allowed.** However, for safety considerations, fake bunts are NOT allowed. If a player squares to bunt, then swings away, he/she will be declared out.



## **Barbers Hill Little League**

### **Major Baseball Rules**

#### ***Major Division League Rules***

##### **A. Division Information**

1. Major Division follows the Official Little League Regulations and Playing Rules.
2. Time Limit: All games will be 1 hour and 45 minutes long, 6 innings, or 10 run rule.



## **Barbers Hill Little League**

### **Junior/Senior Baseball Rules**

#### ***Jr/Sr Division League Rules***

##### **A. Division Information**

1. Jr/Sr Division follows the Official Little League Regulations and Playing Rules.
2. Time Limit: All games will be 1 hour and 45 minutes long, 7 innings, or 10 run rule.