

# Brazos Little League By-Laws

(Last revised 01.25.2023)

## 1. **Division Alignment** (Teams may be adjusted depending on enrollment):

- **Tee Ball Baseball**
  - 4-6 league age eligible (must be 4 as of January 1<sup>st</sup> of current year)
- **Instructional League Coach Pitch Baseball**
  - 6-8 league age eligible, 7-8 age recommended
- **Instructional League Coach Pitch Softball**
  - 6-8 league age eligible, 7-8 age recommended
- **Minor League Baseball Division (Kid Pitch)**
  - 8-11 league age eligible, 9-10 age recommended
  - 11 year olds not drafted for the major division will be placed in the minor division draft
  - 11 year olds cannot play on 9 or 9-10 year old tournament teams
  - Depending on enrollment, teams may be divided into 9 year old and 10 year old teams
- **Minor League Softball (Kid Pitch)**
  - 8-11 league age eligible, 9-10 age recommended
  - 11 year olds not drafted for the major division will be placed in the minor division draft
  - 11 year olds cannot play on 9 or 9-10 year old tournament teams
- **Major League Baseball**
  - 9-12 league age eligible, 11-12 age recommended
  - 9 or 10 year olds can tryout and be drafted on major division team. Those 9, 10, or 11 year olds not drafted by a major division team will be placed in the minor division draft.
  - Preferably teams will be limited to 11 players per team, with larger teams only if number of qualified players in the division necessitate.
  - 9 year olds playing in major division cannot play on major league 11-12 tournament team
  - 10 yr olds playing in major division can play on 9-10, 10-11, or 11-12 tournament team
    - All 10 year old players must play 60% of games in the major division to be eligible for 10-11 or 11-12 tournament play.
- **Major League Softball**
  - 9-12 league age eligible, 11-12 age recommended
  - 9 or 10 year olds can tryout and be drafted on major division team, those 9, 10, or 11 year olds not drafted by a major division team will be placed in the minor division draft.
  - Preferably teams will be limited to 11 players per team, with larger teams only if number of qualified players in the division necessitate.
  - 9 year olds playing in major division cannot play on major league 11-12 yr old tournament team
  - 10 yr olds playing in major division can play on 9-10, 10-11, or 11-12 tournament team
    - All 10 year old players must play 60% of games in the major division to be eligible for 10-11 or 11-12 tournament play.
- **50/70 League Baseball : 11-13 league age eligible**
- **Junior League Baseball and Softball : 12-14 league age eligible**
- **Senior League : 13-16 league age eligible**

## 2. MANAGERS, COACHES AND UMPIRES SELECTION

- Team Managers shall be approved annually by the Board. Managers will be selected from a list of applicants that expressed an interest in managing a team. Managers shall be responsible for selecting their coaches.
- A manager selection committee shall be chaired by the coaching coordinator. This committee will conduct a manager evaluation process from a list of available volunteers and bring the most qualified candidates to the board for final approval by voting members of the board. Managers who coached in prior years will get first option.
- Umpires shall be appointed annually by the Board of Directors. The Umpire-in-Chief shall submit a list of possible umpires to the Board for approval and shall be responsible for the selection of the games they will umpire and for their actions on the field.

## 3. MANAGER RESPONSIBILITIES

- Responsible for holding weekly practice
- Home team prepares the field before the games
- Visitor team prepares the field after the game unless an interleague game is played, then home team prepares
- Selection of teams name - no team names will be duplicated starting with Major Division
- Managers of minors and majors and juniors keep stats to be used in all-star selection process

## 4. ALL STAR TEAMS AND MANAGERS

- The winning manager of each League will manage the All Star Tournament Team if approved by the Board. Only games played within the BLL will be used to determine the All Star manager. In the event of a tie, head to head record will determine the first place team. If there is still a tie, a playoff will be held to determine first place. All Star rules will apply to playoffs. The manager will choose his coach from the remaining managers or coaches in his/her League. In case of a tie, the League will have a playoff to decide the winning team of that League. Should the winning manager not be able or willing to manage the All Star Team, the board will review the remaining list of available managers and select a manager for the All Star Tournament Team. Through this process, the board will consider division standings, manager's availability, etc.
- **Tournament team members will be selected by the following procedure:**
  - The manager from each team shall nominate fourteen (14) players for the Tournament team
  - The manager may nominate members of his/her own team.
  - The players with unanimous nominations will be automatically selected first.
  - The remaining players needed will be selected from the players that receive a nomination. This selection will be done by the All Star team manager, approved by the player agent and president.
  - Any player tie will be selected by the manager of the All Star team.
  - President and Player Agent shall oversee the nomination and voting process.

## 5. Parent Responsibilities

- Work in concession stand as scheduled
- Keep score during games
- Participate in child's Fund Raising activity
- Bring child to game and practices on time
- Follow code of conduct

## 6. LOCAL GROUND RULES BY DIVISION

### Baseball League General Rules of Play

#### Minor Boys (Coach Pitch) Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. Time limit: 1 hour 15 minutes
2. Inning cannot start after 7:15pm
3. 5 run limit per inning
4. 5 pitches per hitter
5. No bunting
6. No stealing
7. For Coach pitch, the coach will pitch between the pitching rubber and the front of the pitching mound. The pitcher will be positioned to the left or right of the coach prior to the play. If a Pitching machine is used, it will be positioned where the back leg of the machine will be placed directly in front of and against the pitching rubber.
8. If 5<sup>th</sup> pitch is a foul ball, hitter will get consecutive pitches until the hitter swings and misses or puts the ball in play.
9. If applicable, the pitching machine will be set at 38 MPH or as mutually agreed to by all coaches. It shall only be adjusted when a malfunction (bad pitches) occurs however this shall not stop the game play. Any and all adjustments must be approved by the opposing manager. At the mid-point of the season, the managers may meet to determine if the speed of the machine needs to be changed.
10. Must play 4 outfielders, if available. If one team has less than 4 outfielders it will be left up to the managers to work out a solution.
11. The play becomes "officially dead" when the ball is in control of an infielder who is positioned within the 8' circle of the pitcher's mound.
12. Base runners may advance one base only on an overthrow to 1<sup>st</sup> base unless the defense continues to attempt a play on the runner. Base runners may advance multiple bases on overthrows to 2<sup>nd</sup> or 3<sup>rd</sup>.
13. Teams are allowed 2 coaches to be positioned on the field behind the outfielders
14. Continuous batting order must be used and should be exchanged between coaches prior to the game starting

#### Minor Boys (Kid Pitch) Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. All games have a time limit: 1 hour 40 min.
2. 6pm games cannot start inning after 7:40 pm.
3. 8pm games cannot start inning after 10 pm.(Little League International Rule)
4. 5 run limit per inning.
5. Continuous batting must be used and should be exchanged between coaches prior to the game starting
6. Bunting and stealing are only allowed when the player is pitching. Base runners may advance on an overthrow during a stolen base. Stealing home is **NOT** allowed when the coach is pitching.
7. If a player is involved in a play at home plate, the player must not intentionally initiate a collision. If a player is ruled to have intentionally initiated a collision, an out will be charged OR the run allowed to score depending on which player is ruled the offending party. **This is a judgment call and should not be argued.**
8. The infield fly rule is **NOT** in effect.

## Major Boys Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. All games have a time limit: 1 hour 40 min.
2. 6pm games cannot have inning start after 7:40 pm.
3. 8pm games cannot have inning start after 10pm.(Little League International Rule)
4. No run limit other than as specified by Little League International.
5. 9 player batting order will be used unless specified in interleague play.
6. If using 9 player batting order, each eligible player on a team shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1)
7. The manager has the option of using continuous batting lieu of rule 5. However, if a manager chooses to use continuous batting (roster bat), then he must indicate before the game starts and maintain this batting method for the duration of the game.
8. If a manager is unable or fails to get a player the minimum amount of playing time during a game, they will be required to play the player for all defensive outs and bat continuously within the 9 man batting order the next game.

# Softball League General Rules of Play

## Minor Girls (Coach Pitch) Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. Time limit: 1 hour 15 minutes
2. Inning cannot start after 7:15pm
3. 5 run limit per inning
4. 5 pitches per hitter
5. No bunting
6. No stealing
7. The coach will pitch between the pitching rubber and the front of the pitching mound. The pitcher will be positioned to the left or right of the coach prior to the play. \*If a pitching machine is used, it will be positioned where the back leg of the machine will be placed directly in front of and against the pitching rubber that is the minor league girl's distance. If applicable, the pitching machine will be set a 35 MPH or as mutually agreed to by all coaches. It shall only be adjusted when a malfunction (bad pitches) occurs however this shall not stop the game play. All adjustments must be approved by the opposing manager. At the mid-point of the season, the managers may meet to determine if the speed of the machine needs to be changed.
8. If 5<sup>th</sup> pitch is a foul ball, hitter will get consecutive pitches until the hitter swings and misses or puts the ball in play.
9. Must play 4 outfielders, if available. If one team has less than 4 outfielders it will be left up to the managers to work out a solution.
10. The play becomes "officially dead" when the ball is in control of an infielder who is positioned in the infield. The infield is defined as the area between home plate and 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base in fair territory.
11. Base runners may advance one base only on an overthrow to 1<sup>st</sup> base unless the defense continues to attempt a play on the runner. Base runners may advance multiple bases on overthrows to 2<sup>nd</sup> or 3<sup>rd</sup>.
12. Teams are allowed 2 coaches to be positioned behind the outfielders
13. Continuous batting order must be used and should be exchanged between coaches prior to the game starting.

## Minor Girls (Kid Pitch) Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. All games have a time limit of 1 hour and 30 min
2. 6:00 PM games cannot start an inning after 7:30 PM. 7:30 PM games cannot start an inning after 9:00 PM. 8:00 PM games cannot start an inning after 9:30 PM.
3. An 11 inch BLL Board approved ball will be used.
4. There will be no walks after 4 balls. Coach will come in and finish the count. If hitter has 2 strikes, they get one pitch. If hitter has 1 strike, they get 2 pitches. If hitter has 0 strikes they get 3 pitches. The hitter must put the ball in play or be called out.
5. A hit batter by a coach will not result in a walk. A hit batter by a pitcher will result in a walk.
6. Drop 3<sup>rd</sup> strike is NOT in effect.
7. The player and Coach must stay within the 8 ft. circle when the Coach is pitching.
8. The play is stopped when the ball is back to the pitcher and both are inside the 8 ft. circle.
9. Continuous batting order must be used and should be exchanged between coaches prior to the game starting
10. Bunting and stealing are only allowed when the player is pitching. Base runners may advance on an overthrow during a stolen base. Stealing home is **NOT** allowed when the coach is pitching.
11. If a player is involved in a play at home plate, the player must not intentionally initiate a collision. If a player is ruled to have intentionally initiated a collision, an out will be charged OR the run allowed to score depending on which player is ruled the offending party. **This is a judgment call and should not be argued.**
12. The infield fly rule is **NOT** in effect.
13. 5 run limit per inning

## Major Girls Ground Rules

**\*\* Little League International run rules are to be followed in all divisions\*\***

1. All games have a time limit: 1 hour 40 min.
2. 6:00 PM games cannot have inning start after 7:40 pm.
3. 8:00 PM games cannot have inning start after 10 pm (Little League International Rule)
4. 9 player batting order will be used unless specified in interleague play.
5. If using 9 player batting order, each eligible player on a team shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
6. The manager has the option of using continuous batting in lieu of rule 4. However, if a manager chooses to use continuous batting (roster bat), then he/she must indicate before the game starts and maintain this batting method for the duration of the game.
7. If a manager is unable or fails to get a player the minimum amount of playing time during a game, they will be required to play the player for all defensive outs and bat continuously within the 9 man batting order the next game.