



BENNETT'S CREEK LITTLE LEAGUE

P.O. Box 5011

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URL: <http://www.bennettscreek.org>

LOCAL RULES

Administration

1. Managers and the team parent are responsible for collecting and depositing all fund raising monies, completed raffle tickets, and jersey deposits.
2. Managers and team parents are responsible for scheduling concession workers and ensuring their timely attendance as requested by the Director of Auxiliary Programs. Concessions are a vital part of our leagues operating budget, and your participation is what helps us purchase equipment that our children need. Please let's not cause a team to forfeit a game based on the parent's participation. (*Note:* Driver concession shifts require a minimum of 4 persons on week nights & 6 on weekends, Yeates concession shifts require a minimum of 3 persons on week nights and 4 on weekends.
3. Managers are responsible for obtaining and maintaining medical certification and release forms for all players on their team. Players shall not be permitted to participate in regular season games if this documentation is not in the manager's possession.
4. Managers shall notify the Vice President of their respective division prior to conducting practices at any location other than the BCLL complex, in order that insurance protection may be arranged for the owner of that property. (*Note:* All Suffolk School Board property is covered under existing provisions. The use of fields at John Yeates, Florence Bowser, etc., need not be reported. Property belonging to the Suffolk Department of Parks and Recreation (e.g. Monogram field) or to another municipality is not currently covered; plans for extended use of such property should be reported.
5. Managers shall return all equipment and uniforms to the Equipment Director at the completion of the season and no later than July 1 of each season.
6. Players refusing to be called up to a higher division shall forfeit all eligibility for play at the higher level and as candidates for ALL-STAR consideration during the current season. Players called to a higher division shall respond to that call within 24 hours or be subject to the provisions and penalties applied to a player refusing to be called up.
7. Players shall not be called up to a higher division during the last two weeks of regular season.

8. No vehicles are permitted on the road between fields during games and practices. The chain at the entrance of the complex shall remain in place during all games; with the exception of concession deliveries and special needs for vehicles to be escorted.
9. Parents will be held responsible to fulfill obligations with respect to concession stand duties and other activities. The contract signed during registration enforces this.
10. Routes for emergency vehicle access to the field will be kept clear at all times. Access to the driveway on the north side of the field shall also be kept clear.
11. The Manager shall convene a mandatory meeting of all players and parents prior to the first practice, to ensure completion of medical forms, discussion of safety rules, collecting fees, and coverage of general guidelines for play in BCLL.
12. Field lighting shall be extinguished no later than 11:00 PM each night.
13. The administrative chain of responsibility shall be followed by all parties and enforced by board and league personnel. This chain begins with the team managers and is as follows: Manager, League Commissioner, Division Vice President, Senior Vice President and President. (Note: No decisions will be made without board approval unless deemed necessary by the league President)
14. All Managers shall attend the scheduled mandatory Safety Clinic.

Batting Cages

1. Batting cage sessions shall be from 4:00 - 8:00 PM on weeknights, and beginning at 8:30 AM on Saturdays.
2. Rain-outs of batting cage reservations shall not be rescheduled.
3. Once regular season play begins both baseball and softball teams will be permitted one reserved hour per week in the batting cages. Only one team per cage is permitted. Reservations are made in the book kept in the maintenance storage container (CONEX box). Reservations shall be made no more than one week in advance.
4. Different pitching machines are provided for baseball and softball practice in batting cages, and shall be used accordingly.
5. A coach or manager shall supervise the use of the batting cage at all times. Children under the age of sixteen shall not be permitted to operate the pitching machine at any time.
6. Any player using the batting cage shall wear an approved batting helmet.
7. Batting cages are provided for batting practice only. No pitcher warm-up or other activities are permitted.

8. No more than two persons (batter and pitcher) shall be allowed in the batting cage while balls are being pitched.
9. T-Ball players are not permitted in the batting cages.
10. Batting cages will not be used by a team while that team is playing a game.

Clean-Up and Game Preliminaries

1. The manager of the home team is responsible for having the field ready for play no less than twenty minutes prior to game time. If the field is not ready, the home team will lose the opportunity for infield practice.
2. The Manager of the home team shall bring at least two new balls to be used as game balls.
3. Both managers are responsible for the policing of their teams' dugouts, stands, and adjacent areas immediately following each game.
4. After the completion of every game, the Manager of the home team shall ensure that the field is thoroughly raked.
5. The Manager of the visiting team shall ensure that the trash receptacles are emptied on both sides of the field.
6. Both Managers will ensure the dugouts are clean prior to leaving the BCLL complex.

Discipline

1. Misconduct by players, managers, coaches, board members, staff and/or spectators, at any time while in the BCLL complex, will be reported to the Board of Directors for possible disciplinary action.
2. If an individual is ejected by an umpire or a board member, the ejected person shall immediately leave the field. Little League Rule 4.07 states "When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled." Any manager, coach or player ejected from a game is suspended for his or her teams next physically scheduled game and may not attend or be physically present at the BCLL complex. This includes the game of another child or sibling as applicable.
3. A second incident of ejection during one season shall be cause for indefinite suspension of the manager, coach, player or spectator, until such action is reviewed by the Board of Directors and a definite penalty is defined and imposed.
4. The Board of Directors shall review all incidents of ejection. The Board will not review the imposed suspension, which is automatic and irrevocable (Little League rule 4.07). All involved parties may be asked to present information if a consideration of further disciplinary action by the Board is needed on a case-by-case basis. The review is for the determination of additional

sanctions regarding an incident and for investigation of preventive measure for future incidents.

5. Managers are responsible for actions and behavior of their players, coaches, and spectators. Arguing with or harassing an umpire shall be grounds for immediate ejection from the league complex.

6. Physical confrontations with an umpire or league official will result in an immediate, indefinite suspension of the manager, coach, player, or spectator, until such action is reviewed by the Board and a definite penalty is defined and imposed. Physical confrontation is defined as not only hitting or striking the person of the umpire or league official, but also throwing objects at or toward the individual, spitting, interfering with passage, and/or assaults via derogatory or abusive language, or other actions deemed serious and inappropriate by the Board of Directors.

7. Managers have the right to discipline their players for missing practice, tardiness, or disruptive behavior. Disciplinary action may include benching a player, or referring the situation to the Board of Directors. If the action is benching a player, the Commissioner should be notified as well as the Manager of the opposing team prior to the start of the game.

Tee Ball

1. Tee Ball is an instructional division of Little League Baseball. Unless otherwise noted herein, rules stipulated in the Little League rule book shall be in effect.

2. There are no walks in Tee Ball.

3. There is no leading off or stealing in Tee Ball.

4. Except during “Special Games” (see rule 15 below), no scores or standings shall be recorded.

5. Except during “Special Games” (see rule 15 below), each Tee Ball team shall bat through its entire lineup with no limit to the number of defensive outs. A batter/runner that is put out shall return to the dugout.

6. All offensive Tee Ball players (except for batters and base runners) shall remain in the dugout at all times.

7. During the season, all players hit from the tee. To be considered a fair ball, the ball must be hit into fair territory and go beyond the white line that is 4 ft. in front of home plate.

8. Each Tee Ball player shall play at least two innings on defense in every game.

9. A ball thrown out of play is dead and runners shall be awarded one base.

10. Play is dead and runners must halt when the ball is in control by any infielder. Runners may continue to the next base if they are already more than halfway when the ball is brought under control.

10.1. *Exception:* When not playing a “Special Game”, the catcher shall be thrown the ball after the last batter hits and all runners will clear the bases, attempting to cross home plate while the catcher attempts to tag the runners out.

11. Tee Ball games will include 10 defensive players in the field at a time. Managers can substitute as they feel necessary to allow all children equal playing time. The basic concept of defensive positions will be followed, i.e., bases and field positions will be occupied and children will not be deployed in a semi circle around the batter.

12. Tee Ball players shall be warned for throwing a bat. On the third such warning, the player shall be called out.

13. No more than three Tee Ball coaches will be permitted on the field during defense, to direct and instruct players.

14. *Courtesy Runners:* After having reached base safely, a courtesy runner may be substituted for the catcher of the upcoming inning regardless of the number of outs. However, the substitute runner must be the last player to have been put out. This rule is intended to speed up games and also allow the catcher ample time to prepare for the upcoming inning.

15. *Special Games:* For “Special Games”, scores will be kept and defensive outs will count. All “Special Games” shall be played using the Coach Pitch rules.

15.1. Prior to the start of the season, the T-Ball Commissioner and Vice President of Baseball shall decide when to invoke coach pitch rules to prepare teams for the end of season “Special Games”. This date shall be agreed upon by the T-Ball managers prior to the start of the season.

Coach-Pitch

1. Coach Pitch is an instructional division of the Little League Minor Division. Unless otherwise noted herein, rules stipulated in the Little League rule book shall be in effect.

2. The Coach Pitch Division will use a pitching machine. The batter shall receive no more than seven pitches unless the batter has two strikes and hits the seventh pitch foul. In only this case, the batter may bat until he hits a fair ball, or has three strikes. If the batter has three strikes prior to the seventh pitch, he shall be called out.

3. There are no walks in Coach Pitch.

4. There is no leading off or stealing in Coach Pitch.

5. Play is dead and runners must halt when the ball is in control by any infielder. Runners may continue to the next base if they are already more than halfway when the ball is brought under control.
6. Coach Pitch games will include 10 defensive players in the field at a time. Managers can substitute as they feel necessary to allow all children equal playing time. The basic concept of defensive positions will be followed, i.e., bases and field positions will be occupied and children will not be deployed in a semi circle around the batter.
7. No more than three coaches will be permitted on the field during defense, to direct and instruct players. One coach shall be behind home plate, and two shall be in the outfield.
8. All Coach Pitch League baseball games shall be played with the 3 run per inning rule, except for the "final inning," which is unlimited runs for both teams.
9. Managers shall confer with one another PRIOR to the start of the "final inning", for the purpose of determining when to begin the "final inning" in the game, considering time limits and the progress of the game. See "Length of Games" section.
10. The 10-run rule shall apply after four complete innings.
11. Tied Games: If a game is still tied when the time limit has expired, the winner will be determined by reverting back to the previous completed inning. If the previous inning results in a tie, you will keep reverting back to previous completed innings until a clear winner has been determined. No extra innings shall be played.
12. All Coach Pitch games shall be played by Liberal Substitution Rules. All players on the roster will be in the batting order and can be substituted at will in the field. All mandatory play rules still apply to defensive outs and one at-bat.
13. Courtesy Runners: After having reached base safely, a courtesy runner may be substituted for the catcher of the upcoming inning regardless of the number of outs. However, the substitute runner must be the last player to have been put out. This rule is intended to speed up games and also allow the catcher ample time to prepare for the upcoming inning.

Minor League

1. Unless otherwise noted herein, rules stipulated in the Little League rule book shall be in effect.
2. There is no stealing of home base unless there is a pass ball from the catcher or an overthrow from the catcher to the pitcher.
3. Tied Games: Minor Baseball and Minor Softball - If a game is still tied when the time limit has expired, the winner will be determined by reverting back to the previous completed inning. If the previous inning results in a tie, you will keep reverting back to previous completed innings until a clear winner has been determined. No extra innings shall be played.

4. All Minor League baseball games shall be played with the 3 run maximum per inning rule, except for the "final inning," which is unlimited runs. Managers shall recommend to the Umpire in Chief, who will make the determination of the "final inning" in the game, considering time limits and the progress of the game.
5. Softball: The regular season shall be split. The first half of the season shall be machine pitch. The second half shall be player pitch. All rules for pitchers shall apply.
6. Baseball and Softball: The 10-run rule shall apply.
7. A Batter shall not advance beyond first base upon a base on balls.
8. Minor Baseball and Minor Softball games shall be played by Liberal Substitution Rules. All players on the roster will be in the batting order and can be substituted at will in the field. All mandatory play rules still apply to defensive outs and one at-bat.
9. Courtesy Runners: After having reached base safely, a courtesy runner may be substituted for the catcher of the upcoming inning regardless of the number of outs. However, the substitute runner must be the last player to have been put out. This rule is intended to speed up games and also allow the catcher ample time to prepare for the upcoming inning.
10. Special Runners: The use of a special runner will not be utilized.

Major League

1. All children League Age 12 for both boys and girls shall play at the major league level.
2. Major league players missing two or more consecutive games due to injury or illness shall provide the league with a physician's projection of the expected duration of the illness or recuperation. If the player is expected to miss five or more regular scheduled games, the team shall call up a player from the Minor League. If the injured player recovers before the end of the season, that team shall carry an extra player for the remainder of the season. (Note: Tournament eligibility for both players is controlled by other league regulations.)
3. Softball: A pitcher may pitch a maximum of 12 innings per calendar week and a maximum of 6 innings per game. All little League rules regarding rest days will apply.
4. Softball: BCLL adopts an option for free substitution and batting through the order (Rule 4.04) for the regular season. Championship series will be played with Little League Rules for substitution. The last 4 games of the regular season for all teams will be played by Little League Substitution Rules.
5. Courtesy Runners: After having reached base safely, a courtesy runner may be substituted for the catcher of the upcoming inning regardless of the number of outs. However, the substitute runner must be the last player to have been put out. This rule is intended to speed up games and also allow the catcher ample time to prepare for the upcoming inning.

6. Tied Games: Softball ONLY - If a game is still tied when the time limit has expired, the winner will be determined by reverting back to the previous completed inning. If the previous inning results in a tie, you will keep reverting back to previous completed innings until a clear winner has been determined. No extra innings shall be played.

7. Major Baseball: All games will be played by Little League Substitution Rules 4.04 and 7.14. No continuous batting order.

8. Ten-run rule shall be in effect.

9. Batter will not be intentional walked more than once per game. Intentional walk is defined as the catcher standing outside the batters box to receive the pitch from the pitcher. Once the intentional walk is proposed, it must be completed.

Safety

1. Any manager during practice or in a regular or scrimmage game, shall have full authority (and responsibility) for safety matters on that field and adjacent areas.

2. Coaches cannot warm-up pitchers during official games.

3. Any player in a squatted position behind the plate, whether on a field or in a bullpen, shall wear a complete set of catchers protective equipment. If warming up a pitcher in a non-squatted position, a child must wear a protective face mask.

4. All players swinging a bat, during warm-ups, at practices, or prior to games, etc., shall wear an approved batting helmet.

5. Bandannas and other such accessories shall not be worn under the baseball cap, visor or batting helmet. If it is necessary that a hat be worn under a batting helmet, it shall be worn in the normal, i.e., bill to the front fashion.

6. No earrings or other cosmetic jewelry shall be worn during practices or game play.

7. Any and all pets are prohibited from the BCLL complex at all times.

8. Bicycles, unicycles and all other wheeled vehicles powered or un-powered, are prohibited from the BCLL complex at all times during the playing season. Wheelchairs and similar medical appliances are not included in this prohibition.

9. Children under the age of 16 shall not be permitted inside the concession stand or any other area where cooking or any other food preparation is in progress.

10. Children under the age of 16 shall not be permitted to operate lawn mowers or any other power equipment in the BCLL complex.

11. Children under the age of 16 shall not operate lights, scoreboards, public address systems or any other electrical or electronic equipment within the BCLL complex, unless under the immediate supervision of an adult.
12. There shall be no more than two persons on any scoring tower at any time. No spectators allowed.
13. Climbing of fences and backstops and sitting atop dugouts is prohibited.
14. Managers shall designate a safety officer for the team, an individual normally attending practice sessions, games, etc. The manager shall identify that individual to the Board of Directors prior to the first regular season game.
15. Only Little League approved equipment, bearing appropriate certification labels, shall be used in practices and during game play.
16. There shall be no on-deck circle and no batter warm-up (including soft toss).
17. Throwing of rocks, dirt clods, etc., is prohibited in the BCLL complex at all times.
18. Throwing, pitching, and batting will be confined to the playing fields, bullpens, and batting cages built for those purposes. Throwing, pitching and battings are prohibited in common areas of the BCLL complex, especially around the concession stand and in the roadway between the fields. NO SOFT TOSS IS ALLOWED INTO ANY OF THE FENCES!!

Schedules

1. Make-up games may be scheduled for the first available Friday evening or Sunday afternoon following the rainout. Games on Fridays will be played at 6:00 PM and 8:00 PM and Sundays will be played at 2:00 PM and 4:00 PM.
2. Saturday game schedules will commence at 9:00 AM
3. Weeknight games will start at 6:30 PM with the exception of T-ball, which will begin at 6:00 PM due to lighting restrictions. When necessary, second games can be scheduled to begin at 8:30 PM unless make-up games are schedule for Friday night, at which time these would be played at 6:00 PM and 8:00 PM.
4. Official school functions will be the only justification for rescheduling a game, in which case 48 hours advance notice shall be given to the division commissioner. All rainouts and rescheduled games shall be played on the first available Friday or Sunday. Junior and Senior League games may be rescheduled for any convenient day and time.
5. Failure to field a team of at least nine players will be cause for forfeiture.

Length of Games

1. All Tee Ball games shall have a 1 hour 45 minute time limit.

2. For Coach Pitch Baseball and Minor League Softball games, no new inning shall start after 1 hour and 30 minutes after the official starting time of the game.
3. For Minor League Baseball, no new inning shall start after 1 hour and 50 minutes from the official starting time of the game.
4. Within the time limits allowed, all Minor League Baseball, Coach Pitch Baseball, Minor League Softball games shall be six innings. NO EXTRA INNINGS SHALL BE PLAYED.
5. For all Divisions, a new inning starts at the conclusion of the third out of the previous inning. The start of a new inning is not determined when the team in the field has completed warm up pitches and is ready for the first pitch.
6. All Major League Baseball games shall be played through six innings, or 2 hours, and if a game is tied at the end of six innings it will be played until a winner is determined on the field of play, except for the first game on weeknights with multiple games. In that case, the first game shall be played through six innings or to the point that no new inning shall be started after 1 hour and 45 minutes have elapsed from the official starting time of the game. On weeknights with multiple games, the second Major League Baseball shall have a time limit of 1 hour and 45 minutes and no new inning shall start after 10:00 PM.