



BRANHAM HILLS LITTLE LEAGUE
2012 LOCAL GROUND RULES
AND REGULATIONS
SINGLE A DIVISION (A)

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program.

Branham Hills considers this division to be non-competitive and as such, managers and team officials should not talk about the game scores with players.

Managers' Rules and Regulations:

1. The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.
 - 1.1 Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order.

NOTE: Any player removed from the game by their parents, is injured or becomes ill during the game can be passed over in the batting order without the penalty of a recorded out.
2. Per Section IV – The Players, Part (i) => Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least one (1) time.

NOTE: All players not receiving the required minimum playing time shall start the next scheduled game and may not be removed until past and current game time requirements are met.
3. Per Section IV - The Players, Part (i), Note 2 => BHLL elects not to impose a penalty on the Manager/ Coach if a player does not meet minimum play time in a game shortened by curfew, darkness, inclement weather, or other reasons that the Board of Directors deem out of the manager's control
4. All balls hit or thrown outside of the fences or projected backstop fence lines (on first and third base lines) will be considered out of play.
5. The home team shall occupy the first base side of the field.
6. The home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.
7. Teams may have two (2) adult base coaches per rule 4.05.

8. Bunting is not allowed at anytime. However, Managers are encouraged to teach proper bunting techniques at practice.
9. Each half inning will be limited to the first of three (3) outs or five (5) runs or batting through the order once (regardless of the number of players), whichever comes first.
10. No new inning will be started after one and one-half (1-1/2) hours from the official starting time. All games will be completed with a drop dead time of two (2) hours.

NOTE: The end of game time is from the OFFICIAL START TIME. NO play will continue beyond this point. The umpire will determine and communicate the OFFICIAL START TIME to the managers and scorekeepers who will record it in their respective scorebooks. Once the OFFICIAL START TIME is recorded, time limits (No New Inning and End of Game) should be calculated and noted for reference. The OFFICIAL START TIME is the scheduled time of the game unless and only unless the umpire delays the starting time.

11. The "A" Division uses a pitching machine and it must be operated by an adult (over the age of 18). A ball hitting any part of the pitching machine, or the pitching machine operator, will be considered a dead ball. The batter will be awarded a single, and all runners will advance one base. The pitching machine operator may instruct the batter only. There will be no walks or a base awarded to a batter hit by a pitch in the "A" Division. In the first five games there will be a maximum of 8 pitches per at bat, unless the last pitch is ruled a foul ball. After the fifth scheduled game there will be a maximum of 6 pitches per at bat, unless the last pitch is ruled a foul ball.
12. A chalked line will be placed around the pitching mound (5 foot radius from the center of the mound). A chalked line aligned with the pitching rubber will also be added on each side toward first and third bases. The player in the pitcher position must have both feet behind this designated line until the ball reaches the batter.
13. The speed of the pitching machine will be set by the Player Agent before Opening Day. Speed may be changed as season progresses if agreed and approved by the Player Agent.
14. All players on the roster will bat in rotation (continuous batting order).
15. Ten (10) players will be on the field defensively at one time. Four (4) of the fielders must be located in the outfield and a minimum of 10 feet off the infield dirt.
16. Base stealing is not allowed under any circumstances.
17. When the ball is played by an infielder, the play will be called dead once the intended throw(s) are complete or the ball is returned to the pitcher (whichever happens first). However, runners occupying a base when a ball is hit in play are entitled to advance to the next base regardless of whether all the throw(s) are complete. Runners may not advance to the next base on overthrows. For example, if there is a runner on second base and the ball is hit to the third baseman who looks/holds the runner at second and throws the ball to first base, the runner on second may still advance to third base (at their own risk) but cannot continue to run home.

- 17.1 A chalked line will be placed intersecting the baseline at a point halfway between first and second, second and third, and third and home. When the ball is played by an outfielder and the ball is thrown in across the infield baselines, any runner not past the chalked line must return to the previous base. Any runner beyond the chalked line can advance to the next base at their own risk. The play is then called dead. If there are two runners occupying the same base as a result, the lead runner will stay on the current base and the secondary runner will return to the previous base.
- 17.2 The purpose of this rule is to emphasize defensive fundamentals without penalty, teach proper base running techniques, and maximize the number of batters subject to the 5 run per half inning limit.
18. The Infield Fly Rule will not be enforced at the Single A level.
19. If a fair ball strikes a tree limb above the outfield fence it will be ruled a home run by the umpires. If a ball strikes a tree limb along the third base line it will be ruled a dead ball and advancement of the runners will be the judgment of the umpires.
20. The home team is responsible for field setup and the visiting team is responsible for field clean-up. Please consult your Player Agent for proper field maintenance procedures.
21. Home team provides a plate umpire and the visiting team provides a base umpire each game.
22. Plate umpires must wear the proper umpire gear at all times.
23. Both Official Team Scorekeepers must occupy the designated scorekeeper area during the game.
24. All Managers/Coaches must wear appropriate attire (no tank tops, open toed footwear, alcohol/tobacco advertisements, etc.).
25. No seeds, peanuts or chewing gum allowed on the playing field or in the dugout. This applies to all participants (players, managers, coaches, umpires, etc.). Players are not to have food, candy or gum in their mouths while on the playing field.